

Subject card

Subject name and code	Specialisation Elective I , PG_00073637						
Field of study	Historical game design						
Date of commencement of studies	October 2024	Academic year of realisation of subject			2025/2026		
Education level	Bachelor's studies	Subject group			Optional subject group		
Mode of study	full-time studies	Mode of delivery			at the university		
Year of study	2	Language of instruction			English		
Semester of study	4	ECTS credits			2.0		
Learning profile	academic	Assessment form					
Conducting unit	Institute of History -> Faculty of History -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Waław Kulczykowski				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	30.0	0.0	0.0	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	This course is aimed at providing students with practical knowledge in video game production, with a strong focus on team organization, project management, and product lifecycle. Students will learn about the role of a game producer, the processes involved in preparing a game for release, and strategies for bringing a product to market. Conducted in English, the course prepares students for future roles as producers or coordinators in game development teams.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[PGHL3_U05] Can speak a foreign language at the B2 level of the Common European Framework of Reference for Languages		Actively participates in class and presents project plans in English using industry-specific vocabulary		[SU2] presentation/project/paper/report		
	[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		Can reflect on personal approach to project management and consult experts when necessary		[SK1] oral statement/conversation/discussion		
	[PGHL3_W08] Has advanced interdisciplinary knowledge of various aspects of historical game development		Understands production team structure, project methodologies, and key stages of preparing a game for release		[SW4] test/exam - oral or written		
	[PGHL3_U02] Can select and apply methods and tools (including advanced information and communication techniques) in a manner appropriate to the problem being solved		Can use tools like Jira, Trello, HacknPlan, or Google Sheets to plan and manage game production		[SU6] demonstration of practical skills		

Subject contents	<p>Roles and structure of a game production team</p> <p>Responsibilities of the producer: planning, scheduling, communication</p> <p>Game development stages: from pre-production to release</p> <p>Agile and Scrum frameworks with tools (HacknPlan, Jira, Trello)</p> <p>Project documentation: roadmap, milestones, investor briefs</p> <p>Risk management and adapting to change</p> <p>Soft launch, certification, and publishing (Steam, Google Play) how release works</p> <p>Postmortem analyzing outcomes of completed projects</p>											
Prerequisites and co-requisites												
Assessment methods and criteria	<table border="1"> <thead> <tr> <th data-bbox="459 976 794 1010">Subject passing criteria</th> <th data-bbox="802 976 1137 1010">Passing threshold</th> <th data-bbox="1145 976 1469 1010">Percentage of the final grade</th> </tr> </thead> <tbody> <tr> <td data-bbox="459 1021 794 1066">Practical assignments / written reflection</td> <td data-bbox="802 1021 1137 1066">51.0%</td> <td data-bbox="1145 1021 1469 1066">40.0%</td> </tr> <tr> <td data-bbox="459 1077 794 1122">Group project + presentation (in English)</td> <td data-bbox="802 1077 1137 1122">51.0%</td> <td data-bbox="1145 1077 1469 1122">60.0%</td> </tr> </tbody> </table>			Subject passing criteria	Passing threshold	Percentage of the final grade	Practical assignments / written reflection	51.0%	40.0%	Group project + presentation (in English)	51.0%	60.0%
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Recommended reading	Basic literature	<p>Ries, Eric. <i>The Lean Startup: How Today's Entrepreneurs Use Continuous Innovation to Create Radically Successful Businesses</i>. Crown Business, 2011.</p> <p>John Hight, Jeannie Novak J. <i>Game Development Essentials: Game Project Management</i>. Delmar Cengage Learning, 2007.</p>										
	Supplementary literature	<p>Salen, Katie & Zimmerman, Eric. <i>Rules of Play: Game Design Fundamentals</i>. MIT Press, 2004.</p> <p>Schell, Jesse. <i>The Art of Game Design: A Book of Lenses</i>. 3rd edition. CRC Press, 2019.</p>										
	eResources addresses	Adresy na platformie eNauczanie:										
Example issues/ example questions/ tasks being completed	<p>Plan a two-week sprint and assign tasks to team members</p> <p>Create a roadmap for a soft launch on Steam</p> <p>List the major risks in your project and suggest mitigation strategies</p> <p>Describe the certification process for a mobile game on Google Play</p>											
Work placement	Not applicable											

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