

Subject card

Subject name and code	Event Organisation and Management, PG_00073656						
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		Obligatory subject group in the field of study		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	3		Language of instruction		Polish Polish		
Semester of study	6		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						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	30.0	0.0	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	Gaining practical experience in the organisation and delivery of cultural, educational, social, or industry events related to the curriculum						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[PGHL3_K02] Is ready to fulfill social obligations, co-organize activities for the benefit of the social environment in the field of education and promotion of historical and cultural heritage of his/her region, Poland and Europe		Reflects on their experience to date and on future opportunities for involvement in the organisation of historical and cultural events		[SK1] oral statement/conversation/discussion		
	[PGHL3_U07] Able to plan and organize individual work and interact with others in teamwork		Presents their experience in the organisation and delivery of cultural, social, or educational events		[SU2] presentation/project/paper/report [SU6] demonstration of practical skills		
	[PGHL3_W10] Knows and understands the basic economic, legal, ethical and other conditions of various professional activities related to historical games, including the basic concepts and principles of industrial property protection and copyright law.		Discusses the economic, legal, and ethical aspects of organising cultural and educational events in the context of his/her own experience		[SW2] presentation/project/paper/report		
Subject contents	Aspects of event organisation and delivery: logistics, programme, finance, documentation, communication, legal issues, safety, media relations, planning and management.						
Prerequisites and co-requisites							
Assessment methods and criteria	Subject passing criteria		Passing threshold		Percentage of the final grade		
	Presentation of experience and achievements in the organisation and delivery of events		51.0%		100.0%		

Recommended reading	Basic literature	Act of 25 October 1991 on Organizing and Running Cultural Activity
	Supplementary literature	Rajput, Jateen, and Claus Raasted. 2025. <i>The Genda Pool Wins</i> . MSEED. https://mseededucation.aflip.in/gendaphool.html .
	eResources addresses	
Example issues/ example questions/ tasks being completed	1. Documentation of the student's experience and achievements in the organisation and delivery of events. 2. Discussion of the submitted documentation.	
Work placement	Not applicable	

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