

Subject card

Subject name and code	Polish History – Thematic Class II, PG_00073646						
Field of study	Historical game design						
Date of commencement of studies	October 2024		Academic year of realisation of subject		2026/2027		
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	3		Language of instruction		English English		
Semester of study	5		ECTS credits		2.0		
Learning profile	academic		Assessment form		credit		
Conducting unit	Institute of History -> Faculty of History -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr hab. Michał Mochocki				
	Teachers		dr hab. Michał Mochocki				
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 title of the class is "Heritage Discourses of the Polish-Lithuanian Commonwealth in Narrative Media". It has two objectives: 1. To present the main ideological discourses that shape memories and perceptions of the former Commonwealth. 2. To highlight how these discourses influence portrayals of the Commonwealth in games and other narrative media.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[PGHL3_W02] Has advanced chronologically and thematically organized knowledge of the history of ancient and modern Polish lands	Presents historical arguments about the Polish-Lithuanian Commonwealth based on a well-structured body of knowledge.	[SW3] text preparation/written work
	[PGHL3_W06] Knows and understands to an advanced degree the most important theories, research methods and tools of the historian's workshop; has mastered the professional terminology of the historical sciences, as well as the basic terminology of the humanities and social sciences	Analyses historical narratives through the lens of heritage discourses and their ideological foundations	[SW3] text preparation/written work
	[PGHL3_U05] Can speak a foreign language at the B2 level of the Common European Framework of Reference for Languages	Effectively communicates in English in speech and writing	[SU3] text preparation/written work
	[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	Highlights how historical narratives are shaped by current ideological discourses and geopolitical interests.	[SK3] text preparation/written work [SK8] observation of student's independent or team work
Subject contents	1. Discourses on the heritage of the Polish–Lithuanian Commonwealth and their influence on the construction of the world in historical narratives. 2. Examples of scholarly narratives about the Polish–Lithuanian Commonwealth selected from the historiographies of various countries. 3. The discursive construction of the Polish–Lithuanian Commonwealth as a narrative setting.		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	active participation in classes	51.0%	0.0%
	graded project	51.0%	100.0%

Recommended reading	Basic literature	1. Grala, Hieronim. 2017. 'Was the Polish-Lithuanian Commonwealth a Colonial State?' <i>The Polish Quarterly of International Affairs</i> 26: 125–50. 2. Majewski, Jakub, Michał Mochocki, and Paweł Schreiber. 2025. 'The Heritage of Polish-Lithuanian Commonwealth in Polish Video Games'. In <i>Central and Eastern European Histories and Heritages in Video Games</i>, edited by Michał Mochocki, Paweł Schreiber, Jakub Majewski, and Yaroslau I. Kot. Routledge. Fragmenty z: 3. Kiaupienė, Jūratė. 2003. <i>Mes, Lietuva: Lietuvos Didžiosios Kunigaikštystės bajorija XVI a.</i> Lietuvos istorijos institutas. Kronta. 4. Starczenko, Natalia. 2024. <i>Ukraińskie świąty Rzeczypospolitej</i>. Ister. Międzynarodowe Centrum Kultury. 5. Wyżga, Mateusz. 2025. <i>Polska sarmacka: historia zwykłych ludzi</i>. Znak Horyzont. 6. Lastoŭski, Aliaksiej. 2019. 'Return of the "Long Genealogy" to School Textbooks on the History of Belarus'. <i>Ideology and Politics</i> 2 (12): 185–97. 7. Leszczyński, Adam. 2020. <i>Ludowa historia Polski: historia wyzysku i oporu : mitologia panowania</i>. Wydawnictwo WAB.
	Supplementary literature	Davies, Norman. 2005. <i>God's Playground: A History of Poland: In Two Volumes</i>. Rev. ed. Columbia University Press. Frost, Robert I. 2015. <i>The Oxford History of Poland-Lithuania</i>. Oxford University Press. Snyder, Timothy. 2003. <i>The Reconstruction of Nations: Poland, Ukraine, Lithuania, Belarus, 1569-1999</i>. Yale University Press. Plokhy, Serhii. 2017. <i>The Gates of Europe: A History of Ukraine</i>. Basic Books. Butterwick-Pawlikowski, Richard. 2020. <i>The Polish-Lithuanian Commonwealth, 1733-1795: Light and Flame</i>. Yale University Press.
	eResources addresses	
Example issues/ example questions/ tasks being completed	Alternatively, students may choose one of two types of written assignment: 1. A reflective essay presenting their own critical perspective on existing discourses concerning the heritage of the Polish–Lithuanian Commonwealth. 2. Material for the historical TRPG "<i>1581: The Commonwealth of Many Nations</i>", accompanied by self-reflective commentary on how heritage discourses influenced their design decisions.	
Work placement	Not applicable	

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