

Subject card

Subject name and code	History of Architecture, PG_00073638						
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			Obligatory subject group in the field of study		
Mode of study	full-time studies	Mode of delivery			at the university		
Year of study	2	Language of instruction			Polish		
Semester of study	4	ECTS credits			3.0		
Learning profile	academic	Assessment form			credit		
Conducting unit	Faculty of History -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr hab. Jacek Friedrich				
	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	The aim of the course is to enable students to learn about the most important issues and specifics of the history of architecture as part of the history of art. This includes, in particular, learning about the mechanisms of creation and evolution of architectural forms and compositions. In addition, during the course, participants will be acquainted with the basics of art-historical methodology regarding architecture in such a way that they can acquire the knowledge necessary for professional activity on their own.						
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		To educate students in understanding the need to acquire knowledge about specific objects and architectural styles when carrying out tasks related to the creation of historical games.			[SK4] test/exam - oral or written	
	[PGHL3_W08] Has advanced interdisciplinary knowledge of various aspects of historical game development		To educate students about the importance of architecture in creating the visual layer of historical games.			[SW4] test/exam - oral or written	
	[PGHL3_U03] Able to communicate with the public using specialized terminology specific to historical and related sciences		Learning basic art-historical terminology relating to ancient and modern architecture.			[SU4] test/exam - oral or written	

Subject contents	Defining architectural styles and forms General chronology and geography of architectural development in Europe Specificity of architecture in non-European countries Key issues related to architectural analysis Architecture and urban planning and spatial assumptions Semantics of architecture Use of architecture in film and new media A detailed breakdown of topics will be provided at the first class of each semester.											
Prerequisites and co-requisites												
Assessment methods and criteria	<table border="1" data-bbox="451 595 1477 663"> <thead> <tr> <th data-bbox="451 595 798 629">Subject passing criteria</th> <th data-bbox="805 595 1141 629">Passing threshold</th> <th data-bbox="1149 595 1477 629">Percentage of the final grade</th> </tr> </thead> <tbody> <tr> <td data-bbox="451 640 798 663"></td> <td data-bbox="805 640 1141 663">51.0%</td> <td data-bbox="1149 640 1477 663">100.0%</td> </tr> </tbody> </table>			Subject passing criteria	Passing threshold	Percentage of the final grade		51.0%	100.0%			
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Example issues/ example questions/ tasks being completed	The problem of defining architectural styles and forms General chronology and geography of the development of architecture in Europe Specificity of architecture in non-European countries Key issues related to the analysis of architecture Architecture and urban planning and spatial assumptions Semantics of architecture Use of architecture in film and new media A detailed breakdown of topics will be provided at the first class in each semester											
Work placement	Not applicable											

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