

**Subject card**

<b>Subject name and code</b>	Innovative Museology, PG_00190208						
<b>Field of study</b>	Historical game design						
<b>Date of commencement of studies</b>	October 2026	<b>Academic year of realisation of subject</b>			2027/2028		
<b>Education level</b>	Bachelor's studies	<b>Subject group</b>			Obligatory subject group in the field of study Subject group related to scientific research in the field of study		
<b>Mode of study</b>	full-time studies	<b>Mode of delivery</b>			at the university		
<b>Year of study</b>	2	<b>Language of instruction</b>			Polish		
<b>Semester of study</b>	3	<b>ECTS credits</b>			2.0		
<b>Learning profile</b>	academic	<b>Assessment form</b>			credit		
<b>Conducting unit</b>	Division of 19th Century History -> Institute of History -> Faculty of History -> Rector						
<b>Name and surname of lecturer (lecturers)</b>	<b>Subject supervisor</b>		dr Michalina Petelska				
	<b>Teachers</b>						
<b>Lesson types</b>	<b>Lesson type</b>	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	<b>Number of study hours</b>	0.0	30.0	0.0	0.0	0.0	30
	E-learning hours included: 0.0						
<b>Learning activity and number of study hours</b>	<b>Learning activity</b>	Participation in didactic classes included in study plan	Participation in consultation hours	Self-study	SUM		
	<b>Number of study hours</b>	30	0.0	20.0	50		
<b>Subject objectives</b>	<p>Creating a basis for critical reflection on contemporary museology.</p> <p>Introduce students to the activities of museums in its various dimensions.</p> <p>Preparing students to co-create museum activities in the Internet.</p>						
<b>Learning outcomes</b>	<b>Course outcome</b>		<b>Subject outcome</b>		<b>Method of verification</b>		
	[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		Knows and understands the economic, legal and ethical determinants of various professional activities related to work at a museum related to PR and organizing events.		[SW1] oral statement/ conversation/discussion		
[PGHL3_K03] Engages in the co-organisation of activities for the benefit of the social environment in the field of education and the promotion of historical and cultural heritage of the region, Poland, and Europe		Is ready to initiate activities popularizing history as part of work at the museum, with particular emphasis on organizing museum games.		[SK5] implementation of a problem task [SK8] observation of student's independent or team work			

Subject contents	<p>The evolution of the ICOM Museum Definition.</p> <p>Selected issues of contemporary museology from a problem-based perspective:</p> <p>Museum as a tourist product; The Bilbao Effect.</p> <p>Cybermuseology.</p> <p>The role of PR departments in museums; museum on social media.</p> <p>Modern technological solutions in making museums accessible to all groups of visitors (including the blind and visually impaired, the d/Deaf, etc.).</p> <p>An accessible and inclusive museum.</p> <p>Museum offers for different age groups, especially for young adults. Games in museums (board games, city games, LARP).</p> <p>Museums facing the challenges of contemporary world: migration, climate change, wars.</p>											
Prerequisites and co-requisites												
Assessment methods and criteria	<table border="1"> <thead> <tr> <th data-bbox="456 1061 794 1090">Subject passing criteria</th> <th data-bbox="799 1061 1137 1090">Passing threshold</th> <th data-bbox="1142 1061 1481 1090">Percentage of the final grade</th> </tr> </thead> <tbody> <tr> <td data-bbox="456 1093 794 1122">test</td> <td data-bbox="799 1093 1137 1122">51.0%</td> <td data-bbox="1142 1093 1481 1122">70.0%</td> </tr> <tr> <td data-bbox="456 1124 794 1153">reading, solving problem tasks</td> <td data-bbox="799 1124 1137 1153">0.0%</td> <td data-bbox="1142 1124 1481 1153">30.0%</td> </tr> </tbody> </table>			Subject passing criteria	Passing threshold	Percentage of the final grade	test	51.0%	70.0%	reading, solving problem tasks	0.0%	30.0%
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Recommended reading	Basic literature	<p>D. Folga-Januszewska, Dzieje pojęcia muzeum i problemy współczesne - wprowadzenie do dyskusji nad nową definicją muzeum ICOM, "Muzealnictwo" 2020(61): 39-57.</p> <p>Muzeologia cyfrowa. muzeum i narzędzia cyfrowe humanistyki, pod red. M. Baki, Toruń 2020.</p> <p>J. Orzechowska-Waślawska, Efekt Bilbao w Polsce? Katowicka Strefa Kultury jak Abandoibarra, czyli baskijskość i śląskość w procesie rewitalizacji, "Kultura Współczesna. Teoria. Interpretacje. Praktyka", 2017 (98/5), s. 108 - 123.</p> <p>M. Przybysz, T. Knecht, Wykorzystanie social media w muzeum - korzyści i zagrożenia, "Studia Elckie", 22(2020), nr 3, s. 325 - 342.</p> <p>R. Więckowski, "Chmura" dostępnej sztuki, Kultura Współczesna, 3(102)/2018, s. 146 - 157.</p>										

	Supplementary literature	<p>M. Lorenc, "Proszę się cofnąć do przodu!" - o polityce partycypacji w pracach ICOM nad "praską definicją muzeum", "Muzealnictwo" 2022(63): 165-172.</p> <p>K. Sala, Ekomuzea jako innowacyjny produkt turystyczny na przykładzie Ekomuzeum Rzemiosła w Dobkowie, "Zeszyty Naukowe Małopolskiej Wyższej Szkoły Ekonomicznej w Tarnowie", t. 33, nr 1, marzec 2017, s. 115 - 124.</p> <p>A. Stasiak, Muzeum jako produkt turystyczny [w:] Przemysł turystyczny, pod red. A. Schwichtenberga i E. Dziegieć, Koszalin 2000, s. 165-182.</p>
	eResources addresses	
Example issues/ example questions/ tasks being completed	<p>Make your own interpretation of the changes taking place in the definition of a museum.</p> <p>Can examples of the "Bilbao effect" be identified in Poland?</p> <p>Analysis of the activity of selected museums in social media. Students prepare proposals for their own social media posts/promotional campaigns.</p> <p>What does an "accessible museum" mean?</p>	
Work placement	Not applicable	

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