

**Subject card**

<b>Subject name and code</b>	Historical Game Studies II , PG_00073594						
<b>Field of study</b>	Historical game design						
<b>Date of commencement of studies</b>	October 2024	<b>Academic year of realisation of subject</b>			2025/2026		
<b>Education level</b>	Bachelor's studies	<b>Subject group</b>			Obligatory subject group in the field of study		
<b>Mode of study</b>	full-time studies	<b>Mode of delivery</b>			at the university		
<b>Year of study</b>	2	<b>Language of instruction</b>			English English		
<b>Semester of study</b>	3	<b>ECTS credits</b>			2.0		
<b>Learning profile</b>	academic	<b>Assessment form</b>			credit		
<b>Conducting unit</b>	Institute of History -> Faculty of History -> Rector						
<b>Name and surname of lecturer (lecturers)</b>	<b>Subject supervisor</b>		dr hab. Michał Mochocki				
	<b>Teachers</b>						
<b>Lesson types</b>	<b>Lesson type</b>	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	<b>Number of study hours</b>	0.0	30.0	0.0	0.0	0.0	30
	E-learning hours included: 0.0						
<b>Learning activity and number of study hours</b>	<b>Learning activity</b>	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	<b>Number of study hours</b>	30		2.0		30.0	62
<b>Subject objectives</b>	Overview of the main areas of academic inquiry and R&D works in international English-speaking Historical Game Studies						
<b>Learning outcomes</b>	<b>Course outcome</b>		<b>Subject outcome</b>			<b>Method of verification</b>	
	[PGHL3_W08] Has advanced interdisciplinary knowledge of various aspects of historical game development		Describes the main areas of academic inquiry and R&D within Historical Game Studies, providing examples of key authors, concepts and projects			[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		Comments on his/her intellectual journey across Historical Game Studies in a reflective learning diary			[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		Participates in HGS discussions in English			[SU1] oral statement/conversation/discussion	

Subject contents	<ul style="list-style-type: none"> <li>- areas of research within Historical Game Studies</li> <li>- historical consultancy for games</li> <li>- the postcolonial turn in HGS</li> <li>- the idea of historiographical games</li> <li>- large consortia-driven HGS projects</li> </ul>		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	productive participation in class debates	51.0%	50.0%
	reflective learning diary	51.0%	50.0%
Recommended reading	Basic literature	<ol style="list-style-type: none"> <li>1. Chapman, A., Foka, A., &amp; Westin, J. (2017). Introduction: What is historical game studies? <i>Rethinking History</i>, 21(3), 358371. <a href="https://doi.org/10.1080/13642529.2016.1256638">https://doi.org/10.1080/13642529.2016.1256638</a></li> <li>2. Chapman, A. (2016). <i>Digital games as history: How videogames represent the past and offer access to historical practice</i>. Routledge, Taylor &amp; Francis.</li> <li>3. Suckling, M. (2025). <i>Paper time machines: Critical game design and historical board games</i>. Taylor and Francis.</li> <li>4. Mochocki, M., Schreiber, P., Majewski, J., &amp; Kot, Y. I. (2025). An introduction to CEE HGS: Central and Eastern European Historical Game Studies. In M. Mochocki, P. Schreiber, J. Majewski, &amp; Y. I. Kot (Eds.), <i>Central and Eastern European Histories and Heritages in Video Games</i>. Routledge.</li> <li>5. McCall, J. B. (2023). <i>Gaming the past: Using video games to teach secondary history</i>. Routledge.</li> <li>6. Gdaniec, E., Wasiak, P., Janicki, A., Mozejko, B., Świątosławski, W., &amp; Odorowicz, B. (2024). Historical Consulting for Games: A Modular Syllabus. <i>Homo Ludens</i>, 17(1/2024).</li> </ol>	
	Supplementary literature	<ol style="list-style-type: none"> <li>1. Suckling, M. (2024). Design Elements in Postcolonial Commercial Historical Board Wargames. In M. Mochocki (Ed.), <i>Heritage, Memory and Identity in Postcolonial Board Games</i> (pp. 2644). Routledge.</li> <li>2. Wainwright, A. M. (2019). <i>Virtual history: How videogames portray the past</i>. Routledge.</li> <li>3. Champion, E., &amp; Hiriart, J. (Eds.). (2024). <i>Assassins Creed in the classroom: Histories playground or a stab in the dark?</i> De Gruyter Oldenbourg.</li> <li>4. Kang, Y., Yang, K. C., Mochocki, M., Schreiber, P., &amp; Majewski, J. (Eds.). (2025). <i>Asian Histories and Heritages in Video Games</i>. Routledge.</li> <li>5. Mochocki, M., Schreiber, P., Majewski, J., &amp; Kot, Y. I. (Eds.). (2025). <i>Central and Eastern European Histories and Heritages in Video Games</i>. Routledge.</li> <li>6. Champion, E. (2015). <i>Critical Gaming: Interactive History and Virtual Heritage</i>. Ashgate.</li> </ol>	
	eResources addresses	<p>Basic</p> <p><a href="https://heritalise-eccch.eu/">https://heritalise-eccch.eu/</a> - project HERITALISE</p> <p><a href="https://shift-europe.eu/">https://shift-europe.eu/</a> - project SHIFT</p> <p><a href="https://www.historicalgames.net/">https://www.historicalgames.net/</a> - Historical Games Network</p> <p><a href="https://mementoes.eu/">https://mementoes.eu/</a> - project MEMENTOES</p> <p><a href="https://costgrade.eu/">https://costgrade.eu/</a> - project COSTGRADE</p> <p><a href="https://www.artemis-twin.eu/">https://www.artemis-twin.eu/</a> - project ARTEMIS</p> <p><a href="https://memorise.sdu.dk/">https://memorise.sdu.dk/</a> - project MEMORISE</p> <p><a href="https://charlesgames.net/">https://charlesgames.net/</a> - Charles Games website</p>	

Example issues/ example questions/ tasks being completed	Main areas and research topics in Historical Game Studies  Historical consultancy in game development  Genres and examples of historical games  Large research and R&D projects in historical games and heritage
Work placement	Not applicable

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