University of Gdańsk

Subject card

Subject name and code	Internship (80 h), PG_00073657						
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		3.0		
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	80.0	0.0	0.0	0.0	80
	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	80		0.0		0.0	80
Subject objectives	• familiarising students with the realities of professional work related to the design and use of historical games, • developing skills in the practical application of knowledge and tools used in project-based work, • shaping attitudes of professional responsibility and ethical conduct, • preparing students for independent functioning on the labour market and for collaboration within project teams.						

<table>
<tr><td>Learning outcomes</td><td>
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<tr><th>Course outcome</th><th>Subject outcome</th><th>Method of verification</th></tr>
<tr><td>[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.</td><td>understands the principles governing the work environment related to the creation or use of historical games, including the basic legal, economic, and ethical aspects of the performed tasks</td><td>[SW1] oral statement/ conversation/discussion</td></tr>
<tr><td>[PGHL3_U02] Can select and apply methods and tools (including advanced information and communication techniques) in a manner appropriate to the problem being solved</td><td>performs assigned tasks using appropriate methods, tools, and information and communication technologies, in a manner appropriate to the nature of the practical activities</td><td>[SU7] entries and opinions in the internship diary</td></tr>
<tr><td>[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</td><td>ethically and responsibly fulfils assigned roles and duties during the placement, demonstrating respect for diverse cultural and historical contexts</td><td>[SK7] entries and opinions in the internship diary</td></tr>
<tr><td>[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</td><td>participates in activities carried out by the host organisation, particularly educational, cultural, or social initiatives related to historical heritage</td><td>[SK7] entries and opinions in the internship diary</td></tr>
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<tr><td>Subject contents</td><td>• performance of professional tasks consistent with the profile of the Historical Game Design programme,
• participation in project-related activities involving the creation or use of historical games,
• application of tools and technologies used in professional working environments,
• familiarisation with work organisation, team structures, and information flow within the host institution or company,
• compliance with principles of professional ethics, intellectual property protection, and copyright regulations,
• documentation of the internship process and outcomes.</td></tr>
<tr><td>Prerequisites and co-requisites</td><td></td></tr>
<tr><td>Assessment methods and criteria</td><td>
<table>
<tr><th>Subject passing criteria</th><th>Passing threshold</th><th>Percentage of the final grade</th></tr>
<tr><td>Internship log</td><td>51.0%</td><td>100.0%</td></tr>
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<tr><td>Recommended reading</td><td>
<table>
<tr><td>Basic literature</td><td>not applicable</td></tr>
<tr><td>Supplementary literature</td><td>-</td></tr>
<tr><td>eResources addresses</td><td></td></tr>
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<tr><td>Example issues/ example questions/ tasks being completed</td><td>discussing the process and documentation of the internship</td></tr>
<tr><td>Work placement</td><td>Not applicable</td></tr>
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