

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		
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_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		[SW1] oral statement/ conversation/discussion		
Subject contents	Mechanisms and design patterns in analog and digital games. New directions and social expectations in game design.						
Prerequisites and co-requisites							
Assessment methods and criteria	Subject passing criteria		Passing threshold		Percentage of the final grade		
	observation of student's participation in class debates		51.0%		50.0%		
	evaluation of student's contribution to design assignments		51.0%		50.0%		
Recommended reading	Basic literature		<ol style="list-style-type: none"> Engelstein, Geoffrey, and Isaac Shalev. 2022. <i>Building Blocks of Tabletop Game Design: An Encyclopaedia of Mechanisms</i>. Second edition. CRC Press. Flanagan, Mary, and Mikael Jakobsson. 2023. <i>Playing Oppression: The Legacy of Conquest and Empire in Colonialist Board Games</i>. The MIT Press. (Chapter 8: Urgency and Hope: A Countercolonial Revolution). 				

	Supplementary literature	<ol style="list-style-type: none"> 1. Bjork, Staffan, and Jussi Holopainen. 2005. <i>Patterns in Game Design</i>. Charles River Media. 2. Schell, Jesse. 2020. <i>The Art of Game Design: A Book of Lenses</i>. 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 <i>Heritage, Memory and Identity in Postcolonial Board Games</i>, 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	
Example issues/ example questions/ tasks being completed	<ul style="list-style-type: none"> • 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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