

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		
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 Marta Tymińska				
	Teachers						
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	The aim of the subject is creating a short project of historical game studies based on research and basic rules of game design.						
Learning outcomes	Course outcome	Subject outcome		Method of verification			
	[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	Has extended knowledge on historical sources available for game design and game research.		[SW1] oral statement/ conversation/discussion [SW5] implementation of a problem task			
	[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.	Critically approaches the design aspects of games as well as historical representations within.		[SK1] oral statement/conversation/discussion [SK2] presentation/project/paper/report [SK8] observation of student's independent or team work			

Subject contents	<p>1. Introduction to game design,</p> <p>2. Research work - case studies.</p> <p>3. Procedural rhetorics.</p> <p>4. Storytelling methodologies.</p> <p>5. Historical game scholar workshop.</p> <p>6. Historical game discourses.</p> <p>7. Project presentation.</p>		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	project assessment	60.0%	60.0%
	assessment of group work	60.0%	20.0%
	evaluation of the student's statement	60.0%	20.0%
Recommended reading	Basic literature	<p>Heussner, T., Finley, T. K., & Lemay, A. (2015). <i>The game narrative toolbox</i>. Focal Press/Taylor & Francis Group.Walk,</p> <p>W., Görlich, D., & Barrett, M. (2017). Design, Dynamics, Experience (DDE): An Advancement of the MDA Framework for Game Design.</p> <p>W O. Korn & N. Lee (Red.), <i>Game Dynamics</i> (s. 2745). Springer International Publishing. https://doi.org/10.1007/978-3-319-53088-8_3</p> <p>Milewski, P., & Tymińska, M. (2023). <i>Gamebook. Theoria. Podręcznik 1</i> (1. wyd., T. 1). Sesne Consulting: Popojutrze 2.0 - Kształcenie.</p> <p>Milewski, P., & Tymińska, M. (2023). <i>Gamebook. Theoria. Zeszyt ćwiczeń 1</i> (1. wyd., T. 2). Sesne Consulting: Popojutrze 2.0 - Kształcenie.</p> <p>Bogost, I. (2007). <i>Persuasive games: The expressive power of videogames</i>. MIT Press.</p> <p>Kowert, R., & Quandt, T. (Red.). (2021). <i>The video game debate 2: Revisiting the physical, social, and psychological effects of video games</i>. Routledge, Taylor & Francis Group.</p> <p>Mochocki, M. (2021). <i>Role-play as a heritage practice: Historical larp, tabletop RPG and reenactment</i>. Routledge.Mäyrä, F. (2008). <i>An Introduction to Game Studies. Games in Culture</i>. SAGE Publications, Inc.</p>	

	Supplementary literature	<p>Milewski, P. (2023). <i>Gamebook. Praxis. Zeszyt ćwiczeń 2</i> (1. wyd., T. 4). Sesne Consulting: Popojutrze 2.0 - Kształcenie.</p> <p>Milewski, P. (2023). <i>Gamebook. Praxis. Podręcznik 2</i> (1. wyd., T. 3). Sesne Consulting: Popojutrze 2.0 - Kształcenie.</p> <p>Mościchowska, I., & Rogoś-Turek, B. (2020). <i>Badania jako podstawa projektowania user experience</i>.</p> <p>Schell, J. (2008). <i>The art of game design: A book of lenses</i>. Elsevier/ Morgan Kaufmann. Wydawnictwo Naukowe PWN.</p> <p>Salter, A., & Blodgett, B. (2017). <i>Toxic geek masculinity in media: Sexism, trolling, and identity policing</i>. http://public.eblib.com/choice/PublicFullRecord.aspx?p=5143375</p>
Example issues/ example questions/ tasks being completed	eResources addresses	<p>Introduction to game research - how to study games?</p> <p>Procedural rhetorics - how to convert historical facts into the gaming verbs?</p>
Work placement		Not applicable

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