University of Gdańsk

Subject card

Subject name and code	Copyright and Intellectual Property, PG_00190209		
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	Institute of History -> Faculty of History -> Rector		
Name and surname of lecturer (lecturers)	Subject supervisor	dr Ewelina Gdaniec	
	Teachers		

Lesson types

Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
Number of study hours	15.0	0.0	0.0	0.0	0.0	15

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	15	0.0	10.0	25

Subject objectives

The aim of the course is to introduce students to the fundamental concepts of law, with a particular focus on intellectual property, copyright, and legal regulations relevant to creative and digital activities. Students will gain an understanding of the functions and sources of law, the principles of the political system of the Republic of Poland, and the basics of protecting intangible assetsboth in traditional legal contexts and in relation to contemporary challenges such as publishing content online, licensing, text and data mining (TDM), and the protection of digital designs and user interfaces. Special emphasis will be placed on the practical legal issues faced by creators of games and other forms of digital historical storytelling.

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_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	The student knows and understands the basic concepts and mechanisms of civil, copyright and industrial property law, applicable to professional activities related to the design and distribution of historical games, including in the context of Internet regulation, licensing agreements and protection of digital creations.	[SW1] oral statement/ conversation/discussion [SW5] implementation of a problem task

Subject contents	1. Introduction to law and its functions: The concept, functions and types of law. Law and other social norms (customs, customs, moral norms, rule of law). Legal norm and legal provision; creation of law. 2. Validity of legal norms: Scopes of validity of legal norms. Entry into force of a legal norm and loss of binding force. 3. Sources of law and political system of the Republic of Poland: Sources of law. Public and constitutional law. Principles of the political system of the Republic of Poland. 4. Intellectual property: The concept of intellectual property. Protection of intellectual property in the first conventions. 5. Copyright and related law: Personal copyrights and their protection. Property rights; transfer and protection. Limitations of protection of property copyright. Related rights and their protection. New regulations on the remuneration of creators on the Internet. 6. The Internet and copyright law: Copyright law in the context of the Internet. Distance contracts and their importance for game creators. 7. Protection of industrial property: Patents and inventions; patent limitations and expiration.

	Protection of digital designs and user interfaces. 8. Licenses and agreements: Types of licenses. Changes in the scope of concluding license agreements and transferring copyrights. 9. Text and data mining (TDM): TDM regulations and their importance for historical game creators.
Prerequisites and co-requisites	

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
Carrying out tasks to check knowledge – during classes	60.0%	20.0%
Oxford Debate	60.0%	80.0%

Recommended reading

Basic literature	• Janusz Barta, Ryszard Markiewicz, Prawo autorskie i prawa pokrewne. Wprowadzenie, Warszawa 2024.
Supplementary literature	• W wolnym dostępie internetowym S. Iskierka, I. Iskierka, Prawnoautorska ochrona programów i gier komputerowych, [w:] ResearchGate, 2022, [online: https://www.researchgate.net/publication/366103074_Prawnoautorska_ochrona_programow_i_gier_kompute dostęp: 6.05.2025]. • Ustawa z dnia 4 lutego 1994 r. o prawie autorskim i prawach pokrewnych. (Dz.U. 1994 nr 24 poz. 83). • Ustawa z dnia 30 czerwca 2000 r. Prawo własności przemysłowej. (Dz.U. 2001 nr 49 poz. 508). • Rozporządzenie Parlamentu Europejskiego i Rady (UE) 2024/1689 z dnia 13 czerwca 2024 r. w sprawie ustanowienia zharmonizowanych przepisów dotyczących sztucznej inteligencji oraz zmiany rozporządzeń (WE) nr 300/2008, (UE) nr 167/2013, (UE) nr 168/2013, (UE) 2018/858, (UE) 2018/1139 i (UE) 2019/2144 oraz dyrektyw 2014/90/UE, (UE) 2016/797 i (UE) 2020/1828 (akt w sprawie sztucznej inteligencji) https://eur-lex.europa.eu/legal-content/PL/TXT/PDF/?uri=OJ:L_202401689
eResources addresses	

Example issues/ example questions/ tasks being completed

Oxford debate is a structured form of discussion in which two groups of students (proposal and opposition) debate a predetermined thesis.
Each side presents arguments for or against, observing a set speaking time and the rules of debate etiquette. The debate ends with a round of questions from the audience and a vote on which side was more convincing.
Features of the format:
clearly defined thesis,
roles: proposal, opposition, moderator, audience (jury),
limited speaking time (e.g. 34 minutes per person),
final evaluation by the jury and its justification.

Examples of debate topics:
What are the limits of using other people's works in computer games?
Should historical games be subject to the same principles of legal protection as films and literature?
What legal and ethical obligations does the creator of a historical game have towards the characters and events depicted in the game?
Should digital platforms be liable for the distribution of content that infringes copyright?

Work placement	Not applicable

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