

Subject card

Subject name and code	Career Planning, PG_00073571						
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			1.0		
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		lic. Paulina Michałowska				
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	8.0	0.0	0.0	0.0	8
	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	8		2.0		8.0	18
Subject objectives	Exploring of various career paths related to historical game-making, and creating one's own plan of professional development						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[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		Justifies the structure of his/her plan of professional development, referring to first-hand knowledge from industry practitioners		[SK1] oral statement/conversation/discussion		
	[PGHL3_U08] Can effectively plan and organize his/her work, independently acquiring and consolidating knowledge in an orderly and systematic manner		Presents a well-structured plan of professional development for the next 2 years		[SU2] presentation/project/paper/report		
	[PGHL3_W10] Knows and understands the basic economic, legal, ethical and other conditions of various professional activities related to historical games, including the basic concepts and principles of industrial property protection and copyright law.		Justifies the structure of his/her plan of professional development in the context of the realities and expectations of the job market		[SW1] oral statement/conversation/discussion		
Subject contents	<ol style="list-style-type: none"> Career paths and occupational roles related to game design. Analysis of one's own strengths and talents. Means and venues of building skills, experience and networks relevant for employment in games. 						
Prerequisites and co-requisites							

Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
		personal plan of professional development based on an analysis of one's own strengths and interests	51.0%
Recommended reading	Basic literature	1. Fullerton, Tracy. 2024. <i>Game Design Workshop: A Playcentric Approach to Creating Innovative Games</i> . Fifth edition. CRC Press. (Chapter 15: Understanding the New Game Industry; Chapter 16: Selling Yourself and Your Ideas to the Game Industry).	
	Supplementary literature	<ol style="list-style-type: none"> Nicklin, Hannah. 2022. <i>Writing for Games: Theory and Practice</i>. CRC Press. (Part III: A Practical Workbook). Megill, Anna. 2024. <i>The Pocket Mentor for Video Game Writers</i>. CRC Press. Topalian, Arran. 2024. <i>Building a Game Pitch: How to Bottle Lightning</i>. CRC Press. Slack, Joe. 2023. <i>The Board Game Designers Guide to Getting Published: How to Find the Right Publisher, Know What to Look for in a Contract, and Get Your Board Game Signed</i>. CRC Press. 	
	eResources addresses	<p>Basic</p> <p>https://www.screenskills.com/job-profiles/browse/games/#design - Job Profiles > Games > Design at ScreenSkills</p> <p>https://www.gallup.com/cliftonstrengths/en/253715/34-cliftonstrengths-themes.aspx - 34 CliftonStrengths by Gallup</p> <p>Supplementary</p> <p>https://www.youtube.com/@RPGPP - Game Industry Conference - YouTube channel</p> <p>https://boardgamedesignlab.com - Board Game Design Lab portal</p> <p>https://www.youtube.com/@Gdconf - Game Developers Conference - kanal YouTube</p> <p>https://www.gamedeveloper.com/ - Game Developer portal</p> <p>https://www.gameindustrycareerguide.com/how-to-break-into-video-game-industry/ - Video game industry career guide</p>	
Example issues/ example questions/ tasks being completed	<ul style="list-style-type: none"> self-analysis of student's strengths based on the 34CliftonStrengths framework meetings with game industry practitioners writing a personal plan of professional development discussing the plan with the instructor 		
Work placement	Not applicable		

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