University of Gdańsk

Subject card

Subject name and code	Game Jam , PG_00190204		
Field of study	Historical game design		
Date of commencement of studies	October 2026	Academic year of realisation of subject	2027/2028
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	2	Language of instruction	Polish
Semester of study	3	ECTS credits	1.0
Learning profile	academic	Assessment form	credit
Conducting unit	Faculty of Languages -> Rector		
Name and surname of lecturer (lecturers)	Subject supervisor	dr Marta Tymińska	
	Teachers		

Lesson types

Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
Number of study hours	0.0	0.0	0.0	30.0	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	0.0	30

Subject objectives

The aim of the course is to familiarize students with the methodology of game jams and techniques for rapid game prototyping in spontaneously formed teams.

Learning outcomes

Course outcome	Subject outcome	Method of verification
[PGHL3_U07] Collaborates within a project team, coordinating individual and team work in the development of historical games	Is able to plan work within a time-limited event and in a spontaneously assembled team.	[SU5] implementation of a problem task [SU6] demonstration of practical skills [SU8] observation of student's independent or team work
[PGHL3_U02] Selects appropriate methods and tools, including information and communication techniques, to address specific problems	Is able to select appropriate methods and tools for working within a game jam.	[SU5] implementation of a problem task [SU6] demonstration of practical skills [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	Possesses advanced and interdisciplinary knowledge in game design on a given topic.	[SW1] oral statement/ conversation/discussion [SW2] presentation/project/paper/ report [SW5] implementation of a problem task

Subject contents

Introduction to Game Jam Methodology
Tools and Modes of Operation
Team Building
Developing a Game (Any Type) on a Given Topic
Continuing and Evaluating the Project

<table>
<tr><td>Prerequisites and co-requisites</td><td colspan="2">The course is conducted in a weekend format or in continuous, full-day sessions during the week, in line with the game jam concept.</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>active participartion in classes</td><td>50.0%</td><td>40.0%</td></tr>
<tr><td>ocena projektu końcowego</td><td>50.0%</td><td>40.0%</td></tr>
<tr><td>aktywności dodatkowe poza game jamem</td><td>50.0%</td><td>20.0%</td></tr>
</table></td></tr>
<tr><td rowspan="3">Recommended reading</td><td>Basic literature</td><td>Bjork, S., & Holopainen, J. (2005). Patterns in game design (1st ed). Charles River Media.
Brathwaite, B., & Schreiber, I. (with Charles River Media (Firm)). (2009). Challenges for game designers. Course Technology/Cengage Learning.
Fullerton, T., Swain, C., & Hoffman, S. (2008). Game design workshop: A playcentric approach to creating innovative games (2nd ed). Elsevier Morgan Kaufmann.
Heussner, T., Finley, T. K., & Lemay, A. (2015). The game narrative toolbox. Focal Press/Taylor & Francis Group.
Keogh, B. (2023). The Videogame Industry Does Not Exist: Why We Should Think Beyond Commercial Game Production. The MIT Press. https://doi.org/10.7551/mitpress/14513.001.0001
Milewski, P. (2023a). Gamebook. Praxis. Podręcznik 2 (1. wyd., T. 3). Sesne Consulting: Popojutrze 2.0 - Kształcenie.
Milewski, P. (2023b). Gamebook. Praxis. Zeszyt ćwiczeń 2 (1. wyd., T. 4). Sesne Consulting: Popojutrze 2.0 - Kształcenie.
Milewski, P., & Tymińska, M. (2023a). Gamebook. Theoria. Podręcznik 1 (1. wyd., T. 1). Sesne Consulting: Popojutrze 2.0 - Kształcenie.
Milewski, P., & Tymińska, M. (2023b). Gamebook. Theoria. Zeszyt ćwiczeń 1 (1. wyd., T. 2). Sesne Consulting: Popojutrze 2.0 - Kształcenie.
Selinker, M., & Snyder, T. (with Weidling, G.). (2018). Puzzlecraft. How to Make Every Kind of Puzzle (F. Heaney, Red.). Lone Shark Games.
Tekinbaş, K. S., & Zimmerman, E. (Red.). (2006). The game design reader: A Rules of play anthology. MIT Press.</td></tr>
<tr><td>Supplementary literature</td><td>Added on the go.</td></tr>
<tr><td>eResources addresses</td><td></td></tr>
<tr><td>Example issues/ example questions/ tasks being completed</td><td colspan="2">How can we create a game based on a given theme?
Methods of rapid prototyping
What is a white prototype?
What are hallway tests?</td></tr>
<tr><td>Work placement</td><td colspan="2">Not applicable</td></tr>
</table>

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