University of Gdańsk

Subject card

Subject name and code	Work Placement I, PG_00192193		
Field of study	Historical game design		
Date of commencement of studies	October 2026	Academic year of realisation of subject	2028/2029
Education level	Bachelor's studies	Subject group	Obligatory subject group in the field of study Optional subject group
Mode of study	full-time studies	Mode of delivery	at the university
Year of study	3	Language of instruction	Polish
Semester of study	6	ECTS credits	3.0
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	80.0	0.0	0.0	0.0	80

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	80	0.0	0.0	80

Subject objectives

Practical experience in a professional work environment in a role related to the scope of the educational programme.

Learning outcomes

Course outcome	Subject outcome	Method of verification
[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	understands the principles governing the work environment related to the creation or use of historical games, including the basic legal, economic, and ethical aspects of the professional tasks performed	[SW1] oral statement/ conversation/discussion
[PGHL3_U08] Plans and pursues the development of their own competencies within the framework of lifelong learning	performs assigned tasks using appropriate methods, tools, and information and communication technologies, in a manner appropriate to the nature of the practical activities	[SU7] entries and opinions in the internship diary
[PGHL3_U07] Collaborates within a project team, coordinating individual and team work in the development of historical games	participates in activities carried out by the host institution or organisation, particularly educational, cultural, or social initiatives related to historical heritage	[SU7] entries and opinions in the internship diary
[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.	ethically and responsibly fulfils assigned roles and duties during the placement, demonstrating respect for diverse cultural and historical contexts	[SK7] entries and opinions in the internship diary

<table>
<tr><td>Subject contents</td><td>The contents of job internships are formulated in individual learning agreements. They should correspond with one of the three main sectors: digital game industry, analog game industry, or cultural and educational institutions.</td></tr>
<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>grading and documentation of job internship</td><td>51.0%</td><td>100.0%</td></tr>
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<tr><td rowspan="3">Recommended reading</td><td>Basic literature</td><td>None. Job internship relies on hands-on learning-by-doing.</td></tr>
<tr><td>Supplementary literature</td><td>Act of 4 February 1994 on Copyright and Related Rights</td></tr>
<tr><td>eResources addresses</td><td></td></tr>
<tr><td>Example issues/ example questions/ tasks being completed</td><td>Conversation about the documentation and the process of the internship.</td></tr>
<tr><td>Work placement</td><td>Not applicable</td></tr>
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