University of Gdańsk

Subject card

Subject name and code	Gamification in Education, PG_00205567						
Field of study	History						
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 Optional subject group		
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 Didactic History -> Institute of History -> Faculty of History -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Wacław Kulczykowski				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	0.0	30.0	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		2.0		18.0	50
Subject objectives	The aim is to familiarize students with the issue of gamification as an educational method. Expanding knowledge about designing, creating and using games in school practice. Preparing students to use and practice innovative solutions and modern information technologies applications in teaching history. Developing skills related to individual and team preparation of an educational game scenario, including: ability to conduct discussions, present one's own concept and justify one's own position.						

Learning outcomes

Course outcome	Subject outcome	Method of verification
[HISTL3_W11] Knows and understands the economic, legal, ethical and other conditions affecting various types of professional activity related to history, including the concepts and principles of industrial property protection and copyright law.	Knows and understands the ethical conditions of activities related to the popularization of historical knowledge	[SW1] oral statement/ conversation/discussion [SW2] presentation/project/paper/ report
[HISTL3_K02] Is ready to fulfil social and professional obligations related to the chosen specialisation and to co-organise activities serving the community in the areas of education and the promotion of the historical and cultural heritage of Poland, the region, and Europe.	Is ready to responsibly fulfill social obligations in the field of popularizing historical knowledge and promoting the cultural heritage of Pomerania, Poland and Europe	[SK1] oral statement/conversation/ discussion [SK2] presentation/project/paper/ report
[HISTL3_W07] The student has an advanced knowledge and understanding of the key theories, research methods and tools of the historian’s trade, including those relevant to their chosen area of specialisation.	Knows various tools for the professional popularization of historical knowledge	[SW2] presentation/project/paper/ report [SW5] implementation of a problem task
[HISTL3_U07] Is able to plan and organise individual work and interact with others in teamwork	Is able to plan and organize individual work and cooperate with other people as part of team work	[SU8] observation of student's independent or team work
[HISTL3_U02] Is able to select methods and tools appropriate to historical research and practice, including advanced information and communication technologies (ICT).	Is able to correctly select and use appropriate tools to popularize history, including advanced information and communication techniques	[SU1] oral statement/conversation/ discussion [SU2] presentation/project/paper/ report [SU5] implementation of a problem task [SU8] observation of student's independent or team work
[HISTL3_W09] Knows and understands, at an advanced level, the methods of analysing and interpreting historical sources, as well as their significance for historical research.	Understands the usefulness of historical sources in the professional popularization of historical knowledge	[SW1] oral statement/ conversation/discussion [SW2] presentation/project/paper/ report

Subject contents

Workshop exercises: familiarizing students with the ways of using gamification as an educational method; presentation and use of games as a tool for transmitting historical knowledge; practical discussion of gamification tools and examples of historical games divided into types: computer games, board games, role-playing games, paragraph games, field games; presenting ways of creating the concept and scenario of one's own historical educational game and using it in educational practice; developing designs of your own gamification tools

Prerequisites and co-requisites

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
Activity in classes	50.0%	40.0%
Individual or team preparation of a lesson plan based on gamification	50.0%	60.0%

Recommended reading

Basic literature

Osica N., Niedzicki W., Sztuka promocji nauki, Warszawa 2017.
Popularyzacja nauk historycznych teoria i praktyka. Zbiór studiów, red. D. Gołaszewska-Rusinowska, M. Mielewska,
T. Sińczak Toruń 2018.
Siadkowski J., Grywalizacja w działaniu, dostępna w Internecie: https://www.dkkadr.waw.pl/wp-content/uploads/2019/11/Grywalizacja_v13.pdf
Złotek M., Grywalizacja - wykorzystanie mechanizmów z gier jako motywatora do zmiany zachowania ludzi, Kraków 2017.
Domańska E., Historie niekonwencjonalne. Refleksja o przeszłości w nowej humanistyce, Poznań 2006.
Gra w historię, historia w grach, red. T. Bazylewicz, Ł. Hajdrych Poznań 2018.
Historia w przestrzeni publicznej, red. J. Wojdon, Warszawa 2019.
Państwo i Społeczeństwo, Teoretyczne i praktyczne aspekty grywalizacji, r. XVIII, nr 1, red. J. Aksman, J. Bierówka, Kraków 2018.

	Supplementary literature	Brodzka-Bestry M., Gałaszewski D., Hajdukiewicz M., Ślady przeszłości gry terenowe po Warszawie, Warszawa 2008. Frąckowiak P., Historyczna gra miejska, http://www.historiaregionalna.pl/gra-miejska/ http://muzhp.pl/pl/c/1510/gry-miejskie . Kleszczyński B., Gry na lekcji historii i zajęciach pozalekcyjnych, Kwartalnik Edukacyjny PCEN, Nr 73, Rzeszów 2013. Nowak A., Grywalizacja w edukacji wczesnoszkolnej możliwości wykorzystania metody w kształceniu uczniów klas 13, "Doświadczenia i propozycje naukowo-metodyczne", nr 63, 2017. Nowakowska O., Wszystko gra! gry miejskie w przestrzeni Warszawy, Homo Ludens, nr 1, 2011. Solska E., Historia w kulturze współczesnej, Lublin 2011
	eResources addresses	
Example issues/ example questions/ tasks being completed		
Work placement	Not applicable	

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