

Subject card

Subject name and code	Specialisation Elective II , PG_00073652						
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		
Semester of study	5	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						
	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	Acquiring knowledge and competencies related to LARP design and the use of LARPs as a medium for education and promotion of historical and cultural heritage.						

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	Participates in role-playing games and LARPs in English as a player and host. Knows and uses industry jargon related to designing role-playing games and LARPs. Writes creative and technical texts for games in English at the B2 level.	[SU1] oral statement/conversation/discussion [SU2] presentation/project/paper/report [SU6] demonstration of practical skills
	[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	Consults elements and assumptions of the scenario with experts and consciously introduces improvements. Gives, receives, analyzes and implements substantive feedback on the created game scenario after it has been played. Effectively balances the compatibility of the LARP assumptions with the historical setting with the playability of the scenario. Approaches the translation of historical paradigms into the language of the modern world with respect.	[SK2] presentation/project/paper/report [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	Creates original LARP scenarios on historical topics in line with the design assumptions. Utilizes and adapts existing solutions and techniques to the design assumptions of the scenario.	[SU2] presentation/project/paper/report
[PGHL3_W08] Has advanced interdisciplinary knowledge of various aspects of historical game development	Knows the basics of LARP design. Understands the specifics of LARPs and the possibilities of their use in a historical context. Implements knowledge of narrative from other fields and media.	[SW2] presentation/project/paper/report	
Subject contents	<ul style="list-style-type: none"> • role-playing games in a historical context • the specifics of larp as a medium, types of larp • basic assumptions and patterns of larp design • functions and examples of larp meta-techniques and mechanics • challenges related to the playability of larp in historical settings 		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	observation of class participation and assessment of contribution and involvement in the design process	51.0%	20.0%
	a print-and-play LARP scenario with a historical theme	51.0%	80.0%
Recommended reading	Basic literature	<ul style="list-style-type: none"> • Koljonen J., Stenros J., Serup Grove A., Skjønsvell A.D., Nilsen E. 2019. Larp Design - Creating Role-Play Experiences. Bifrost. • Bowman S. L., Diakolambrianou E., Brind S. 2025. Transformative Role-playing Game Design. Uppsala University Library 	
	Supplementary literature	<ul style="list-style-type: none"> • Słowikowski M., Trojanowska D.K. 2017. Kolaż. O larpach Inaczej. LSF Cytadela Syriusza 	
	eResources addresses		
Example issues/ example questions/ tasks being completed	<ul style="list-style-type: none"> • storyline: character-driven, story-driven, world-driven • safety mechanics in larp • elements of a larp: theme, setting, genre, characters • the phenomenon of the magic circle, immersion, bleed 		
Work placement	Not applicable		

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