University of Gdańsk

Subject card

Subject name and code	Professional Internship, PG_00215297						
Field of study	Historical Games and Digital Heritage						
Date of commencement of studies	October 2027		Academic year of realisation of subject		2027/2028		
Education level	Master'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	1		Language of instruction		Polish The module is officially taught in Polish, but English-speaking students can complete it entirely in English.		
Semester of study	2		ECTS credits		7.0		
Learning profile	academic		Assessment form		credit		
Conducting unit							
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		20.0		60.0	160
Subject objectives	Job experience in a workplace outside the university. Five proposed sectors are: A — Digital Game Industry, B — Tabletop Game Industry, C — Heritage Industry, D — NGO Sector, E — Public Institutions.						

<table>
<tr><td>Learning outcomes</td><td>
<table>
<tr><th>Course outcome</th><th>Subject outcome</th><th>Method of verification</th></tr>
<tr><td>[GHDCMU2_W06] Explains the economic and organizational conditions surrounding research and development ventures and creative projects within the gaming and heritage sectors, including cross-sector collaboration, funding sources, and career paths.</td><td>Explains the economic and organisational conditions affecting task delivery and professional development within an institution operating in a particular socioeconomic environment, drawing on experience gained at the internship placement.</td><td>[SW1] oral statement/ conversation/discussion</td></tr>
<tr><td>[GHDCMU2_K04] Maintains professional ethics and standards of conduct in roles such as researcher, creator, or consultant, including the requirements for academic integrity and social sensitivity when working with historical and cultural material.</td><td>Applies principles of professional ethics and professional standards of conduct when carrying out roles and tasks assigned by the internship provider.</td><td>[SK7] entries and opinions in the internship diary</td></tr>
<tr><td>[GHDCMU2_U09] Plans one’s own learning and that of others in the context of academic and professional development, based on identified competency needs, while defining goals, learning methods, and criteria for assessing progress.</td><td>Deliberately plans how to guide the development of their own qualifications and habits of work and recovery during the internship, combining independent problem-solving and learning from mistakes with guidance and assistance from others.</td><td>[SU7] entries and opinions in the internship diary</td></tr>
<tr><td>[GHDCMU2_K03] Develops concepts for research, creative, and research-and-development initiatives that address various goals and needs, including commercial projects and activities serving the public interest.</td><td>Develops their own proposals for carrying out creative or research & development tasks within the responsibilities assigned by the internship provider, addressing the needs of their audiences or the organisation itself.</td><td>[SK7] entries and opinions in the internship diary</td></tr>
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<tr><td>Subject contents</td><td>Defined individually in the agreement with the host organisation.</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>Documentation and information from the host organisation</td><td>51.0%</td><td>100.0%</td></tr>
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<tr><td>Recommended reading</td><td>
<table>
<tr><td>Basic literature</td><td>N/A</td></tr>
<tr><td>Supplementary literature</td><td>N/A</td></tr>
<tr><td>eResources addresses</td><td></td></tr>
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<tr><td>Example issues/ example questions/ tasks being completed</td><td>Defined individually in the agreement with the host organisation.</td></tr>
<tr><td>Work placement</td><td>Professional Internship (80 hours) may be completed in one of five proposed options: A — Digital Game Industry, B — Tabletop Game Industry, C — Heritage Industry, D — NGO Sector, E — Public Institutions.</td></tr>
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