

Subject card

Subject name and code	BA Seminar I, PG_00073651						
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		Polish Polish		
Semester of study	5		ECTS credits		9.0		
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						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	0.0	0.0	0.0	30.0	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 course is a semester-long module of a two-semester Bachelor's Thesis Seminar. Its purpose is to guide students in completing an advanced research or creative project (student's choice) focused on games related to history or cultural heritage. The final degree project may take the form of either a traditional Bachelor's thesis in the field of historical game studies or a practical project consisting of a playable game on a historical or heritage-related theme.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[PGHL3_W04] Has advanced knowledge of the achievements of historiography, distinguishes between the main currents and directions of research, and is aware of the existence of different points of view in historical and related sciences, determined by different national and cultural backgrounds	Draws upon scholarly and specialised knowledge from various disciplines relevant to the research or creative problem undertaken	[SW2] presentation/project/paper/report [SW3] text preparation/written work
	[PGHL3_U06] Is able to prepare written work and a variety of short texts in Polish and/or English, correctly applying professional terminology and scientific apparatus	Writes a Bachelor's thesis in the field of historical game studies in Polish or English //OR// Efficiently carries out creative and technical tasks using professional tools and project documentation	[SU3] text preparation/written work [SU5] implementation of a problem task
	[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	Seeks and makes effective use of expert advice and professional reference materials when unable to solve a problem independently	[SK8] observation of student's independent or team work
	[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	Writes a Bachelor's thesis in the field of historical game studies in Polish or English //OR// Efficiently carries out creative and technical tasks using professional tools and project documentation	[SU3] text preparation/written work [SU5] 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	Effectively plans and completes a capstone research or creative project over the course of two semesters	[SK3] text preparation/written work [SK5] implementation of a problem task
	[PGHL3_U02] Can select and apply methods and tools (including advanced information and communication techniques) in a manner appropriate to the problem being solved	Effectively plans and completes a capstone research or creative project over the course of two semesters	[SU2] presentation/project/paper/report [SU3] text preparation/written work [SU5] implementation of a problem task
	[PGHL3_W07] Has advanced knowledge to analyze and interpret historical sources and understands their usefulness in the development of historical games	Draws upon scholarly and specialised knowledge from various disciplines relevant to the research or creative problem undertaken	[SW2] presentation/project/paper/report [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	Draws upon scholarly and specialised knowledge from various disciplines relevant to the research or creative problem undertaken	[SW2] presentation/project/paper/report [SW3] text preparation/written work
Subject contents	Individually tailored to the topic and specific nature of the project. The core thematic area is Historical Game Studies.		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	capstone project development	51.0%	100.0%

Recommended reading	Basic literature	Individually tailored to the topic and specific nature of the project. For research-focused seminars, core reading includes: 1. Wright, Esther, Iain Donald, i Nick Webber, eds. 2026. Writing Game Histories. Bloomsbury Publishing 2. Chapman, Adam. 2016. Digital games as history: how videogames represent the past and offer access to historical practice. Routledge.
	Supplementary literature	Individually tailored to the topic and specific nature of the project
	eResources addresses	
Example issues/ example questions/ tasks being completed	1. Development of an individual research plan. 2. Completion of the planned research activities. 3. Writing the Bachelor's thesis.	
Work placement	Not applicable	

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