

**Subject card**

<b>Subject name and code</b>	Team Project II, PG_00073596						
<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>				Polish	
<b>Semester of study</b>	3	<b>ECTS credits</b>				3.0	
<b>Learning profile</b>	academic	<b>Assessment form</b>					
<b>Conducting unit</b>	Institute of History -> Faculty of History -> Rector						
<b>Name and surname of lecturer (lecturers)</b>	<b>Subject supervisor</b>		dr Waclaw Kulczykowski				
	<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	0.0	0.0	45.0	0.0	45
	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>	45		2.0		45.0	92
<b>Subject objectives</b>	The aim of the course is to provide practical training in team-based design and prototyping of a historical game within a several-week group project. Students will learn how to pitch ideas, prepare professional game documentation (GDD), and organize collaborative work using digital production tools like HacknPlan, following Kanban methodology. The course focuses on learning through practice and ends with the delivery and presentation of a completed game concept.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[PGHL3_U01] Uses his/her knowledge, is able to formulate and solve complex and unusual problems in the field of history, including the proper selection of sources of information and evaluate this information, conduct a critical analysis and synthesize it	Can analyze mistakes, scale the project properly, and deliver it on time.	[SU2] presentation/project/paper/report
	[PGHL3_U07] Able to plan and organize individual work and interact with others in teamwork	Works effectively as part of a game development team – from pitch to final delivery – using tools like HacknPlan and Kanban methodology.	[SU2] presentation/project/paper/report [SU8] observation of student's independent or team 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	Understands the potential of historical games as a form of storytelling and public engagement.	[SK2] presentation/project/paper/report
	[PGHL3_W08] Has advanced interdisciplinary knowledge of various aspects of historical game development	Understands how to integrate history, narrative, gameplay, and production from concept to final design.	[SW1] oral statement/conversation/discussion
	[PGHL3_W07] Has advanced knowledge to analyze and interpret historical sources and understands their usefulness in the development of historical games	Translates historical knowledge into game ideas – from inspiration to structured GDD.	[SW2] presentation/project/paper/report
Subject contents	<p><b>Pitching and one-pager</b> how to present a game idea in 12 minutes</p> <p><b>Creating a GDD</b> documentation of a historical game project</p> <p><b>Fundamentals of teamwork in game production</b> roles and responsibilities</p> <p><b>Introduction to HacknPlan and Kanban methodology</b> hands-on practice with task boards</p> <p><b>Project planning and scaling</b> prioritizing, scoping, goal setting</p> <p><b>Iteration and feedback</b> reviewing results and adapting to change</p> <p><b>Testing and revision</b> collecting feedback and polishing the project</p> <p><b>Final presentation and project submission</b> showcasing the product and documentation</p> <p><b>Postmortem</b> analyzing what worked, what didnt, and key takeaways</p>		

Prerequisites and co-requisites	<p>There are no formal prerequisites.</p> <p>Recommended competencies include:</p> <p>basic experience with historical source analysis,</p> <p>ability to work in a team.</p>											
Assessment methods and criteria	<table border="1"> <thead> <tr> <th data-bbox="451 394 794 427">Subject passing criteria</th> <th data-bbox="794 394 1142 427">Passing threshold</th> <th data-bbox="1142 394 1487 427">Percentage of the final grade</th> </tr> </thead> <tbody> <tr> <td data-bbox="451 427 794 483">Instructor-supported postmortem (process reflection and analysis)</td> <td data-bbox="794 427 1142 483">51.0%</td> <td data-bbox="1142 427 1487 483">50.0%</td> </tr> <tr> <td data-bbox="451 483 794 562">Assessment of the team's game concept (documentation, mockups, pitch)</td> <td data-bbox="794 483 1142 562">51.0%</td> <td data-bbox="1142 483 1487 562">50.0%</td> </tr> </tbody> </table>			Subject passing criteria	Passing threshold	Percentage of the final grade	Instructor-supported postmortem (process reflection and analysis)	51.0%	50.0%	Assessment of the team's game concept (documentation, mockups, pitch)	51.0%	50.0%
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Example issues/ example questions/ tasks being completed	<p>Prepare a pitch and one-pager for a historical game</p> <p>Create a GDD including team roles and project stages</p> <p>Use HacknPlan and Kanban to manage the production process</p> <p>Iterate on the project based on internal testing and feedback</p> <p>Deliver a team presentation of the finished concept or prototype</p> <p>Conduct a postmortem and reflect on both team and individual contributions</p>											
Work placement	Not applicable											

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