

1.	Field of study	Computer Game Graphics
2.	Academic year of entry	2014/2015 (winter term)
3.	Level of qualifications/degree	second-cycle studies
4.	Degree profile	practical
5.	Mode of study	full-time

Module: History and culture of games

Module code: 13-PG2P-HKG

1. Number of the ECTS credits: 3

2. Learning outcomes of the module			
code	description	learning outcomes of the programme	level of competence (scale 1-5)
13-PG2P-HKG-1	The student has knowledge regarding concepts connected with the terminology used in games, game genres, etc., understands their inter-relationships and is able to collect and analyze basic information connected with the module contents.	K_W01	5
13-PG2P-HKG-2	The student has knowledge allowing him to characterize the development of game genres over the years and expertise in contemporary computer games and their connections with culture.	K_W03	3
13-PG2P-HKG-3	The student has knowledge concerning culture and entertainment in the broad sense, understands relations between them and can, on this basis, realize his own artistic concepts.	K_W03 K_W04 K_W07	4 2 4
13-PG2P-HKG-4	The student understands the complexity of social phenomena connected with games, including the necessity to apply principles and regulations connected with financing, copyright and marketing in the profession of a computer game designer.	K_K09	4

3. Module description

Description	This module presents basic information regarding the development of games and traditional pastimes and the history of the development and creation of computer game genres.
Prerequisites	No preliminary requirements.

4. Assessment of the learning outcomes of the module

code	type	description	learning outcomes of the module
13-PG2P-	Written test	Verification of the indicated portion of knowledge on the basis of the contents of practical	

HKG-w-1		classes and the recommended literature.	13-PG2P-HKG-1, 13-PG2P-HKG-2, 13-PG2P-HKG-3, 13-PG2P-HKG-4
13-PG2P-HKG-w-2	Written work	Verification of knowledge on the basis of the contents of practical classes and the recommended literature	13-PG2P-HKG-1, 13-PG2P-HKG-2, 13-PG2P-HKG-3, 13-PG2P-HKG-4

5. Forms of teaching

code	form of teaching			required hours of student's own work		assessment of the learning outcomes of the module
	type	description (including teaching methods)	number of hours	description	number of hours	
HKG-fs-1	practical classes	The analysis of selected issues connected with the subject; the group size: 10-20 students	30	Preparation for the practical classes through individual reading of the indicated texts and the development of a short commentary concerning the text indicated by the person conducting the classes	45	13-PG2P-HKG-w-1, 13-PG2P-HKG-w-2