University of Gdańsk

Subject card

Subject name and code	Historical Game Studies I, PG_00190198		
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 Subject group related to scientific research 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	1.0
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	dr hab. Michał Mochocki

Lesson types

Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
Number of study hours	0.0	15.0	0.0	0.0	0.0	15

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	15	0.0	10.0	25

Subject objectives

Introduction to Historical Game Studies and related areas of Game Studies as an international field of academic inquiry.

Learning outcomes

Course outcome	Subject outcome	Method of verification
[PGHL3_U04] Participates in discussions on history, cultural heritage, and the creative industries, presenting and evaluating different opinions and viewpoints	Engages with current debates in the field of Historical Game Studies	[SU1] oral statement/conversation/ discussion [SU8] observation of student's independent or team work
[PGHL3_W08] Explains the significance of knowledge from various disciplines used in the development of games focused on history and cultural heritage	Identifies various research trends and specializations within the field of Historical Game Studies, including differences in regional perspectives.	[SW3] text preparation/written work
[PGHL3_K01] Critically evaluates his/her own knowledge, demonstrating readiness to expand it and to seek expert advice when encountering difficulties in independently solving a problem.	Identifies the potential usefulness of theories and methods from Historical Game Studies for their own creative work	[SK3] text preparation/written work
[PGHL3_W04] Characterizes the achievements of historiography, taking into account the main research directions in historical studies and related disciplines, and recognizes the existence of differing perspectives shaped by national and cultural contexts	Identifies various research trends and specializations within Historical Game Studies, including differences in regional perspectives.	[SW3] text preparation/written work

Subject contents	1. The history of Historical Game Studies. 2. The main thematic areas within Historical Game Studies. 3. The conversion of HGS analytical frameworks into design frameworks applicable to game development.	
Prerequisites and co-requisites		
Assessment methods and criteria	Subject passing criteria / Passing threshold / Percentage of the final grade	
	reflective essay / 51.0% / 100.0%	
	active participation in class / 51.0% / 0.0%	
Recommended reading	Basic literature	1. Mochocki, Michał. 2022. 'Editorial: Games with History, Heritage, and Provocation'. *Games and Culture* 17 (6): 839–42. https://doi.org/10.1177/15554120221119268. 2. Chapman, Adam, Anna Foka, and Jonathan Westin. 2017. 'Introduction: What Is Historical Game Studies?' *Rethinking History* 21 (3): 358–71. https://doi.org/10.1080/13642529.2016.1256638. 3. Wright, Esther, Nick Webber, and Iain Donald. 2026. 'Introduction: Where and What Is Historical Game Studies, Now?' In *Writing Game Histories*, edited by Esther Wright, Iain Donald, and Nick Webber. Bloomsbury Publishing. Fragments from: 4. Chapman, Adam. 2016. *Digital Games as History: How Videogames Represent the Past and Offer Access to Historical Practice*. Routledge.
	Supplementary literature	1. Wright, Esther, Iain Donald, and Nick Webber, eds. 2026. *Writing Game Histories*. Bloomsbury Publishing. 2. Lünen, Alexander von, Katherine J. Lewis, Benjamin Litherland, and P. H. Cullum, eds. 2020. *Historia Ludens: The Playing Historian*. Routledge Approaches to History. Routledge. 3. Bazile, Julien A. 2022. 'An "Alternative to the Pen"? Perspectives for the Design of Historiographical Videogames'. *Games and Culture* 17 (6): 855–70. https://doi.org/10.1177/15554120221115393. 4. Wainwright, A. Martin. 2019. *Virtual History: How Videogames Portray the Past*. Routledge.
	eResources addresses	Supplementary https://www.historicalgames.net/ - Historical Game Research Network - academic blog of the international HGS community

Example issues/ example questions/ tasks being completed	1. The main areas of Historical Game Studies. 2. Using HGS analytical frameworks as game design tools. 3. Fundamental concepts and issues discussed in HGS.
Work placement	Not applicable

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