University of Gdańsk

Subject card

Subject name and code	Playable Museum Experiences, PG_00216088						
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 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	1		Language of instruction	English			
Semester of study	2		ECTS credits	2.0			
Learning profile	academic		Assessment form	credit			
Conducting unit							
Name and surname of lecturer (lecturers)	Subject supervisor		dr Robert Domżał				
	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		10.0		10.0	50
Subject objectives	The aim of the course is to develop the ability to design interactive museum experiences that use game mechanics and gamification principles to interpret and popularize cultural heritage. Students analyze the needs of different groups of recipients, learn methods for designing narratives and interactions in museum spaces, and independently or as a team develop and test a prototype of a playable sightseeing path or another museum experience. Particular attention is paid to historical accuracy, accessibility, ethical and legal requirements, and the possibilities for further development and implementation of the project.						

Learning outcomes

Course outcome	Subject outcome	Method of verification
[GHDCMU2_W05] Has knowledge and understanding of the legal, ethical, and social conditions governing the use of history and cultural heritage in research and creative activities, particularly issues related to copyright, the provenance and lawful use of resources, conflicts over historical memory, and the responsible use of artificial intelligence.	Discusses the legal, ethical and social considerations involved in using collections and digital materials in playable museum experiences, taking into account copyright, provenance, conservation constraints, contested memories and responsible use of artificial intelligence.	[SW1] oral statement/ conversation/discussion
[GHDCMU2_U06] Presents and substantiates positions on complex historical and design-related issues, using specialist terminology, adapting communication to different audiences, and engaging in debate while providing reasoned arguments in support of proposed solutions.	Presents and substantively justifies design solutions for playable museum experiences, using specialist terminology and referring to historical knowledge, recipients' needs, and test results. Participates in project discussions, responds to critical remarks, and adapts the argumentation to specialist and non-specialist recipients.	[SU1] oral statement/conversation/ discussion [SU2] presentation/project/paper/ report
[GHDCMU2_K02] Is prepared to initiate and co-organise activities promoting the responsible interpretation of history and the protection and popularisation of cultural heritage, taking into account the public interest, diverse perspectives and the accessibility of these activities to different audiences.	Proposes and co-organizes activities for the responsible sharing and popularization of cultural heritage through playable museum experiences, taking into account the public interest, the diversity of historical perspectives, the needs of different recipient groups, and the availability of designed solutions.	[SK1] oral statement/conversation/ discussion [SK2] presentation/project/paper/ report
[GHDCMU2_W04] Has an in-depth knowledge and understanding of theories and methods of digital cultural heritage interpretation and museum experience design, particularly the application of historical knowledge and research methods to the interpretation and presentation of the past, taking into account the underlying assumptions, potential applications and limitations of the approaches used.	Compares approaches to using games and digital tools in museum experience design, considering their suitability for heritage interpretation, visitor needs, accessibility and technological constraints.	[SW2] presentation/project/paper/ report
[GHDCMU2_U03] Independently develops and refines design solutions in the creation of games focused on history and cultural heritage, drawing on historical knowledge and critical source analysis, selecting appropriate methods and tools during concept development, prototyping, playtesting and iterative refinement, and collaborating within an interdisciplinary team to prepare the outcomes for dissemination to audiences.	Independently develops the concept of a playable museum experience, using historical knowledge, source analysis, and the needs of the audience. Selects appropriate game mechanics, narrative solutions, and design tools, prepares a prototype, tests it, and makes reasonable modifications based on test results and feedback.	[SU5] implementation of a problem task [SU8] observation of student's independent or team work

Subject contents

Games and gamification in exhibition storytelling and museum education. Analysis of selected experiences in terms of their goals, audiences, accessibility and technological constraints. Design of interactions with objects and exhibition spaces, including playable visitor trails. Prototype development, observation during testing and revision based on the findings. Presentation and justification of design choices, with explanations tailored to audiences such as museum staff and visitors. Legal, ethical and social considerations in the use of collections: copyright, provenance, conservation constraints, contested memories and responsible use of AI.

Prerequisites and co-requisites

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
Problem work	51.0%	45.0%
Design documentation and historical justification	51.0%	10.0%
Concept and prototype of a playable museum experience	51.0%	35.0%
Active work in class	51.0%	10.0%

Recommended reading	Basic literature	1. Prus, B., Król, K. et al. (2020). *From Classic (Analogue) to Digital Forms of Cultural Heritage Protection in Poland*. Springer. 2. Alalwan, N., Al-Samarraie, H., & Alzahrani, A. I. (2020). *Gamification in education: A systematic review of design frameworks in museum exploration*. W: *Journal of Educational Computing Research*, 58(7), 1342–1369. 3. Champion, E. (2015). *Critical Gaming: Interactive History and Virtual Heritage*. London / New York: Routledge. 4. Holdgaard, N, and .A. Rørbæk Olesen. (2025). 'Play in Museums: A Scoping Review'. Museum Management and Curatorship 40 (2): 251–74. https://doi.org/10.1080/09647775.2023.2269184.
	Supplementary literature	Holdgaard, N., A. Rørbæk Olesen, and Gudiksen, S. eds. (2027). Museum Play: Concepts, Design, and Audiences. Routledge. Falk, J. H., Dierking, L. D. (2013). *The Museum Experience Revisited*. Walnut Creek, CA: Left Coast Press. Beale, K., ed. (2011). Museums at Play: Games, Interaction and Learning. MuseumsEtc. Salen, K., & Zimmerman, E. (2003). *Rules of Play: Game Design Fundamentals*. Cambridge, MA: MIT Press
	eResources addresses	Basic https://artsandculture.google.com/?hl=en - Google Arts & Culture is a non-commercial initiative cooperating with cultural institutions and artists around the world. The mission is to preserve and bring the world's art and culture online so it's accessible to anyone, anywhere.
Example issues/ example questions/ tasks being completed	1. Describe familiar gamification techniques used in modern museums 2. Presenting a broad spectrum of knowledge, describe how the use of games in museum narratives affects the perception of exhibitions.	
Work placement	Not applicable	

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