

**Subject card**

<b>Subject name and code</b>	Games and History II, PG_00205588						
<b>Field of study</b>	History						
<b>Date of commencement of studies</b>	October 2026	<b>Academic year of realisation of subject</b>			2027/2028		
<b>Education level</b>	Bachelor's studies	<b>Subject group</b>			Obligatory subject group in the field of study Optional subject group Subject group related to scientific research in the field of study		
<b>Mode of study</b>	full-time studies	<b>Mode of delivery</b>			at the university		
<b>Year of study</b>	2	<b>Language of instruction</b>			Polish		
<b>Semester of study</b>	4	<b>ECTS credits</b>			3.0		
<b>Learning profile</b>	academic	<b>Assessment form</b>			credit		
<b>Conducting unit</b>	Division of Didactic History -> Institute of History -> Faculty of History -> Rector						
<b>Name and surname of lecturer (lecturers)</b>	<b>Subject supervisor</b>		dr Waław Kulczykowski				
	<b>Teachers</b>						
<b>Lesson types</b>	<b>Lesson type</b>	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	<b>Number of study hours</b>	0.0	30.0	0.0	0.0	0.0	30
	E-learning hours included: 0.0						
<b>Learning activity and number of study hours</b>	<b>Learning activity</b>	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	<b>Number of study hours</b>	30		2.0		43.0	75
<b>Subject objectives</b>	<p>The aim of the course is to familiarize students with the issue of historical games as a form of popularizing historical knowledge.</p> <p>To familiarize students with the ethical conditions of activities related to the popularization of historical knowledge using games.</p> <p>Preparing students to use modern information technologies and their practical application in the popularization of history.</p> <p>Developing skills related to team preparation of a game scenario, taking into account skills conducting discussions, presenting one's own concept and justifying one's position.</p>						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[HISTL3_U07] Is able to plan and organise individual work and interact with others in teamwork	Able to cooperate with other people in teamwork	[SU2] presentation/project/paper/report [SU8] observation of student's independent or team work
	[HISTL3_U03] Is able to communicate with the public using specialist terminology specific to historical and related sciences	Is able to communicate on historical topics using professional historical terminology, adapting the form and level of expression to the group of recipients of the message	[SU1] oral statement/conversation/discussion
	[HISTL3_K01] Critically evaluates his/her knowledge, demonstrates a willingness to continually expand his/her knowledge and to seek expert advice if he/she has difficulty solving a problem on his/her own	Critically evaluates the knowledge acquired, shows readiness to constantly expand it and seek the opinion of experts in case of difficulties in solving the problem independently (with particular emphasis on the implementation of projects related to the popularization of science)	[SK1] oral statement/conversation/discussion [SK2] presentation/project/paper/report
	[HISTL3_W07] Demonstrates knowledge of comparative European history and understands the links between the history of European integration and current social, economic and political issues Knows and understands to an advanced degree the main theories, research methods and tools of the historian's workshop	Understands the specificity of various media as tools for popularizing historical knowledge	[SW1] oral statement/conversation/discussion
	[HISTL3_W11] Knows and understands the basic economic, legal, ethical and other conditions of various professional activities related to history including the basic 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
	[HISTL3_W09] The student knows and understands the methods of analysing and interpreting historical sources, as well as their significance in historical research.	Understands the usefulness of historical sources in the professional popularization of historical knowledge	[SW1] oral statement/conversation/discussion
	[HISTL3_U02] Is able to select appropriate methods and tools appropriate to the work of a historian (including advanced information and communication techniques)	Is able to correctly select and use appropriate tools for popularization of history, including advanced information and communication techniques	[SU1] oral statement/conversation/discussion [SU2] presentation/project/paper/report
[HISTL3_U08] Is able to plan and organise his/her work independently acquiring and consolidating knowledge in a structured and systematic manner	Is able to effectively plan and organize his work related to the implementation of science popularization activities	[SU2] presentation/project/paper/report [SU8] observation of student's independent or team work	
Subject contents	Workshop exercises: familiarizing students with traditional and modern forms of popularizing historical knowledge; presenting games as a way of transmitting historical knowledge; practical discussion of 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 your own historical game.		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Activity in classes	50.0%	30.0%
	Final project	50.0%	70.0%
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. 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. P. Tkaczyk, Grywalizacja, Gliwice 2012.	

	Supplementary literature	Brodzka-Bestry M., Gałaszewski D., Hajdukiewicz M., Ślady przeszłości gry terenowe po Warszawie, Warszawa 2008. Frąckowiak P., Historyczna gra miejska, <a href="http://www.historiaregionalna.pl/gra-miejska/">http://www.historiaregionalna.pl/gra-miejska/</a> <a href="http://muzhp.pl/pl/c/1510/gry-miejskie">http://muzhp.pl/pl/c/1510/gry-miejskie</a> . Kleszczyński B., Gry na lekcji historii i zajęciach pozalekcyjnych, Kwartalnik Edukacyjny PCEN, Nr 73, Rzeszów 2013. Nowakowska O., Wszystko gra! gry miejskie w przestrzeni Warszawy, Homo Ludens, nr 1, 2011. Sikora K., Marketing gier wideo, Konin 2013. 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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