University of Gdańsk

Subject card

Subject name and code	Team Project I , PG_00190202		
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	4.0
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	0.0	0.0	60.0	0.0	60

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	60	0.0	40.0	100

Subject objectives

Practice in teamwork, game design, and prototyping through two multi-week team projects focused on historical games.

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 throughout the game design process, from ideation and prototyping to playtesting and iterative refinement	[SU5] implementation of a problem task
[PGHL3_U07] Collaborates within a project team, coordinating individual and team work in the development of historical games	Participates effectively in collaborative game design and prototyping during classes and through digital communicators	[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	Comprehensively discusses the process of game design and analogue prototyping, including games themed around history/ heritage	[SW1] oral statement/ conversation/discussion
[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 evaluates (in a postmortem) design decisions made by the team	[SK1] oral statement/conversation/ discussion

Subject contents

- Ideation (concept)
- Prototyping
- Playtesting
- Iterating
- Polishing and pitching
- Agential Problem-Space model in historical game design

<table>
<tr><td>Prerequisites and co-requisites</td><td colspan="2"></td></tr>
<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>observation of the student's work in class and online</td><td>51.0%</td><td>0.0%</td></tr>
<tr><td>postmortems supervised by the instructor</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. (Part 2: Designing a Game).

2. Suckling Maurice W. 2025. Paper Time Machines. Critical Game Design and Historical Board Games. Taylor & Francis.

3. Engelstein, Geoffrey. 2021. Game Production: Prototyping and Producing Your Board Game. CRC Press.</td></tr>
<tr><td>Supplementary literature</td><td>1. Ricchiuti, Diego. 2023. Game Design Tools: Cognitive, Psychological, and Practical Approaches. CRC Press.

2. Kramarzewski, Adam, and Ennio De Nucci. 2018. Practical Game Design: Learn the Art of Game Design through Applicable Skills and Cutting-Edge Insights. Packt Publishing

3. Shipp, Sarah. 2024. Thematic Integration in Board Game Design. CRC Press.

4. McCall, Jeremiah. 2026. Designing Historical Games for Classrooms: A Practical Guide for Educators. Routledge.</td></tr>
<tr><td>eResources addresses</td><td>Basic
https://boardgamegeek.com/browse/boardgamemechanic - BoardGameGeek mechanics</td></tr>
<tr><td>Example issues/ example questions/ tasks being completed</td><td colspan="2">• two team-created prototypes of analogue historical games
• team postmortems supervised by the instructor
• self-evaluation of competence in historical game design</td></tr>
<tr><td>Work placement</td><td colspan="2">Not applicable</td></tr>
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