University of Gdańsk

Subject card

Subject name and code	Game Mechanics and Design Patterns, PG_00190200		
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

Familiarity with a wide array of game mechanics, dynamics, and design patterns.

Learning outcomes

Course outcome	Subject outcome	Method of verification
[PGHL3_U09] Carries out creative and technical tasks in the game design process, from ideation through prototyping to testing and iteration	Carries out creative and technical tasks related to the selection, implementation, and playtesting of game mechanics	[SU6] demonstration of practical skills [SU8] observation of student's independent or team work
[PGHL3_U03] Communicates with the environment using specialized terminology of historical sciences and related fields, as well as terminology adopted in the game industry	Uses the terminology of game mechanics and game design patterns accurately	[SU4] test/exam - oral or written [SU6] demonstration of practical skills
[PGHL3_W08] Explains the significance of knowledge from various disciplines used in the development of games focused on history and cultural heritage	Explains a wide array of game mechanics and design patterns, pointing to specific examples	[SW4] test/exam - oral or written

Subject contents

Mechanisms and design patterns in analog and digital games.

Prerequisites and co-requisites

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
oral of written reflection and self-assessment	51.0%	100.0%
observation of student's participation in class activities	51.0%	0.0%

Recommended reading	Basic literature	1. Engelstein, Geoffrey, and Isaac Shalev. 2022. *Building Blocks of Tabletop Game Design: An Encyclopaedia of Mechanisms*. Second edition. CRC Press. 2. Flanagan, Mary, and Mikael Jakobsson. 2023. *Playing Oppression: The Legacy of Conquest and Empire in Colonialist Board Games*. The MIT Press. (Chapter 8: Urgency and Hope: A Countercolonial Revolution).
	Supplementary literature	1. Bjork, Staffan, and Jussi Holopainen. 2005. *Patterns in Game Design*. Charles River Media. 2. Schell, Jesse. 2020. *The Art of Game Design: A Book of Lenses*. Third edition. Taylor & Francis. (Chapter 13: Game Mechanics Must Be in Balance). 3. Suckling, Maurice. 2024. Design Elements in Postcolonial Commercial Historical Board Wargames. In *Heritage, Memory and Identity in Postcolonial Board Games*, edited by Michał Mochocki, 26-44. Routledge. 4. Stenros, Jaakko, and Markus Montola. 2024. The rule book: the building blocks of games. The MIT Press. 5. Suckling, Maurice. 2025. Paper Time Machines: Critical Game Design and Historical Board Games. Taylor and Francis.
	eResources addresses	Basic http://virt10.itu.chalmers.se/index.php/Category:Patterns - Game Design Patterns wiki
Example issues/ example questions/ tasks being completed	• analysis of how specific mechanisms work in selected games • rapid game prototyping with the use of specific mechanics • modifications and expansions of a selected game with new design patterns	
Work placement	Not applicable	

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