

Subject card

Subject name and code	Digital Game Writing, PG_00073574						
Field of study	Historical game design						
Date of commencement of studies	October 2024	Academic year of realisation of subject			2024/2025		
Education level	undergraduate 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			English		
Semester of study	2	ECTS credits			3.0		
Learning profile	academic	Assessment form					
Conducting unit	Instytut Historii -> Faculty of History -> Rektor						
Name and surname of lecturer (lecturers)	Subject supervisor		dr hab. Michał Mochocki				
	Teachers		dr hab. Michał Mochocki				
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	0.0	0.0	30.0	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		2.0		30.0	62
Subject objectives	Building practical creative and technical skills in writing digital text-based content for games.						
Learning outcomes	Course outcome	Subject outcome			Method of verification		
	[PGHL3_U02] Can select and apply methods and tools (including advanced information and communication techniques) in a manner appropriate to the problem being solved	Efficiently works with a variety of digital tools for writing, editing, and sharing texts			[SU3] text preparation/written work		
	[PGHL3_U06] Is able to prepare written work and a variety of short texts in Polish and/or English, correctly applying professional terminology and scientific apparatus	Writes creative and technical texts for games in English (level B2)			[SU3] text preparation/written work		
	[PGHL3_K02] Is ready to fulfill social obligations, co-organize activities for the benefit of the social environment in the field of education and promotion of historical and cultural heritage of his/her region, Poland and Europe	Writes research-based texts (including reference materials) for history/heritage-themed games			[SK3] text preparation/written work		
	[PGHL3_U05] Can speak a foreign language at the B2 level of the Common European Framework of Reference for Languages	Writes creative and technical texts for games in English (level B2)			[SU3] text preparation/written work		
	[PGHL3_W08] Has advanced interdisciplinary knowledge of various aspects of historical game development	Efficiently works with a variety of digital tools for writing, editing, and sharing texts			[SW3] text preparation/written work		

Subject contents	<ol style="list-style-type: none"> 1. Various forms of writing for games: dialogue tree, screenplay, descriptions, AI barks, world lore, design docs, manuals, etc. 2. Entry-level digital tools for writing, editing, and sharing texts: Excel, Google Drive, Twine 3. Historical Problem-Space framework in adapting historical research for game design 		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	evaluation of written assignments	51.0%	100.0%
Recommended reading	Basic literature	<ol style="list-style-type: none"> 1. Nicklin, Hannah. 2022. Writing for Games: Theory and Practice. CRC Press. (Chapter 1: Craft; Chapter 5: Games Writing as a Discipline). 2. Megill, Anna. 2024. The Pocket Mentor for Video Game Writers. CRC Press. (Chapter 1: The Basics; Chapter 2: Wise Up). 3. McCall, Jeremiah B. 2023. Gaming the Past: Using Video Games to Teach Secondary History. Second Edition. Routledge. (Chapter 3: Genres of Historical Games and Academic Standards of History and Social Studies). 4. any technical manual to Twine or another platform for sharing interactive stories online 	
	Supplementary literature	<ol style="list-style-type: none"> 1. Kot, Yaroslau I., and Michał Mochocki. 2023. Methods and Tools for Game Writing and Narrative Design in Professional Books from 2019 to 2022. Homo Ludens, no. 1 (2023). 2. Nicklin, Hannah. 2022. Writing for Games: Theory and Practice. CRC Press. (Part II: Case Studies). 3. Megill, Anna. 2023. The Game Writing Guide: Get Your Dream Job and Keep It. CRC Press. 	
	eResources addresses	Adresy na platformie eNauczanie:	
Example issues/ example questions/ tasks being completed	<ul style="list-style-type: none"> • set of AI barks for a specific character from a specific game • section of dialogue for a specific scene • historical reference material for a game dev team • descriptions of in-game items and locations • interactive story created in Twine or another digital platform 		
Work placement	Not applicable		

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