University of Gdańsk

Subject card

Subject name and code	Innovative Museology, PG_00190208		
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	Polish
Semester of study	3	ECTS credits	2.0
Learning profile	academic	Assessment form	credit
Conducting unit	Division of 19th Century History -> Institute of History -> Faculty of History -> Rector		
Name and surname of lecturer (lecturers)	Subject supervisor	dr Michalina Petelska	
	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

Creating a basis for critical reflection on contemporary museology.

Introduce students to the activities of museums in its various dimensions.

Preparing students to co-create museum activities in the Internet.

Learning outcomes

Course outcome	Subject outcome	Method of verification
[PGHL3_K04] Identifies opportunities to apply his/her historical and creative competences in activities serving the public interest		
[PGHL3_W09] Characterizes selected dilemmas of the contemporary world in the context of relationships between the past and the present, including the popularization of historical knowledge through games and other media		
[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

The evolution of the ICOM Museum Definition.

Selected issues of contemporary museology from a problem-based perspective:

Museum as a tourist product; The Bilbao Effect.

Cybermuseology.

The role of PR departments in museums; museum on social media.

Modern technological solutions in making museums accessible to all groups of visitors (including the blind and visually impaired, the d/Deaf,etc.).

An accessible and inlusive museum.

Museum offers for different age groups, especially for young adults. Games in museums (board games, city games, LARP).

Museums facing the challenges of contemporary world: migration, climate change, wars.

Prerequisites and co-requisites

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
reading, solving problem tasks	0.0%	30.0%
test	51.0%	70.0%

Recommended reading	Basic literature	D. Folga-Januszewska, Dzieje pojęcia muzeum i problemy współczesne - wprowadzenie do dyskusji nad nową definicją muzeum ICOM, "Muzealnictwo" 2020(61): 39-57. Muzeologia cyfrowa. muzeum i narzędzia cyfrowe humanistyki, pod red. M. Baki, Toruń 2020. J. Orzechowska-Wacławska, 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. M. Przybysz, T. Knecht, Wykorzystanie social media w muzeum - korzyści i zagrożenia, "Studia Ełckie", 22(2020), nr 3, s. 325 - 342. R. Więckowski, "Chmura" dostępnej sztuki, Kultura Współczesna, 3(102)/2018, s. 146 - 157.
	Supplementary literature	M. Lorenc, "Proszę się cofnąć do przodu!" - o polityce partycypacji w pracach ICOM nad "praską definicją muzeum", "Muzealnictwo" 2022(63): 165-172. 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. A. Stasiak, Muzeum jako produkt turystyczny [w:] Przemysł turystyczny, pod red. A. Szwichtenberga i E. Dziegieć, Koszalin 2000, s. 165-182.
	eResources addresses	
Example issues/ example questions/ tasks being completed	Make your own interpretation of the changes taking place in the definition of a museum. Can examples of the "Bilbao effect" be identified in Poland? Analysis of the activity of selected museums in social media. Students prepare proposals for their own social media posts/promotional campaigns. What does an "accessible museum" mean?	
Work placement	Not applicable	

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