University of Gdańsk

Subject card

Subject name and code	Public Speaking and Pitching, PG_00190256		
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	English
Semester of study	4	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	mgr Marcin Słowikowski	
	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

Practical public speaking training, building soft skills in effective communication and self-presentation.

Learning outcomes

Course outcome	Subject outcome	Method of verification
[PGHL3_K05] Identifies opportunities for commercial activity at the intersection of history, heritage, and interactive entertainment		
[PGHL3_U05] Uses a foreign language at the B2 level of the Common European Framework of Reference for Languages (CEFR)	Delivers prepared and improvised speeches in English.	[SU1] oral statement/conversation/ discussion
[PGHL3_U03] Communicates with the environment using specialized terminology of historical sciences and related fields, as well as terminology adopted in the game industry	Consciously uses and correctly attributes source texts and cultural quotes. Sets statements in a broad historical and cultural context.	[SU2] presentation/project/paper/ report

Subject contents

- conditions for effective communication,
- elements of verbal and non-verbal communication
- form and strategy of communication adapted to the goals and recipient
- persuasive communication, pitching, self-presentation
- principles and techniques of improvisation

Prerequisites and co-requisites

<table>
<tr><td>Assessment methods and criteria</td><td colspan="2"><table>
<tr><th>Subject passing criteria</th><th>Passing threshold</th><th>Percentage of the final grade</th></tr>
<tr><td>Analysis and presentation of a selected speech and placing it in a historical context.</td><td>51.0%</td><td>10.0%</td></tr>
<tr><td>Assessment of skill progress based on prepared and improvised speeches during exercises.</td><td>51.0%</td><td>30.0%</td></tr>
<tr><td>Final public speech according to a previously prepared script using audiovisual aids.</td><td>51.0%</td><td>60.0%</td></tr>
</table></td></tr>
<tr><td rowspan="3">Recommended reading</td><td>Basic literature</td><td>• Lucas S. E. 2020. The Art of Public Speaking. McGraw-Hill Education
• Hampshire N, Califano G., Spinks D. 2022. Mastering Collaboration in a Product Team (Chapter: Elevator Pitch). Apress.</td></tr>
<tr><td>Supplementary literature</td><td>• Sebag Montefiore S. 2020. Voices of History: Speeches that Changed the World. W&N.
• Gallo C. 2017. Talk Like Ted. Macmillan
• Wiśniewska K. 2022. English for Speeches and Presentations A Practical Guide. Wystąpienia publiczne i prezentacje w języku angielskim. MT Biznes</td></tr>
<tr><td>eResources addresses</td><td></td></tr>
<tr><td>Example issues/ example questions/ tasks being completed</td><td colspan="2">• different types and formats of public speaking
• selected structures of public speaking
• basics of voice production, diction exercises
• multimedia presentation - good practices
• delivering a pre-prepared and impromptu speech</td></tr>
<tr><td>Work placement</td><td colspan="2">Not applicable</td></tr>
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