

COURSE/MODULE DESCRIPTION (SYLLABUS)

1.	Course/module History Games
2.	University department Institute of History
3.	Course/module code
4.	Course/module type – mandatory (compulsory) or elective (optional) elective
5.	University subject (programme/major) Public history
6.	Degree: (<i>master, bachelor</i>) Master
7.	Year (if applicable)
8.	Semester (<i>autumn, spring</i>)
9.	Form of tuition and number of hours Class, 30 h
10	Name, Surname, academic title Dr Łukasz Kamiński
11	Initial requirements (knowledge, skills, social competences) regarding the course/module and its completion Completed course of introduction to popularization of history
12	Objectives To present selected history-related games available on the market. Evaluation of the games, based on personal playing experience and the literature of the subject – both of its historical contents and playability and

	impact on a player. Practicing of short written forms (reviews, commentaries, blogging, reports). Presenting ideas of game improvement and of new history-related games.	
13	Learning outcomes Is familiar with international trends in history-related games and their research. Knows and understands methods of analysis, interpretation, evaluation and problematization of history-related games Knows and understands basic terms and principles of the protection of intellectual property and the necessity and rules of copyright management. Is capable of undertaking critical analysis and interpretation of history-related games, incorporating new achievements of the humanities, in order to define their meanings, social impact, role in the historical and cultural process and in shaping the historical memory. Is capable of formulating critical opinions about history-related games based on the scientific knowledge and experience, and of presenting critical elaborations related to games in various forms and using various media. Understands the educational value of history-related games; can inspire and organize the learning process of other people. Is aware of the need of a critical approach towards the historical narratives of the history-related games and is able of instilling such critical attitude in others, including non-professionals.	Outcome symbols, <i>e.g.</i>: K_W01*, K_U05, K_K03 K_W07 K_W08 K_W09 K_U05 K_U07 K_K01 K_K02
14	Content History-related board and video games – selected titles. Developing, implementing and evaluating students' own games.	
15	Recommended literature	

16 .	Ways of earning credits for the completion of a course /particular component, methods of assessing academic progress: class: project work, writing assignments	
17 .	Language of instruction English	
18 .	Student's workload	
	Activity	Average number of hours for the activity
	Hours of instruction (as stipulated in study programme) : - classes	30
	student's own work, e.g.: - preparation before class (lecture, etc.) - research outcomes: - preparing for exam:	30 30 30
	Hours	120
	Number of ECTS	4

* Key to symbols:

K (before underscore) - learning outcomes for the programme

W - knowledge

U - skills

K (after underscore) - social competences

01, 02, 03 and subsequent - consecutive number of learning outcome