University of Gdańsk

Subject card

Subject name and code	Digital Game Prototyping, PG_00216089						
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			
Mode of study	full-time studies		Mode of delivery	e-learning			
Year of study	1		Language of instruction	English			
Semester of study	2		ECTS credits	4.0			
Learning profile	academic		Assessment form	credit			
Conducting unit							
Name and surname of lecturer (lecturers)	Subject supervisor						
	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: 30.0						
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		30.0	40.0		100
Subject objectives	The module aims to develop students' ability to build a working historical game prototype in a selected game engine. Students learn to limit the scope of the prototype to the features needed to test a design assumption, integrate existing assets, and implement basic interactions and interface elements. They develop skills in playtesting, identifying bugs and using observations and feedback to make and justify revisions.						

Learning outcomes

Course outcome	Subject outcome	Method of verification
[GHDCMU2_K04] Is prepared to responsibly fulfil professional roles as a researcher, creator or consultant, to uphold and promote the principles of professional ethics, and to require others to adhere to them, while maintaining academic integrity, professional standards of conduct and social sensitivity when working with historical and cultural materials.	Applies principles of professional ethics and inclusivity when working with historical and cultural assets, taking into account their provenance, authorship and terms of use, as well as sensitivities around memory, identity and heritage.	[SK2] presentation/project/paper/ report [SK8] observation of student's independent or team work
[GHDCMU2_W03] Has an in-depth knowledge and understanding of the principles and methods of iterative game design and prototyping, particularly historical games as interactive models of the past informed by historical knowledge and source interpretation, and culturally themed games as forms of engagement with cultural heritage.	Justifies the scope of the prototype and the technical choices made, explaining which assumptions about gameplay or historical interpretation are tested in successive iterations.	[SW1] oral statement/ conversation/discussion [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.	Builds and refines a working historical game prototype to a given specification in the chosen game engine, implementing basic interactions and interface elements and making revisions based on playtesting.	[SU5] implementation of a problem task [SU8] observation of student's independent or team work
[GHDCMU2_U04] Independently selects, applies and adapts digital tools and methods for the analysis, documentation and interpretation of cultural heritage and for addressing complex problems related to researching and presenting the past, developing new solutions while taking into account project objectives, the quality of historical sources and data, technological capabilities and limitations, and requirements concerning the accessibility of the results.	Uses tools in the chosen game engine to adapt and integrate visual, text and audio assets, taking into account asset quality, technical constraints, and the clarity and accessibility of the content.	[SU6] demonstration of practical skills [SU8] observation of student's independent or team work

Subject contents

Hands-on introduction to prototyping historical games in a selected game engine. Defining the scope of a prototype and selecting gameplay features to test. Building a digital environment using existing visual, text and audio assets. Implementing basic interactions, such as moving through the environment, inspecting objects, triggering events and making choices that affect gameplay. Introduction to interface design: controls, on-screen messages, and visual and audio feedback. Playtesting to assess whether the mechanics work as intended, whether players can find their way, and how clearly the prototype conveys its historical content. Identifying and fixing basic bugs, revising the prototype based on observations and player feedback, and documenting technical decisions.

Prerequisites and co-requisites

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
Completed technical-creative tasks	51.0%	100.0%
Instructor's observation of classroom work	51.0%	0.0%

Recommended reading

Basic literature	Official documentation and educational materials for the selected video game engine, e.g. Godot, Unity, or Unreal. The instructor will recommend a specific resource pack at the start of the class.
Supplementary literature	Tutorials, guides and other resources recommended by the instructor.
eResources addresses	

Example issues/ example questions/ tasks being completed	**Interaction prototype.** Build a small historical environment using existing assets. Implement an interaction in which inspecting an object triggers an event or unlocks a new choice for the player. Add a message or cue that communicates the outcome. How will the player know what they can interact with and what changed as a result? **Playtest and revision.** Ask someone to play through the prototype without additional instructions. Observe whether they can find their way, understand how the mechanic works and recognise the object's historical significance. Make one revision based on your observations and briefly document the problem, your solution and the result of the follow-up test.
Work placement	Not applicable

Document generated electronically. Does not require a seal or signature.