

Subject card

Subject name and code	Weaponology, PG_00073639						
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 Wacław 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	The aim of the course <i>Weapon Studies</i> is to introduce students to the development, classification, and cultural significance of both melee and firearms from their technological and material evolution to their changing role in tactics and armed conflicts. The course also covers legal aspects and explores how weapons are represented in media and video games, with particular attention to historical and technical accuracy.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[PGHL3_W07] Has advanced knowledge to analyze and interpret historical sources and understands their usefulness in the development of historical games		The student possesses knowledge of weapon studies, enabling them to identify weapon types and models, list basic specifications, and classify the weapon into its appropriate group for use in a game scenario.		[SW1] oral statement/conversation/discussion [SW5] implementation of a problem task		
	[PGHL3_K05] Is ready to perform professional roles responsibly and observe the professional ethics of a historian, as well as to demonstrate an understanding of the world of values and attitudes of people in different historical periods and contexts		The student becomes familiar with legal aspects concerning weapons and so-called "shooters" (video games), analyzes ethical issues in conflict with realism based on historical sources, and can assign specific types of weapons to their proper historical periods.		[SK1] oral statement/conversation/discussion [SK5] implementation of a problem task		
	[PGHL3_U03] Able to communicate with the public using specialized terminology specific to historical and related sciences		The student becomes acquainted with the construction of weapons in all major groups — from matchlock to breech-loading, smoothbore and rifled firearms — as well as with specialized terminology, types of ammunition, and methods of weapon marking.		[SU1] oral statement/conversation/discussion [SU2] presentation/project/paper/report		

Subject contents	<p>Selection of Topics in Weapon Studies:</p> <ul style="list-style-type: none"> • Typology and subcategories of firearms • Materials science of weapons and ammunition • Evolution of firearms from matchlock to centerfire ignition • The role and development of weapons in armed conflicts • Legal foundations regarding weapons and their depiction (including consequences of use) in video games; PEGI classification • Weapon handling: evolution of use, changes in tactics and drill • Practical workshops with weapons at the museum • Weapon marking and the evolution of manufacturers trademarks • Weapons in video games: analysis of historical accuracy and developer credibility 											
Prerequisites and co-requisites												
Assessment methods and criteria	<table border="1"> <thead> <tr> <th data-bbox="456 981 794 1010">Subject passing criteria</th> <th data-bbox="799 981 1137 1010">Passing threshold</th> <th data-bbox="1142 981 1469 1010">Percentage of the final grade</th> </tr> </thead> <tbody> <tr> <td data-bbox="456 1016 794 1088">Problem-based group work in teams of 2–3 students, followed by discussion and review</td> <td data-bbox="799 1016 1137 1088">51.0%</td> <td data-bbox="1142 1016 1469 1088">75.0%</td> </tr> <tr> <td data-bbox="456 1095 794 1122">In-class work and discussion</td> <td data-bbox="799 1095 1137 1122">51.0%</td> <td data-bbox="1142 1095 1469 1122">25.0%</td> </tr> </tbody> </table>			Subject passing criteria	Passing threshold	Percentage of the final grade	Problem-based group work in teams of 2–3 students, followed by discussion and review	51.0%	75.0%	In-class work and discussion	51.0%	25.0%
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Example issues/ example questions/ tasks being completed	Assign handgun and rifle models to a specific armed conflict. Justify the impact that the introduction of such weaponry had on the course of the conflict, and propose a draft scenario incorporating its use.											
Work placement	Not applicable											

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