University of Gdańsk

Subject card

Subject name and code	Career Planning, PG_00190201		
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	Polish Polish
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		

Lesson types

Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
Number of study hours	0.0	10.0	0.0	0.0	0.0	10

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	10	0.0	15.0	25

Subject objectives

Exploring of various career paths related to historical game-making, and creating one's own plan of professional development

Learning outcomes

Course outcome	Subject outcome	Method of verification
[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.	Justifies the structure of his/her plan of professional development, referring to first-hand knowledge from industry practitioners	[SK3] text preparation/written work
[PGHL3_U08] Plans and pursues the development of their own competencies within the framework of lifelong learning	Presents a well-structured plan of professional development for the next 2 years	[SU3] text preparation/written work
[PGHL3_W10] Explains the key economic, legal, and ethical conditions of professional activity related to the development of historical games, including fundamental concepts and principles of industrial property protection and copyright law	Justifies the structure of his/her plan of professional development in the context of the realities and expectations of the job market	[SW3] text preparation/written work

Subject contents

1. Career paths and occupational roles related to game design.
2. Analysis of one's own strengths and talents.
3. Means and venues of building skills, experience and networks relevant for employment in games.

Prerequisites and co-requisites

<table>
<tr><td>Assessment methods and criteria</td><td colspan="2"><table>
<tr><th>Subject passing criteria</th><th>Passing threshold</th><th>Percentage of the final grade</th></tr>
<tr><td>personal plan of professional development based on an analysis of one's own strengths and interests</td><td>51.0%</td><td>100.0%</td></tr>
</table></td></tr>
<tr><td rowspan="3">Recommended reading</td><td>Basic literature</td><td>1. Fullerton, Tracy. 2024. Game Design Workshop: A Playcentric Approach to Creating Innovative Games. Fifth edition. CRC Press. (Chapter 15: Understanding the New Game Industry; Chapter 16: Selling Yourself and Your Ideas to the Game Industry).
2. TIGA Graduates Guide 2025.</td></tr>
<tr><td>Supplementary literature</td><td>1. Nicklin, Hannah. 2022. Writing for Games: Theory and Practice. CRC Press. (Part III: A Practical Workbook).
2. Megill, Anna. 2024. The Pocket Mentor for Video Game Writers. CRC Press.
3. Topalian, Arran. 2024. Building a Game Pitch: How to Bottle Lightning. CRC Press.
4. Slack, Joe. 2023. The Board Game Designers Guide to Getting Published: How to Find the Right Publisher, Know What to Look for in a Contract, and Get Your Board Game Signed. CRC Press.</td></tr>
<tr><td>eResources addresses</td><td>Basic
https://www.gallup.com/cliftonstrengths/en/253715/34-cliftonstrengths-themes.aspx - 34 CliftonStrengths
https://gamebadges.eu/ - GameBadges competence map</td></tr>
<tr><td>Example issues/ example questions/ tasks being completed</td><td colspan="2">• self-analysis of student's strengths based on the 34CliftonStrenghts framework and GameBadges competence map
• writing a personal plan of professional development</td></tr>
<tr><td>Work placement</td><td colspan="2">Not applicable</td></tr>
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