University of Gdańsk

Subject card

Subject name and code	Digital Game Writing, PG_00190194		
Field of study	Historical game design		
Date of commencement of studies	October 2026	Academic year of realisation of subject	2026/2027
Education level	Bachelor's studies	Subject group	Obligatory subject group in the field of study
Mode of study	full-time studies	Mode of delivery	at the university
Year of study	1	Language of instruction	English English
Semester of study	2	ECTS credits	3.0
Learning profile	academic	Assessment form	credit
Conducting unit	Institute of History -> Faculty of History -> Rector		
Name and surname of lecturer (lecturers)	Subject supervisor	dr hab. Michał Mochocki	
	Teachers		

Lesson types

Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
Number of study hours	0.0	30.0	0.0	0.0	0.0	30

E-learning hours included: 0.0

Learning activity and number of study hours

Learning activity	Participation in didactic classes included in study plan	Participation in consultation hours	Self-study	SUM
Number of study hours	30	0.0	45.0	75

Subject objectives

Building practical creative and technical skills in writing digital text-based content for games.

Learning outcomes

Course outcome	Subject outcome	Method of verification
[PGHL3_U06] Prepares longer written works and a variety of shorter texts in Polish and/or English, correctly applying professional terminology and scholarly apparatus	Writes creative and technical texts for games in English (level B2)	[SU3] text preparation/written work
[PGHL3_U02] Selects appropriate methods and tools, including information and communication techniques, to address specific problems	Efficiently works with a variety of digital tools for writing, editing, and sharing texts	[SU3] text preparation/written work
[PGHL3_W08] Explains the significance of knowledge from various disciplines used in the development of games focused on history and cultural heritage	Reflects on the importance of source materials and expert consultation in the writing of historical and heritage-related content	[SW3] text preparation/written work

Subject contents

1. Various forms of writing for games: dialogue tree, screenplay, descriptions, AI barks, world lore, design docs, manuals, etc.
2. Entry-level digital tools for writing, editing, and sharing texts: Excel, Google Drive, Twine, Arcweave

Prerequisites and co-requisites

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
evaluation of written assignments	51.0%	100.0%

Recommended reading	Basic literature	1. Nicklin, Hannah. 2022. Writing for Games: Theory and Practice. CRC Press. (Chapter 1: Craft; Chapter 5: Games Writing as a Discipline). 2. Megill, Anna. 2024. The Pocket Mentor for Video Game Writers. CRC Press. (Chapter 1: The Basics; Chapter 2: Wise Up). 3. McCall, Jeremiah B. 2023. Gaming the Past: Using Video Games to Teach Secondary History. Second Edition. Routledge. (Chapter 3: Genres of Historical Games and Academic Standards of History and Social Studies). 4. any technical manual to Twine or another platform for sharing interactive stories online
	Supplementary literature	1. Kot, Yaraslau I., and Michał Mochocki. 2023. Methods and Tools for Game Writing and Narrative Design in Professional Books from 2019 to 2022. Homo Ludens, no. 1 (2023). 2. Nicklin, Hannah. 2022. Writing for Games: Theory and Practice. CRC Press. (Part II: Case Studies). 3. Megill, Anna. 2023. The Game Writing Guide: Get Your Dream Job and Keep It. CRC Press.
	eResources addresses	
Example issues/ example questions/ tasks being completed	• set of AI barks for a specific character from a specific game • section of dialogue for a specific scene • historical reference material for a game dev team • descriptions of in-game items and locations • interactive story created in Twine or another digital platform	
Work placement	Not applicable	

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