University of Gdańsk

Subject card

Subject name and code	Research Methods in History II , PG_00190203		
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	Polish
Semester of study	2	ECTS credits	2.0
Learning profile	academic	Assessment form	credit
Conducting unit	Institute of History -> Faculty of History -> Rector		
Name and surname of lecturer (lecturers)	Subject supervisor	dr Jan Daniluk	
	Teachers	dr Jan Daniluk	

Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	45.0	0.0	0.0	0.0	45
	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	45	0.0	5.0	50

Subject objectives	The aim of the course is to improve the skills, expand the knowledge and competences acquired by students during the "Historian's Research Workshop" classes in the previous semester by solving more complex and diverse problems related to the historian's scientific workshop in the contemporary world.

Learning outcomes

Course outcome	Subject outcome	Method of verification
[PGHL3_K02] Demonstrates awareness of professional ethical principles governing the work of historians and cultural practitioners, showing understanding of the values and attitudes of people in different historical periods and contexts		
[PGHL3_W07] Explains the possibilities of applying selected methods of analysis and interpretation of historical sources in the game development process		
[PGHL3_W01] Explains significant relationships between selected historical, cultural, and social facts, objects, and phenomena, using theories and methods of the humanities		
[PGHL3_U01] Applies historical knowledge and methodological skills, including the ability to analyse and synthesise information as well as to select and verify sources, in order to solve professional problems, including non-routine ones, based on existing knowledge and established methods	Student is able to critically and creatively develop a selected, problematic issue in the field of the history of the nineteenth and twentieth centuries: independently search for information (sources and studies), verify it, and then synthesize knowledge and its	[SU1] oral statement/conversation/ discussion [SU2] presentation/project/paper/ report [SU5] implementation of a problem task
[PGHL3_W06] Explains the key theories, research methods, and tools of the historian’s craft, using specialist terminology of history and other humanities and social sciences	Student knows the most important theories, research methods and tools of the historian's workshop, thanks to which he is able to efficiently (using professional terminology) use them when designing historical games.	[SW2] presentation/project/paper/ report [SW5] implementation of a problem task

Subject contents

Contemporary challenges of historians and the use of theoretical knowledge in practice.
Analysis of historical sources and problems related to their interpretation.
Improving the ability to search and verify historical data.

Prerequisites and co-requisites

The scope of knowledge, skills and competences acquired during the course "Historian's Research Workshop I".

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
project work (team work)	51.0%	75.0%
students' work and projects in the class	51.0%	25.0%

Recommended reading

Basic literature	*Wprowadzenie do metodologii badań historycznych*, edit. E. Domańska, J. Pomorski, Warszawa 2022 W. Werner, *Wprowadzenie do historii,* Warszawa 2012 M. Kula, *Krótki raport o użytkowaniu historii*, Warszawa 2020
Supplementary literature	S. Pinker, *Piękny styl. Przewodnik człowieka myślącego po sztuce pisania XXI wieku*, Sopot 2016
eResources addresses	

Example issues/ example questions/ tasks being completed

1. Prepare and present the results of group work consisting in solving a problem related to one of the following issues related to regional history (20th century). Present the research methods used, the results of your research, the people you contacted, and the literature you have read. Present the results of your search in an attractive visual form.

2. Locate, characterize and describe the object attached to the photo, using non-source knowledge and modern tools available on the Internet.

Work placement

Not applicable

Document generated electronically. Does not require a seal or signature.