

Subject card

Subject name and code	Team Project I , PG_00073570						
Field of study	Historical game design						
Date of commencement of studies	October 2024	Academic year of realisation of subject			2024/2025		
Education level	Bachelor's studies	Subject group			Obligatory subject group in the field of study		
Mode of study	full-time studies	Mode of delivery			at the university		
Year of study	1	Language of instruction			Polish reading in English		
Semester of study	2	ECTS credits			4.0		
Learning profile	academic	Assessment form			credit		
Conducting unit	Institute of History -> Faculty of History -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr hab. Michał Mochocki				
	Teachers		dr hab. Michał Mochocki dr Bartosz Odorowicz lic. Paulina Michałowska lic. Aleksandr Polin				
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	0.0	0.0	60.0	0.0	60
	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	60		2.0		60.0	122
Subject objectives	Practice in teamwork, game design and prototyping of history-themed games in two team projects lasting a few weeks each.						
Learning outcomes	Course outcome		Subject outcome			Method of verification	
	[PGHL3_U07] Able to plan and organize individual work and interact with others in teamwork		Productively contributes to team-based game design and prototyping			[SU8] observation of student's independent or team work	
	[PGHL3_W08] Has advanced interdisciplinary knowledge of various aspects of historical game development		Comprehensively discusses the process of game design and analogue prototyping, including games themed around history/heritage			[SW1] oral statement/conversation/discussion	
	[PGHL3_K01] Critically evaluates his/her knowledge, demonstrates a willingness to constantly expand it and to consult experts when he/she has difficulty solving a problem on his/her own		Critically evaluates (in a postmortem) design decisions made by the team			[SK2] presentation/project/paper/report	
Subject contents	<ul style="list-style-type: none"> Ideation (concept) Prototyping Playtesting Iterating Polishing and pitching Historical Problem-Space model in historical game design 						
Prerequisites and co-requisites							

Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	team-created prototypes of a historical game	51.0%	50.0%
	postmortems supervised by the instructor	51.0%	50.0%
Recommended reading	Basic literature	<ol style="list-style-type: none"> 1. Fullerton, Tracy. 2024. <i>Game Design Workshop: A Playcentric Approach to Creating Innovative Games</i>. Fifth edition. CRC Press. (Part 2: Designing a Game). 2. McCall, Jeremiah B. 2023. <i>Gaming the Past: Using Video Games to Teach Secondary History</i>. Second Edition. Routledge. (Chapter 2: How Do Historical Games Represent the Past? Historical Games as Historical Problem Spaces). 3. Engelstein, Geoffrey. 2021. <i>Game Production: Prototyping and Producing Your Board Game</i>. CRC Press 4. Suckling Maurice W. 2025. <i>Paper Time Machines. Critical Game Design and Historical Board Games</i>. First Edition. Taylor & Francis. 	
	Supplementary literature	<ol style="list-style-type: none"> 1. Ricchiuti, Diego. 2023. <i>Game Design Tools: Cognitive, Psychological, and Practical Approaches</i>. CRC Press. 2. Kramarzewski, Adam, and Ennio De Nucci. 2018. <i>Practical Game Design: Learn the Art of Game Design through Applicable Skills and Cutting-Edge Insights</i>. Packt Publishing 3. Suckling, Maurice. 2025. <i>Paper Time Machines: Critical Game Design and Historical Board Games</i>. Taylor and Francis. 4. McCall, Jeremiah. 2026. <i>Designing Historical Games for Classrooms: A Practical Guide for Educators</i>. Routledge. 5. Shipp, Sarah. 2024. <i>Thematic Integration in Board Game Design</i>. CRC Press. 	
	eResources addresses		
Example issues/ example questions/ tasks being completed	<ul style="list-style-type: none"> • two team-created prototypes of analogue historical games • team postmortems supervised by the instructor • self-evaluation of competence in historical game design 		
Work placement	Not applicable		

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