University of Gdańsk

Subject card

Subject name and code	Games and History II, PG_00205588		
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 Subject group related to scientific research 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
Semester of study	4	ECTS credits	3.0
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	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	2.0	43.0	75

Subject objectives

The aim of the course is to familiarize students with the issue of historical games as a form of popularizing historical knowledge.
To familiarize students with the ethical conditions of activities related to the popularization of historical knowledge using games.
Preparing students to use modern information technologies and their practical application in the popularization of history.
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.

Learning outcomes

Course outcome	Subject outcome	Method of verification
[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.	Understands the specificity of various media as tools for popularizing historical knowledge	[SW1] oral statement/ conversation/discussion
[HISTL3_U03] The student is able to communicate with others using specialist terminology relevant to history and related disciplines, including terms from their chosen professional specialisation.	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_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_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 for popularization of history, including advanced information and communication techniques	[SU1] oral statement/conversation/ discussion [SU2] presentation/project/paper/ report
[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
[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

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, 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. 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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