

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

Code of the learning outcome of the programme	Learning outcomes The graduate:	Codes of the second-order PRK characteristics to which the learning outcome of the programme is related
KNOWLEDGE		
FD_W01	has knowledge and understanding of the role and significance of English studies and English philology in the context of other humanities disciplines, as well as its thematic and methodological specificity, including its relevance to the development of game research methods	2018_P6S_WG
FD_W02	has knowledge and understanding of facts, concepts, and phenomena related to game studies, literary studies, as well as cultural and linguistic studies relevant to their field of study, and is familiar with specialized English-language terminology in literary studies as the primary discipline, as well as in game studies, cultural studies, and linguistics	2018_P6S_WG
FD_W03	has an advanced knowledge and understanding of selected constructs, facts, concepts, and phenomena related to English-language literatures and their contexts	2018_P6S_WG
FD_W04	has an advanced knowledge and understanding of selected constructs, facts, concepts, and phenomena related to the cultures of English-speaking countries	2018_P6S_WG
FD_W05	has knowledge and understanding of selected facts and phenomena related to the history of English-speaking countries, as well as the processes shaping their languages, literature, and culture	2018_P6S_WG
FD_W06	has an advanced knowledge and understanding of selected constructs, facts, concepts, and phenomena related to games, particularly digital games, their creation process, and the game industry, as well as selected aspects of digital media	2018_P6S_WG
FD_W07	has knowledge and understanding of selected issues forming the theoretical foundations of interpretation and critical analysis of texts in English and other cultural works, as well as the methodology of literary, cultural, and game studies, including their ethical dimensions	2018_P6S_WG
FD_W08	has an advanced knowledge and understanding of the specific features of the English language, its cultural context, the diversity of its varieties and styles, as well as the stylistic and syntactic differences between English and their native language	2018_P6S_WG
FD_W09	has knowledge and understanding of the specifics and translation strategies involved in written translation into English of various types of texts, particularly in the context of game and software localization	2018_P6S_WG
FD_W10	has knowledge and understanding of the fundamental dilemmas of contemporary civilization related to cultural phenomena and practices, particularly those concerning digital games and the functioning of institutions connected to the digital games industry	2018_P6S_WK
FD_W11	zna i rozumie podstawowe pojęcia i zasady z zakresu prawa autorskiego oraz ochrony własności intelektualnej w odniesieniu do dyscyplin związanych z kierunkiem studiów	2018_P6S_WK
FD_W12	has knowledge and understanding of the basic legal, ethical, economic, and technical aspects of professional activities related to their field of study	2018_P6S_WK
MOB.2023_W01	has advanced knowledge of selected scientific or scholarly theories and methods, is familiar with the issues specific to the chosen academic discipline and understands its connection with the leading discipline of the degree programme	2018_P6S_WG
MOB.2023_W02_P	understands the relationship between entrepreneurship-related issues and the leading discipline of the degree programme, exhibits an entrepreneurial mindset	2018_P6S_KO, 2018_P6S_WK

MOB.2023_W03_VP	understands the relationship between legal issues – especially those pertaining to civil rights and obligations and their implementation – and the leading discipline of the degree programme, in particular the basic concepts and provisions pertaining to the protection of industrial protection and copyright law	2018_P6S_WK
OMU.2023_W01	has advanced knowledge of selected scientific theories and methods and is familiar with the issues specific to the selected academic discipline in the context of other disciplines	2018_P6S_WG
SKILLS		
FD_U01	uses English at the C1 level according to the Common European Framework of Reference for Languages (CEFR)	2018_P6S_UK
FD_U02	critically, reflectively, and ethically searches for and selects sources, and filters, analyzes, synthesizes, evaluates, and appropriately uses the information they provide	2018_P6S_UW
FD_U03	formulates, analyzes, and solves complex problems, including those related to game design – also in unpredictable conditions – using appropriate methods and tools, including advanced information and communication technologies	2018_P6S_UW
FD_U04	conducts an analysis in English of various types of texts, including digital and tabletop games, using appropriate methods and tools, while taking into account the social and cultural background as well as the specific nature of practical and professional contexts	2018_P6S_UW
FD_U05	is able to use the knowledge acquired during their studies to analyze and interpret cultural issues and phenomena, including those related to English-speaking countries and games	2018_P6S_UW
FD_U06	creates written assignments in English and carries out creative projects, both individually and collaboratively, including tasks related to digital game development	2018_P6S_UW
FD_U07	translates various types of texts using appropriate methods and tools, including materials and texts specific to the digital games industry, employing suitably selected tools and techniques	2018_P6S_UW
FD_U08	communicates effectively in English using specialized terminology, both with experts and non-experts, in areas related to their field of study	2018_P6S_UK
FD_U09	participates in discussions and debates conducted in English, presenting and evaluating various opinions and viewpoints, and engaging in dialogue based on their knowledge and well-founded arguments	2018_P6S_UK
FD_U10	is able to communicate in a second foreign language, other than English, studied within the programme, at level B1 or higher according to the Common European Framework of Reference for Languages (CEFR)	2018_P6S_UK
FD_U11	plans, organizes, and carries out work both individually and in teams, including multicultural and interdisciplinary settings, as well as tasks related to digital game development	2018_P6S_UO
FD_U12	selects and applies appropriate tools and methods to independently acquire knowledge and develop their competencies, as well as to pursue lifelong learning, while remaining open to the challenges of the modern world	2018_P6S_UU
MOB.2023_U01	asks questions, analyzes research problems and finds solutions to them based on the knowledge, skills and experience he/she has gained within the chosen academic discipline in conjunction with the leading discipline of the degree programme; communicates the results of his/her work in a way which is clear and understandable not only to specialists	2018_P6S_UK, 2018_P6S_UW
OMU.2023_U01	has advanced skills in asking research questions, analyzing problems or providing practical solutions to them based on the knowledge, experience and skills gained within the chosen academic discipline in the context of other disciplines	2018_P6S_UW
SOCIAL COMPETENCES		
FD_K01	is ready to critically evaluate their knowledge and skills, continuously improve them, and pursue further education	2018_P6S_KK
FD_K02	is ready to seek and make use of expert opinions when facing difficulties in independently solving cognitive and practical problems in areas related to their field of study	2018_P6S_KO
FD_K03	is ready to fulfill social responsibilities, co-organize and participate in activities benefiting the community, including multicultural environments, in areas related to their field of study	2018_P6S_KO
FD_K04	is prepared to apply the knowledge and skills acquired during studies to collaborate effectively within a team, including those developing digital and table-top games, also in multicultural contexts. Demonstrates respect for all team members, regardless of their nationality, ethnic background, or social affiliation, and ensures effective interpersonal and intercultural communication, particularly in problem-solving situations	2018_P6S_KO

FD_K05	is ready to responsibly perform professional roles relevant to their field of study, including adhering to and upholding professional ethical standards, as well as respecting and preserving the achievements and traditions of the profession	2018_P6S_KR
MOB.2023_K01	is ready to meet social obligations, co-organize activities for the benefit of the community and is open to scientific solutions to cognitive and practical problems	2018_P6S_KK, 2018_P6S_KO
OMU.2023_K01	acknowledges and makes use of knowledge from different disciplines and is ready to change opinion in the light of scientifically proven arguments	2018_P6S_KK