University of Gdańsk

Subject card

Subject name and code	Practical Work in a Video Game Engine, PG_00190210		
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 Polish
Semester of study	3	ECTS credits	4.0
Learning profile	academic	Assessment form	credit
Conducting unit	Institute of History -> Faculty of History -> Rector		
Name and surname of lecturer (lecturers)	Subject supervisor	dr hab. Michał Mochocki	
	Teachers		

Lesson types

Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
Number of study hours	0.0	45.0	0.0	0.0	0.0	45

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	45	0.0	55.0	100

Subject objectives

Learning the basics of technical-creative skills in working in a designated professional video game engine.

Learning outcomes

Course outcome	Subject outcome	Method of verification
[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.	Critically discusses the problems encountered and mistakes made, pointing to ways to prevent similar issues in the future.	[SK2] presentation/project/paper/ report
[PGHL3_U09] Efficiently performs creative and technical tasks within the game design process, from ideation through prototyping to playtesting, iteration, and final refinements.	Student efficiently performs creative and technical tasks in the video game engine.	[SU5] implementation of a problem task
[PGHL3_U02] Selects appropriate methods and tools, including appropriate information and communication technologies, suited to the problem at hand	Student selects appropriate methods and tools for completing tasks in the video game engine.	[SU5] implementation of a problem task
[PGHL3_W08] Competently refers to knowledge from various disciplines used in the creation of games with historical and heritage themes	Student justifies their design decisions and technological choices on the basis of professional knowledge.	[SW2] presentation/project/paper/ report

Subject contents

- technical documentation in the creation of digital games

- working in a selected video game engine (e.g. Godot, Unity, Unreal)

<table>
<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>full set of tasks in the game engine</td><td>51.0%</td><td>80.0%</td></tr>
<tr><td>delivered documentation</td><td>51.0%</td><td>20.0%</td></tr>
</table>
</td></tr>
<tr><td rowspan="3">Recommended reading</td><td>Basic literature</td><td>- selected templates and examples of game project documentation

- selected tutorials and manuals for the selected game engine</td></tr>
<tr><td>Supplementary literature</td><td>none</td></tr>
<tr><td>eResources addresses</td><td></td></tr>
<tr><td>Example issues/ example questions/ tasks being completed</td><td>Implementation of visual and sound assets in the video game engine.

Technical documentation of the project under development.</td></tr>
<tr><td>Work placement</td><td>Not applicable</td></tr>
</table>

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