University of Gdańsk

Subject card

Subject name and code	Historical Game Studies II , PG_00190207		
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 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	2	Language of instruction	English
Semester of study	3	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 Marta Tymińska	
	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	20.0	50

Subject objectives

Overview of the main areas of academic inquiry and R&D works in international English-speaking Historical Game Studies

Learning outcomes

Course outcome	Subject outcome	Method of verification
[PGHL3_U04] Participates in discussions on history, cultural heritage, and the creative industries, presenting and evaluating different opinions and viewpoints		
[PGHL3_W04] Characterizes the achievements of historiography, taking into account the main research directions in historical studies and related disciplines, and recognizes the existence of differing perspectives shaped by national and cultural contexts		
[PGHL3_W08] Explains the significance of knowledge from various disciplines used in the development of games focused on history and cultural heritage	Describes the main areas of academic inquiry and R&D within Historical Game Studies, providing examples of key authors, concepts and projects	[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.	Comments on his/her intellectual journey across Historical Game Studies in a reflective learning diary	[SK3] text preparation/written work

<table>
<tr><td>Subject contents</td><td>- areas of research within Historical Game Studies

- historical consultancy for games

- the postcolonial turn in HGS

- the idea of historiographical games

- large consortia-driven HGS projects</td></tr>
<tr><td>Prerequisites and co-requisites</td><td></td></tr>
<tr><td>Assessment methods and criteria</td><td>
<table>
<tr><th>Subject passing criteria</th><th>Passing threshold</th><th>Percentage of the final grade</th></tr>
<tr><td>productive participation in class debates</td><td>51.0%</td><td>50.0%</td></tr>
<tr><td>reflective learning diary</td><td>51.0%</td><td>50.0%</td></tr>
</table>
</td></tr>
<tr><td>Recommended reading</td><td>
<table>
<tr><td>Basic literature</td><td>1. Chapman, A., Foka, A., & Westin, J. (2017). Introduction: What is historical game studies? Rethinking History, 21(3), 358371. https://doi.org/10.1080/13642529.2016.1256638
2. Chapman, A. (2016). Digital games as history: How videogames represent the past and offer access to historical practice. Routledge, Taylor & Francis.
3. Suckling, M. (2025). Paper time machines: Critical game design and historical board games. Taylor and Francis.
4. Mochocki, M., Schreiber, P., Majewski, J., & Kot, Y. I. (2025). An introduction to CEE HGS: Central and Eastern European Historical Game Studies. In M. Mochocki, P. Schreiber, J. Majewski, & Y. I. Kot (Eds.), Central and Eastern European Histories and Heritages in Video Games. Routledge.
5. McCall, J. B. (2023). Gaming the past: Using video games to teach secondary history. Routledge.
6. Gdaniec, E., Wasiak, P., Janicki, A., Możejko, B., Świętosławski, W., & Odorowicz, B. (2024). Historical Consulting for Games: A Modular Syllabus. Homo Ludens, 17(1/2024).</td></tr>
<tr><td>Supplementary literature</td><td>1. Suckling, M. (2024). Design Elements in Postcolonial Commercial Historical Board Wargames. In M. Mochocki (Ed.), Heritage, Memory and Identity in Postcolonial Board Games (pp. 2644). Routledge.

2. Wainwright, A. M. (2019). Virtual history: How videogames portray the past. Routledge.

3. Champion, E., & Hiriart, J. (Eds.). (2024). Assassins Creed in the classroom: Historys playground or a stab in the dark? De Gruyter Oldenbourg.
4. Kang, Y., Yang, K. C., Mochocki, M., Schreiber, P., & Majewski, J. (Eds.). (2025). Asian Histories and Heritages in Video Games. Routledge.
5. Mochocki, M., Schreiber, P., Majewski, J., & Kot, Y. I. (Eds.). (2025). Central and Eastern European Histories and Heritages in Video Games . Routledge.
6. Champion, E. (2015). Critical Gaming: Interactive History and Virtual Heritage. Ashgate.</td></tr>
<tr><td>eResources addresses</td><td></td></tr>
</table>
</td></tr>
<tr><td>Example issues/ example questions/ tasks being completed</td><td>Main areas and research topics in Historical Game Studies

Historical consultancy in game development

Genres and examples of historical games

Large research and R&D projects in historical games and heritage</td></tr>
<tr><td>Work placement</td><td>Not applicable</td></tr>
</table>

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