

1.	Field of study	English Studies: Interactive Entertainment Design and Game Studies (SPRINT-WRITE)
2.	Faculty	Faculty of Humanities
3.	Academic year of entry	2025/2026 (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		Game Design: Digital Game Industry
Module code		W1-FDS1-PG-BGC-2
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The module presents a historical overview of the digital game industry and game development market. Students are introduced to key notions used in game design and to the technical and logistic aspects of digital game development. The module also discusses subsequent stages of the game production process and offers a survey of game development competences and roles within a development team.
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)	
K01	is conscious of and critically assesses the social and cultural significance of videogames as well as initiates and values the importance of debates surrounding their presence in contemporary culture	FD_K05	2	
U01	analyzes selected historical aspects of games to identify and evaluate their impact on the contemporary shape of the digital games industry in the context of technological development	FD_U04 FD_U05	1 2	
U02	expresses coherent opinions on the presence of digital games in contemporary culture and the cultural impact of the digital game industry while taking into consideration diverse perspectives	FD_U02 FD_U09	1 1	
W01	knows, describes, and explains the basic mechanisms governing the functioning of the digital game industry, knows and understands the economic, cultural, and social significance of the industry, and knows the key concepts of the digital game market	FD_W06	2	
W02	at an advanced level, knows and discusses the history of digital games	FD_W06 FD_W10	1 2	
W03	knows and describes the basics of the digital game production process; knows and understands the division of competencies within a development team	FD_W06	3	

9. Methods of conducting classes		
Code	Category	Name (description)
b01	Problem-solving methods	Problem-based lecture <i>an analysis of a selected scientific or practical problem accompanied by its assessment and an attempt to provide a solution to the issues presented in the lecture as well as the indication of the consequences of the proposed solution</i>
b04	Problem-solving methods	Activating method – discussion / debate <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>
c07	Demonstration methods	Screen presentation <i>a presentation of synthetic image content using computer graphics, e.g., a series of slides or other multimedia forms, usually accompanied by a commentary; typical components of a screen presentation include text organized into bulleted points, charts, images and animations, sometimes sound effects or music; a multimedia illustration of course content presented in the form of a projected image</i>

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
K	discussion classes	30	course work	K01, U01, U02, W01, W02, W03	b01, b04, c07

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
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
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class <i>exploring the studied content, inquiring, considering, assimilating, interpreting it, or organizing knowledge obtained from the literature, documentation, instructions, scenarios, etc., used in class as well as from the notes or other materials/artifacts made in class</i>	No

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>.