

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		
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_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		Efficiently works with a variety of digital tools for writing, editing, and sharing texts			[SW3] text preparation/written work	
	[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	
Subject contents	<ol style="list-style-type: none"> Various forms of writing for games: dialogue tree, screenplay, descriptions, AI barks, world lore, design docs, manuals, etc. Entry-level digital tools for writing, editing, and sharing texts: Excel, Google Drive, Twine Historical Problem-Space framework in adapting historical research for game design 						
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	<ol style="list-style-type: none"> Nicklin, Hannah. 2022. Writing for Games: Theory and Practice. CRC Press. (Chapter 1: Craft; Chapter 5: Games Writing as a Discipline). Megill, Anna. 2024. The Pocket Mentor for Video Game Writers. CRC Press. (Chapter 1: The Basics; Chapter 2: Wise Up). 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). any technical manual to Twine or another platform for sharing interactive stories online
	Supplementary literature	<ol style="list-style-type: none"> Kot, Yaroslau 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). Nicklin, Hannah. 2022. Writing for Games: Theory and Practice. CRC Press. (Part II: Case Studies). 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	<ul style="list-style-type: none"> 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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