

1.	Field of study	Cultural Studies
2.	Faculty	Faculty of Humanities
3.	Academic year of entry	2023/2024 (winter term), 2024/2025 (winter term)
4.	Level of qualifications/degree	first-cycle studies
5.	Degree profile	general academic
6.	Mode of study	full-time

7.	General information about the module	
Module name		Video Games
Module code		W1-KU-S1-GW04
Number of the ECTS credits		2
Language of instruction		
Purpose and description of the content of education		The student acquires knowledge about the specifics of video games, the process of their creation and the broader issue of gamification as a cultural and social phenomenon. The student is familiarised with the activities of selected institutions and trends present in the creative industry. The student acquires competences in the analysis of video games.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
	Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)
	K_01	is able to identify opportunities and threats for human beings in a modern society dominated by digital media	W1-K01SN_K04	3
	U_01	is able to prepare various forms of oral presentations, including multimedia (debate, paper, presentation) on selected video game topics based on fundamental theoretical approaches and using material from various sources	W1-K01SN_U09	3
	U_02	has the ability to understand and analyse video games in their social aspect, can describe them, can identify the social functions of games	W1-K01SN_U10	3
	W_01	has structured knowledge leading to specialisation, including theories and methodology in the field of video games, and knows and understands methods of analysing and interpreting video game creations	W1-K01SN_W02	3

9.	Methods of conducting classes		
	Code	Category	Name (description)
	b04	Problem-solving methods	<p>Activating method – discussion / debate</p> <p><i>an exchange of views supported by substantive arguments leading to a clash of different views, a compromise or the identification of common positions; it proceeds according to previously agreed-upon rules regarding the time, manner and turn-taking as well as the principles of civil discourse; a discussion is not a competition but aims at finding the best solutions or presenting different points of view; its varieties include brainstorming, Oxford-style debate, panel discussion, decision tree, conference discussion; a debate is an orderly dispute between supporters and opponents of a viewpoint, usually specialists in the field or pre-selected representatives of a group dealing with a common problem</i></p>

b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
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10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W1-KU-K	discussion classes	15	course work	K_01, U_01, U_02, W_01	b04, b07

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	No
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
b01	Consulting the curriculum and the organization of classes	Getting acquainted with the syllabus content <i>reading through the syllabus and getting acquainted with its content</i>	Yes
b02	Consulting the curriculum and the organization of classes	Verification / adjustment / discussion of syllabus provisions <i>consulting the content of the syllabus, possibly in the presence of the year tutor or members of the class group, and, if necessary, reassessing the provisions concerning special conditions for class participation, e.g., space and time requirements, technical and other requirements, including conditions for participation in classes outside the walls of the university, classes organized in blocks, organized online, etc.</i>	Yes
c01	Preparation for verification of learning outcomes	Determining the stages of task implementation contributing to the verification of learning outcomes <i>devising a task implementation strategy embracing the division of content, the range of activities, implementation time and/or the method(s) of obtaining the necessary materials and tools, etc.</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.