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	Critical Analysis of Literary Text or Text of Culture (Elective)	
Module code	W1-FCDS1-PTLK-1	
Number of the ECTS credits	3	
Language of instruction	English	
Purpose and description of the content of education	The aim of the module is to develop strategies and skills for working with various types of literary texts and cultural texts, including activities such as summarizing, identifying main and secondary themes, recognizing the organization and structure of a text—such as its logic, rhetoric, narrative, symbolism, and other formal features—as well as potential forms of manipulation. Another objective of the module is to highlight the diversity of literary and cultural texts, including those that employ colloquial and less formalized language. The course may incorporate elements of literary and cultural theory, though it is not subordinate to them. The classes are conducted in a workshop format.	
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	demonstrates a readiness for self-reflection and critical evaluation of their own skills in working with literary or cultural texts		FD_K01	2
U01	summarizes both the entire text and its individual parts, identifies main and secondary themes, recognizes and describes the structure and organization of a literary or cultural text, identify basic rhetorical figures, potential manipulations, and other formal features		FD_U04 FD_U06	2 2
U02	works independently with a literary or cultural text, developing individual cognitive and communicative strategies		FD_U04	2
W01	identifies, applies, and critically evaluates various methods and strategies for analyzing literary and cultural texts		FD_W07	2

9.	Methods of conducting classes	
Code	Category	Name (description)
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b04	Problem-solving methods	Activating method – discussion / debate

			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
b08		Problem-solving methods	Activating method – peer learning
learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another
e03		Practical methods	Creation/production – creative workshop
an activity involving creating/producing a work/artifact based on the individual, creative effort of the participant; the creative workshop is characterized by the presence and openness which make it possible to access the essence of the work/ peculiarity of the artifact at every stage of its creation/production
f02		Methods of self-learning	Individual work with a text
searching for and acquiring new information using textbooks and other written sources (including their digital versions); searching for texts, selecting fragments for analysis/interpretation, using other texts to solve a problem related to the studied issue

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**
C	practical classes	30	course work	K01, U01, U02, W01	a05, b04, b08, e03, f02

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
reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class	No
a03	Preparation for classes	Developing practical skills
activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)	No
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation
developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion
a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course	Yes
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes
reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes	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.

University of Silesia in Katowice

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	**Culture 1 (Elective)**	
Module code	W1-FCDELS1-K-MW1-3	
Number of the ECTS credits	3	
Language of instruction	English	
Purpose and description of the content of education	The elective module includes original courses dedicated to cultural phenomena and processes and their role in contemporary humanities. Students select from a range of proposed courses, each offering theoretical and analytical perspectives on cultural practices and meanings, as well as their socio-historical contexts. The module aims to familiarize students with selected aspects of culture and to develop their ability to critically analyze and interpret its manifestations. The courses focus on specific issues within this thematic area. Lectures are devoted to discussing selected theoretical frameworks and research contexts, serving as an introduction to further discussion. Classes emphasize the analysis and interpretation of the examined phenomena, discussion, and the presentation of students' independent research findings.	
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	critically evaluates cultural phenomena, taking into account their social and ideological implications and the challenges they present	FD_K03	1
U01	can analyze and interpret cultural practices and meanings, considering selected theoretical perspectives as well as social and historical contexts	FD_U03 FD_U04	3 3
U02	formulates their own opinions and conclusions and presents the results of cultural research using the knowledge they have acquired	FD_U09	2
W01	knows selected theoretical frameworks and specialized terminology within the study of culture and utilizes them accurately and appropriately in academic contexts	FD_W02 FD_W04	2 3
W02	knows interdisciplinary methodologies for the analysis and interpretation of cultural phenomena within a defined area of study	FD_W01 FD_W02 FD_W07	1 2 2

9.	Methods of conducting classes		
Code	**Category**		**Name (description)**
a05	Lecture methods / expository methods		Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b01	Problem-solving methods		Problem-based lecture *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*
b04	Problem-solving methods		Activating method – discussion / debate *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*
b07	Problem-solving methods		Activating methods: a case study *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*
c07	Demonstration methods		Screen presentation *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*
f02	Methods of self-learning		Individual work with a text *searching for and acquiring new information using textbooks and other written sources (including their digital versions); searching for texts, selecting fragments for analysis/interpretation, using other texts to solve a problem related to the studied issue*

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**
C	practical classes		30	course work	K01, U01, U02	a05, b04, b07, c07, f02
W	lecture		15	course work	K01, W01, W02	b01, 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 *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
c02	Preparation for verification of learning outcomes		Studying the literature used in and the materials produced in class *exploring the studied content, inquiring, considering, assimilating, interpreting it, or organizing*	No

		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	
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	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.

University of Silesia in Katowice

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	**Culture 2 (Elective)**
Module code	W1-FCDELS1-K-MW2-5
Number of the ECTS credits	3
Language of instruction	English
Purpose and description of the content of education	The elective module includes original courses dedicated to cultural phenomena and processes and their role in contemporary humanities. Students select from a range of proposed courses, each offering theoretical and analytical perspectives on cultural practices and meanings, as well as their socio-historical contexts. The module aims to familiarize students with selected aspects of culture and to develop their ability to critically analyze and interpret its manifestations. The courses focus on specific issues within this thematic area. Lectures are devoted to discussing selected theoretical frameworks and research contexts, serving as an introduction to further discussion. Classes emphasize the analysis and interpretation of the examined phenomena, discussion, and the presentation of students' independent research findings.
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	critically evaluates cultural phenomena, taking into account their social and ideological implications and the challenges they present	FD_K03	1
U01	can analyze and interpret cultural practices and meanings, considering selected theoretical perspectives as well as social and historical contexts	FD_U03 FD_U04	3 3
U02	formulates their own opinions and conclusions and presents the results of cultural research using the knowledge they have acquired	FD_U09	2
W01	knows selected theoretical frameworks and specialized terminology within the study of culture and utilizes them accurately and appropriately in academic contexts	FD_W02 FD_W04	2 3
W02	knows interdisciplinary methodologies for the analysis and interpretation of cultural phenomena within a defined area of study	FD_W01 FD_W02 FD_W07	1 2 2

9. Methods of conducting classes

Code	Category	Name (description)
a05	Lecture methods / expository methods	**Explanation/clarification** *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b01	Problem-solving methods	**Problem-based lecture** *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*
b04	Problem-solving methods	**Activating method – discussion / debate** *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*
b07	Problem-solving methods	**Activating methods: a case study** *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*
c07	Demonstration methods	**Screen presentation** *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*
f02	Methods of self-learning	**Individual work with a text** *searching for and acquiring new information using textbooks and other written sources (including their digital versions); searching for texts, selecting fragments for analysis/interpretation, using other texts to solve a problem related to the studied issue*

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
C	practical classes	30	course work	K01, U01, U02	a05, b04, b07, c07, f02
W	lecture	15	course work	K01, W01, W02	b01, 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** *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
c02	Preparation for verification of learning outcomes	**Studying the literature used in and the materials produced in class** *exploring the studied content, inquiring, considering, assimilating, interpreting it, or organizing*	No

		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	
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	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.

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		Culture of English-Speaking Countries: American Culture
Module code		W1-FCDELS1 -K-US-3
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The course aims to introduce students to the issues of American culture, its unique characteristics, and its evolution. The course explores the operating mechanisms of American state institutions and the key processes shaping American identities, including demographic, social, and cultural phenomena. Particular emphasis is placed on the contemporary social, political, and cultural realities of the United States.
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		demonstrates openness and respect toward the cultural and social diversity of the United States and actively participates in discussions about American culture, considering the perspectives of various social and ethnic groups	FD_K03 FD_K04	1 2
U01		applies the knowledge gained during the course to recognize, interpret, and analyze both individual manifestations and broad trends of US culture	FD_U02 FD_U05	1 3
U02		identifies and discusses the major discourses and ideologies shaping the contemporary social, political, and cultural realities of the USA	FD_U05 FD_U08 FD_U09	2 1 2
U03		formulates and presents their opinions and conclusions about US culture with the use of the knowledge they have gained during the course	FD_U05	2
W01		demonstrates an understanding of the major themes of US culture and its historical, social, political, and ideological contexts	FD_W01 FD_W04 FD_W05	1 4 2
W02		demonstrates an understanding of diverse American identities and their cultural manifestations, especially in the context of contemporary domestic politics, social divisions, and public debate in the USA	FD_W04 FD_W10	3 4

9.	Methods of conducting classes		
Code	**Category**		**Name (description)**
a03	Lecture methods / expository methods		Description *a description of objects, phenomena, processes or people; it involves specifying the structure and characteristic features of the object, phenomenon, or process being described; it is usually accompanied by a demonstration of the described object or by its models, drawings, tables, charts, etc.; a description may take the form of an explanation, classification, justification or comparison*
b04	Problem-solving methods		Activating method – discussion / debate *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*
b08	Problem-solving methods		Activating method – peer learning *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*
c07	Demonstration methods		Screen presentation *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*

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**
C	practical classes	30	course work	K01, U01, U02, U03, W01, W02	a03, b04, b08, 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 *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	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.

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		Culture of English-Speaking Countries: British Culture
Module code		W1-FCDELS1 -K-WB-1
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The course aims to introduce students to contemporary British culture, its unique characteristics and historical conditioning as well as its developmental directions. The discussed topics include national and regional identities, the formation of culture and cultural theories in various social and political contexts, and representations of Britishness in selected cultural texts. Particular emphasis is placed on the contemporary social, political, and cultural situation in the United Kingdom, as well as the evolving image of Britain in the present day.
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		demonstrates an attitude of acceptance, tolerance, and respect towards representatives of other nations, ethnic, and social groups, understanding the historical, social, and cultural factors that have shaped the diversity of British society; shows openness to different worldviews, religious beliefs, and customs, and is able to recognize and appreciate the contributions of various communities to the development of British culture	FD_K04 FD_K05	2 1
U01		identifies the conditions that influenced the formation of cultural processes in the United Kingdom and recognizes their consequences	FD_U02 FD_U05	1 2
U02		analyzes and interprets cultural phenomena to demonstrate their significance and impact on the formation and perception of British identities	FD_U02 FD_U03 FD_U05	1 1 3
U03		analyzes, interprets, and compares texts of culture with the use of terminology appropriate to cultural studies	FD_U05 FD_U06	3 1
W01		understands the historical development of British culture within various social and political contexts; demonstrates knowledge of the contemporary British political system and key British institutions	FD_W04 FD_W10	3 3
W02		understands different definitions and meanings of the term "culture" and is aware of its complexity; has knowledge of the	FD_W01	1

	scope, specificity, and issues of British cultural studies	FD_W02	3

9.	**Methods of conducting classes**	

Code	Category	Name (description)
a03	Lecture methods / expository methods	Description *a description of objects, phenomena, processes or people; it involves specifying the structure and characteristic features of the object, phenomenon, or process being described; it is usually accompanied by a demonstration of the described object or by its models, drawings, tables, charts, etc.; a description may take the form of an explanation, classification, justification or comparison*
b04	Problem-solving methods	Activating method – discussion / debate *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*
b08	Problem-solving methods	Activating method – peer learning *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*
c07	Demonstration methods	Screen presentation *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*
f02	Methods of self-learning	Individual work with a text *searching for and acquiring new information using textbooks and other written sources (including their digital versions); searching for texts, selecting fragments for analysis/interpretation, using other texts to solve a problem related to the studied issue*

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
C	practical classes	30	course work	K01, U01, U02, U03, W01, W02	a03, b04, b08, c07, f02

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 *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class	No

		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	
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course	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.

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	Diploma Seminar: B.A. Seminar 1
Module code	W1-FCDELS1-PD-SD1-5
Number of the ECTS credits	6
Language of instruction	English
Purpose and description of the content of education	The aim of the module is to support students in planning and developing their BA thesis. The specific objectives include initiating research based on a coherent methodology, formulating a research question, and working with relevant scholarly and professional literature. In collaboration with their supervisor, students explore topics within the scope of their field of study—such as game studies and the cultural, narrative, and design aspects of games, or game translation and localization practice—depending on the focus of the given seminar. Particular emphasis is placed on narrowing down the research topic, identifying key sources, developing a methodological approach appropriate to the chosen thesis topic, and preparing the foundations of the first chapter of the BA thesis.
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	plans uncomplicated research projects in a manner appropriate to the social and cultural context of the study, and is able to relate the results of their research to a broader social and cultural framework, ensuring that the ethical dimension of their research is respected	FD_K01 FD_K02 FD_K03 FD_K05	3 4 3 4
U01	is able to independently search for, select, and utilize materials necessary for developing the chosen topic of their BA thesis	FD_U02 FD_U11	4 3
U02	formulates observations and research hypotheses on a selected topic using diverse and appropriately selected sources	FD_U02 FD_U03	3 4
U03	analyzes and applies theoretical perspectives learned during their studies when presenting their chosen topic, and is able to propose their own solutions and concepts	FD_U03 FD_U12	3 2
U04	develops a chosen topic of their BA thesis and presents it in written form, applying appropriate academic discourse techniques and adhering to the formal requirements for thesis writing	FD_U01	4

			FD_U03	2
	2		FD_U04	3
	3		FD_U06	4
	4		FD_U11	4
			FD_U12	3
W01	has knowledge in literary studies, game studies, cultural studies, linguistics, and the design aspects of digital game production, enabling them to independently deepen their understanding within a chosen thematic area and to formulate a research question and develop a BA thesis outline, in accordance with the ethical and legal standards of academic work		FD_W01	4
			FD_W02	3
			FD_W07	4
			FD_W11	4

9.	Methods of conducting classes	
Code	**Category**	**Name (description)**
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b05	Problem-solving methods	Activating method – seminar / proseminar *a seminar method; usually an oral presentation of a previously studied/diagnosed problem delivered on a forum; it aims at provoking a discussion concerning the results of research work; a type of conference, course or training session modelled on seminar classes*

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**
S	seminar	30	course work	K01, U01, U02, U03, U04, W01	a05, b05

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 *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	No
c01	Preparation for verification of learning outcomes	Determining the stages of task implementation contributing to the verification of learning outcomes *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.*	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No

| c03 | Preparation for verification of learning outcomes | Implementation of an individual or group assignment necessary for course/phase/ examination completion
a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course | Yes |
| d01 | Consulting the results of the verification of learning outcomes | Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes
reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes | 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.

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	**Diploma Seminar: B.A. Seminar 2**
Module code	W1-FCDELS1-PD-SD2-6
Number of the ECTS credits	11
Language of instruction	English
Purpose and description of the content of education	The aim of this module is to support students in developing their research competencies and completing their BA thesis in a selected area such as game studies, the cultural, narrative, and design aspects of games, or game translation and localization practice—depending on the focus of the seminar. Specific objectives include the continuation of research based on a coherent methodology and the successful completion of the thesis. The module focuses on systematic work on subsequent chapters, their editing, and the preparation of a complete and academically sound final version. Supported by their supervisor, students refine the structure and coherence of their thesis, analyse and synthesise relevant literature, and strengthen the clarity and argumentative quality of their writing. Particular emphasis is placed on a responsible approach to academic ethics and the effective management of the thesis writing process.
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	plans and executes uncomplicated research projects in a manner appropriate to the social and cultural context of the study, and is able to relate the results of their research to a broader social and cultural framework, ensuring that the ethical dimension of their research is respected	FD_K01 FD_K02 FD_K03 FD_K05	3 5 3 4
U01	is able to independently search for, select, and utilize materials necessary for developing and finishing their BA thesis	FD_U02 FD_U11	4 5
U02	formulates and develops research observations and hypotheses on a selected topic in a coherent academic manner, using diverse and appropriately selected sources	FD_U02 FD_U03	3 4
U03	analyses and applies theoretical perspectives when presenting their chosen topic and proposes original solutions and concepts aimed at supporting the thesis argument	FD_U03 FD_U12	3 2
U04	develops a chosen topic of their BA thesis into a complete BA paper, applying appropriate academic discourse	FD_U01	4

	techniques and adhering to the formal requirements for thesis writing	FD_U03	3
		FD_U04	4
		FD_U06	5
		FD_U11	4
		FD_U12	3
W01	has advanced knowledge in literary studies, game studies, cultural studies, linguistics, and the design aspects of digital game production, enabling them to independently deepen their understanding within a chosen thematic area and to complete a BA thesis, in accordance with the ethical and legal standards of academic work	FD_W01	4
		FD_W02	3
		FD_W07	4
		FD_W11	5

9.	Methods of conducting classes	
Code	**Category**	**Name (description)**
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b05	Problem-solving methods	Activating method – seminar / proseminar *a seminar method; usually an oral presentation of a previously studied/diagnosed problem delivered on a forum; it aims at provoking a discussion concerning the results of research work; a type of conference, course or training session modelled on seminar classes*

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**
S	seminar	30	course work	K01, U01, U02, U03, U04, W01	a05, b05

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 *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	No
c01	Preparation for verification of learning outcomes	Determining the stages of task implementation contributing to the verification of learning outcomes *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.*	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No

c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/examination completion *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	Yes
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes *reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes*	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.

University of Silesia in Katowice

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		Diploma Seminar: Methodology of Academic Writing
Module code		W1-FCDELS1-PD-MTA-1
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The aim of the module is to enhance academic writing skills, with particular focus on working with sources. Students develop competencies in analyzing, selecting, and integrating source material in accordance with academic integrity and the chosen citation style. The module also covers academic style, argumentation, thesis construction, the planning of longer texts, and the process of editing and revision. The course supports the writing of the diploma thesis by connecting these skills with the student's individual research project.
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		demonstrates independence in planning, editing, and improving academic texts, approaches academic ethics responsibly, and strives to continuously develop their writing skills	FD_K01 FD_K02 FD_K05	3 2 3
U01		independently plans the structure of a longer academic text and formulates logical and coherent argumentative reasoning	FD_U03 FD_U06	3 3
U02		accurately integrates source material into academic writing using appropriate citation and paraphrasing techniques	FD_U02 FD_U03 FD_U06	3 2 2
U03		edits and critically assesses their own academic writing to improve its coherence, clarity, and compliance with formal requirements	FD_U03 FD_U06	2 3
W01		knows and understands the principles of constructing academic texts, including argumentative structure, selected citation styles, and standards of academic integrity	FD_W07 FD_W11 FD_W12	3 4 4

9.	Methods of conducting classes	
Code	**Category**	**Name (description)**
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b07	Problem-solving methods	Activating methods: a case study *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*
e02	Practical methods	Production exercise – workshop *an activity involving the creation of an object/product according to the rules/principles/description provided by the academic teacher acting as the workshop master*

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**
C	practical classes	30	course work	K01, U01, U02, U03, W01	a05, b07, e02

11.	The student's work, apart from participation in classes, includes in particular:		
Code	**Category**	**Name (description)**	**Is it part of the BUNA?**
a03	Preparation for classes	Developing practical skills *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	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.

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	Foreign Language Course (Elective) 1	
Module code	W1-FCDELS1-JOW1-2	
Number of the ECTS credits	3	
Language of instruction	Polish	
Purpose and description of the content of education	The objective of the module is to build and advance communication competencies in a modern foreign language through the systematic expansion of vocabulary, the consolidation of grammatical and lexical structures, and the development of the ability to produce coherent oral and written discourse across various proficiency levels. These levels are determined at the commencement of the course based on a diagnostic assessment or the instructor's evaluation. Participants select one of the modern foreign languages available within the study program, with the range of language offerings subject to periodic updates in each academic cycle.	
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	establishes basic linguistic contact with people from different cultural backgrounds and shows sensitivity to linguistic and cultural differences	FD_K03 FD_K04	2 2
U01	uses selected spoken and written phrases and structures	FD_U10	3
U02	responds to questions and commands in selected communication situations	FD_U10	3
U03	presents information about themselves and conducts brief exchanges	FD_U10	3

9.	Methods of conducting classes	

Code	Category	Name (description)
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b03	Problem-solving methods	Activating method – educational games *learning content in the guise of a rule- and/or principle-based game; conducted in a deliberately arranged situation based on the description of relevant facts and processes; learners compete with one another within the framework of rules laid down*

		by the academic teacher; varieties include simulation games – involving a simulation of real situations; decision games – based on the decision-making process and the recognition of the consequences of the decisions made (e.g., a decision tree); psychological games – increasing the emotional-volitional component of the participants' attitudes
b06	Problem-solving methods	**Activating method – staged drama/drama** *experiential learning; solving a problem by acting out a role; a.k.a. a role-playing method; role-players interpret their roles in an individual way; the identification with the role is achieved through the activation of the senses, imagination and speech, the stimulation of gesture and movement, etc.; the aim of drama is to experience situations, problems and events mediated by the role; staged drama is a role-playing method enriched with props and stage scenery illustrating a theme*
b08	Problem-solving methods	**Activating method – peer learning** *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*
c07	Demonstration methods	**Screen presentation** *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*
d02	Programmed learning methods	**Working with a programmed textbook** *working with a textbook containing instructional material covering part of or the entire curriculum of the module as well as a formula for studying the content; includes working with a subject textbook, an atlas, a catalogue, a problem book, etc.*
d03	Programmed learning methods	**Working with another teaching tool** *e.g. using websites in any way or according to the rules set by the teacher; or making use of other subject-specific tools*

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
L	language classes	30	course work	K01, U01, U02, U03	a05, b03, b06, b08, c07, d02, d03

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** *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
a03	Preparation for classes	**Developing practical skills** *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
a05	Preparation for classes	**Production/preparation of tools, materials or documentation necessary for class participation** *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	No
c02	Preparation for verification of learning outcomes	**Studying the literature used in and the materials produced in class** *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*	No

d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes *reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes*	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.

University of Silesia in Katowice

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	Foreign Language Course (Elective) 2	
Module code	W1-FCDELS1-JOW2-3	
Number of the ECTS credits	3	
Language of instruction	Polish	
Purpose and description of the content of education	The aim of the module is to further develop communication competencies in a modern foreign language, adjusted to the students' initial proficiency. The module focuses on expanding thematic vocabulary, improving linguistic accuracy, and enhancing the ability to express ideas fluently and coherently. Classes include conversation practice, immersion tasks, and text analysis.	
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	participates in everyday intercultural communication with openness to linguistic and social diversity	FD_K03	2
		FD_K04	2
U01	applies expanded vocabulary and grammatical structures in selected communicative contexts	FD_U10	3
U02	asks questions and provides answers on a variety of topics, including those related to daily life and interests	FD_U10	3
U03	identifies the meaning of short texts and conversations in the foreign language and responds appropriately	FD_U10	3

9.	Methods of conducting classes	
Code	Category	Name (description)
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b03	Problem-solving methods	Activating method – educational games *learning content in the guise of a rule- and/or principle-based game; conducted in a deliberately arranged situation based on the description of relevant facts and processes; learners compete with one another within the framework of rules laid down by the academic teacher; varieties include simulation games – involving a simulation of real situations; decision games – based on the decision-making process and the recognition of the consequences of the decisions made (e.g., a decision*

		tree); psychological games – increasing the emotional-volitional component of the participants' attitudes
b06	Problem-solving methods	Activating method – staged drama/drama *experiential learning; solving a problem by acting out a role; a.k.a. a role-playing method; role-players interpret their roles in an individual way; the identification with the role is achieved through the activation of the senses, imagination and speech, the stimulation of gesture and movement, etc.; the aim of drama is to experience situations, problems and events mediated by the role; staged drama is a role-playing method enriched with props and stage scenery illustrating a theme*
b08	Problem-solving methods	Activating method – peer learning *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*
c07	Demonstration methods	Screen presentation *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*
d02	Programmed learning methods	Working with a programmed textbook *working with a textbook containing instructional material covering part of or the entire curriculum of the module as well as a formula for studying the content; includes working with a subject textbook, an atlas, a catalogue, a problem book, etc.*
d03	Programmed learning methods	Working with another teaching tool *e.g. using websites in any way or according to the rules set by the teacher; or making use of other subject-specific tools*

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**
L	language classes	30	course work	K01, U01, U02, U03	a05, b03, b06, b08, c07, d02, d03

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 *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
a03	Preparation for classes	Developing practical skills *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
d01	Consulting the results of the verification of	Analysis of the corrective feedback provided by the academic teacher on the results of the	Yes

	learning outcomes	verification of learning outcomes *reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes*	

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.

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		Foreign Language Course (Elective) 3
Module code		W1-FCDELS1-JOW3-4
Number of the ECTS credits		3
Language of instruction		Polish
Purpose and description of the content of education		The aim of the module is to improve the ability to use a modern foreign language in a wider range of communicative situations. Students develop their skills in understanding and producing more extended discourse and deepen their knowledge of grammatical and lexical structures. Classes involve extended conversation practice, immersion tasks, and work with texts.
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	communicates in basic situations requiring cultural awareness and is able to collaborate in linguistically diverse environments		FD_K03 FD_K04	3 3
U01	processes longer oral and written statements on selected topics		FD_U10	4
U02	creates more elaborate, coherent statements using appropriate language structures		FD_U10	4
U03	conducts conversations and short discussions, using communication strategies		FD_U10	4

9.	Methods of conducting classes		
Code	Category	Name (description)	
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*	
b03	Problem-solving methods	Activating method – educational games *learning content in the guise of a rule- and/or principle-based game; conducted in a deliberately arranged situation based on the description of relevant facts and processes; learners compete with one another within the framework of rules laid down by the academic teacher; varieties include simulation games – involving a simulation of real situations; decision games – based on the decision-making process and the recognition of the consequences of the decisions made (e.g., a decision*	

		tree); psychological games – increasing the emotional-volitional component of the participants' attitudes
b06	Problem-solving methods	**Activating method – staged drama/drama** *experiential learning; solving a problem by acting out a role; a.k.a. a role-playing method; role-players interpret their roles in an individual way; the identification with the role is achieved through the activation of the senses, imagination and speech, the stimulation of gesture and movement, etc.; the aim of drama is to experience situations, problems and events mediated by the role; staged drama is a role-playing method enriched with props and stage scenery illustrating a theme*
b08	Problem-solving methods	**Activating method – peer learning** *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*
c07	Demonstration methods	**Screen presentation** *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*
d02	Programmed learning methods	**Working with a programmed textbook** *working with a textbook containing instructional material covering part of or the entire curriculum of the module as well as a formula for studying the content; includes working with a subject textbook, an atlas, a catalogue, a problem book, etc.*
d03	Programmed learning methods	**Working with another teaching tool** *e.g. using websites in any way or according to the rules set by the teacher; or making use of other subject-specific tools*

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
L	language classes	30	course work	K01, U01, U02, U03	a05, b03, b06, b08, c07, d02, d03

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** *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
a03	Preparation for classes	**Developing practical skills** *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
a05	Preparation for classes	**Production/preparation of tools, materials or documentation necessary for class participation** *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	No
c02	Preparation for verification of learning outcomes	**Studying the literature used in and the materials produced in class** *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*	No
d01	Consulting the results of the verification of	Analysis of the corrective feedback provided by the academic teacher on the results of the	Yes

	learning outcomes	verification of learning outcomes *reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes*	

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.

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	Foreign Language Course (Elective) 4	
Module code	W1-FCDELS1-JOW4-5	
Number of the ECTS credits	3	
Language of instruction	Polish	
Purpose and description of the content of education	The aim of the module is to achieve independent use of a modern foreign language in a variety of social, academic, and everyday contexts. The module develops fluency, accuracy, and precision in oral and written expression. Classes include expanded conversation practice, communication simulations, and immersion activities.	
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	uses the foreign language in a responsible and conscious manner, respecting cultural and social differences in everyday and educational contexts		FD_K03 FD_K04	3 3
U01	formulates coherent, relatively precise oral and written statements on a variety of topics		FD_U10	4
U02	participates in conversations and simple discussions in a foreign language, presenting and justifying their own position		FD_U10	4
U03	accurately interprets statements of selected complexity		FD_U10	4

9.	Methods of conducting classes	
Code	Category	Name (description)
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b03	Problem-solving methods	Activating method – educational games *learning content in the guise of a rule- and/or principle-based game; conducted in a deliberately arranged situation based on the description of relevant facts and processes; learners compete with one another within the framework of rules laid down by the academic teacher; varieties include simulation games – involving a simulation of real situations; decision games – based on the decision-making process and the recognition of the consequences of the decisions made (e.g., a decision*

		tree); psychological games – increasing the emotional-volitional component of the participants' attitudes
b06	Problem-solving methods	**Activating method – staged drama/drama** *experiential learning; solving a problem by acting out a role; a.k.a. a role-playing method; role-players interpret their roles in an individual way; the identification with the role is achieved through the activation of the senses, imagination and speech, the stimulation of gesture and movement, etc.; the aim of drama is to experience situations, problems and events mediated by the role; staged drama is a role-playing method enriched with props and stage scenery illustrating a theme*
b08	Problem-solving methods	**Activating method – peer learning** *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*
c07	Demonstration methods	**Screen presentation** *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*
d02	Programmed learning methods	**Working with a programmed textbook** *working with a textbook containing instructional material covering part of or the entire curriculum of the module as well as a formula for studying the content; includes working with a subject textbook, an atlas, a catalogue, a problem book, etc.*
d03	Programmed learning methods	**Working with another teaching tool** *e.g. using websites in any way or according to the rules set by the teacher; or making use of other subject-specific tools*

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
L	language classes	30	course work	K01, U01, U02, U03	a05, b03, b06, b08, c07, d02, d03

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** *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
a03	Preparation for classes	**Developing practical skills** *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
a05	Preparation for classes	**Production/preparation of tools, materials or documentation necessary for class participation** *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	No
c02	Preparation for verification of learning outcomes	**Studying the literature used in and the materials produced in class** *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*	No
d01	Consulting the results of the verification of	Analysis of the corrective feedback provided by the academic teacher on the results of the	Yes

	learning outcomes	verification of learning outcomes *reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes*	

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.

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: Basic Digital Graphics Skills
Module code		W1-FDS1-PG-PGC-3
Number of the ECTS credits		3
Language of instruction		Polish
Purpose and description of the content of education		The aim of the module is to introduce students to the fundamental tools and techniques of digital graphics, and to develop competencies necessary for performing basic visual tasks and manipulating graphic elements. Students acquire theoretical knowledge of digital graphics and available software tools used in the game development process. These skills provide a foundation for effective use of graphic and development tools in level design, gameplay design, and basic graphics-related tasks in game production.
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 aware of the aesthetic and artistic dimension of computer games and actively participates in shaping it, working also in a creative team	FD_K04	2
U01		uses selected graphic software at a basic and intermediate level; performs simple digital graphics tasks and carries out basic graphic transformations using appropriate tools and practices	FD_U06 / FD_U11	2 / 2
W01		knows and understands knowledge basic aspects of digital graphics and is familiar with the field's terminology; understands fundamental principles and techniques of digital graphics, including selected technical aspects and commonly used software	FD_W06	2

9.	Methods of conducting classes	
Code	Category	Name (description)
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
d01	Programmed learning methods	Working with a computer *e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid*

Code		
		own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline
e03	Practical methods	Creation/production – creative workshop *an activity involving creating/producing a work/artifact based on the individual, creative effort of the participant; the creative workshop is characterized by the presence and openness which make it possible to access the essence of the work/ peculiarity of the artifact at every stage of its creation/production*

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
FS1	practical classes	30	course work	K01, U01, W01	a05, d01, e03

11. The student's work, apart from participation in classes, includes in particular:

Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	Developing practical skills *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	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.

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** *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*	
b04	Problem-solving methods	**Activating method – discussion / debate** *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*	
c07	Demonstration methods	**Screen presentation** *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*	

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** *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
c02	Preparation for verification of learning outcomes	**Studying the literature used in and the materials produced in class** *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*	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.

University of Silesia in Katowice

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: Game Development Lab 1**
Module code	W1-FDS1-PG-LTGD1-3
Number of the ECTS credits	3
Language of instruction	Polish
Purpose and description of the content of education	The aim of the module is to acquire basic skills in digital game development, focusing on both creative and technical competencies necessary for working as a digital game designer, with an emphasis on the use of specialized software. Students are introduced to selected development tools, including game engines, and basic techniques for their use, through simple exercises that combine creative skills with practical abilities.
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 aware of the level of their own creative and practical competencies, understands the complex nature of game design, and recognizes the responsibility for creating content that impacts the user	FD_K01 FD_K02 FD_K05	2 1 2
U01	can operate specialized software used in the process of digital game design at a basic level, particularly using the basic functions of a selected game engine	FD_U03 FD_U06 FD_U12	2 2 1
U02	demonstrates the ability to independently or as part of a team carry out basic tasks in the design of specific aspects of digital games, in alignment with defined project goals and technical specifications	FD_U03 FD_U06 FD_U11	2 2 2
U03	verifies game element designs in terms of functionality, aesthetics, accessibility, and user experience, and can revise design elements based on the received feedback	FD_U03 FD_U06 FD_U12	2 2 2
W01	has a basic understanding of the specifics and general course of the digital game design process and possesses fundamental knowledge of the technical and creative competencies required to perform tasks within this process,	FD_W06 FD_W11	2 1

	including the use of specialized software	FD_W12	1

9. **Methods of conducting classes**

Code	Category	Name (description)
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
d01	Programmed learning methods	Working with a computer *e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline*
e03	Practical methods	Creation/production – creative workshop *an activity involving creating/producing a work/artifact based on the individual, creative effort of the participant; the creative workshop is characterized by the presence and openness which make it possible to access the essence of the work/ peculiarity of the artifact at every stage of its creation/production*
e04	Practical methods	Project scheduling *proceeding according to the steps proposed within a specific methodology for the completion of a task; e.g., identifying project objectives, determining the result, identifying strengths, limitations, opportunities and threats (SWOT), establishing a schedule of activities, assessing resources, establishing an implementation plan; the initial diagnosis; the reassessment of assumptions; the process of preparing the practical implementation of a project*
f03	Methods of self-learning	Conceptual work *a (mainly intellectual) activity carried out independently (or in a selected group) resulting in the creation of a concept, idea or project; creating a plan based on a vision; developing a general outline of a project; producing a simplified sketch of the variant versions of a procedure/product/work*

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
Lab	laboratory classes	30	course work	K01, U01, U02, U03, W01	a05, d01, e03, e04, f03

11. **The student's work, apart from participation in classes, includes in particular:**

Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	Developing practical skills *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion	Yes

		a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course	

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.

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: Game Development Lab 2**	
Module code	W1-FDS1-PG-LTGD2-4	
Number of the ECTS credits	3	
Language of instruction	Polish	
Purpose and description of the content of education	The aim of the module is to develop basic skills in digital game development, focusing on both creative and technical competencies necessary for working as a digital game designer, with an emphasis on the use of specialized software. Students operate selected development tools, including game engines, and improve techniques for their use, through exercises that combine creative skills with practical abilities.	
List of modules that must be completed before starting this module (if necessary)	[W1-FDS1-PG-LTGD1-3] Game Design: Game Development Lab 1	

8.	**Learning outcomes of the module**			

Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)
K01	is aware of the level of their own creative and practical competencies, understands the complex nature of game design, and recognizes the responsibility for creating content that impacts the user	FD_K01 FD_K02 FD_K05	2 1 2
U01	can use selected features of specialized software, including game engines, and apply them to more complex design tasks	FD_U03 FD_U06 FD_U12	2 2 2
U02	demonstrates the ability to independently or as part of a team carry out more complex tasks in the design of specific aspects of digital games, in alignment with defined project goals and technical specifications	FD_U03 FD_U06 FD_U11	2 3 2
U03	verifies complex game element designs in terms of functionality, aesthetics, accessibility, and user experience, and can revise design elements based on the received feedback	FD_U03 FD_U06 FD_U12	2 3 2
W01	has a broadened understanding of the specifics and general course of the digital game design process, and has a broadened basic knowledge of the technical and creative competencies required to perform tasks within this process,	FD_W06 FD_W11	2 1

	including the use of specialized software	FD_W12	1

9. Methods of conducting classes

Code	Category	Name (description)
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
d01	Programmed learning methods	Working with a computer *e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline*
e03	Practical methods	Creation/production – creative workshop *an activity involving creating/producing a work/artifact based on the individual, creative effort of the participant; the creative workshop is characterized by the presence and openness which make it possible to access the essence of the work/ peculiarity of the artifact at every stage of its creation/production*
e04	Practical methods	Project scheduling *proceeding according to the steps proposed within a specific methodology for the completion of a task; e.g., identifying project objectives, determining the result, identifying strengths, limitations, opportunities and threats (SWOT), establishing a schedule of activities, assessing resources, establishing an implementation plan; the initial diagnosis; the reassessment of assumptions; the process of preparing the practical implementation of a project*
f03	Methods of self-learning	Conceptual work *a (mainly intellectual) activity carried out independently (or in a selected group) resulting in the creation of a concept, idea or project; creating a plan based on a vision; developing a general outline of a project; producing a simplified sketch of the variant versions of a procedure/product/work*

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
Lab	laboratory classes	30	course work	K01, U01, U02, U03, W01	a05, d01, e03, e04, f03

11. The student's work, apart from participation in classes, includes in particular:

Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	Developing practical skills *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion	Yes

		a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course	

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.

University of Silesia in Katowice

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: Game Development Lab 3**
Module code	W1-FDS1-PG-LTGD3-5
Number of the ECTS credits	3
Language of instruction	Polish
Purpose and description of the content of education	The aim of this module is to develop intermediate-level skills in digital game development, focusing on both creative and technical competencies required for the role of a game designer. Emphasis is placed on the use of specialized software. Students apply selected professional development tools, including game engines, and refine their techniques through exercises of medium complexity that integrate creative competencies with practical skills essential for producing functional digital game prototypes and entering the game industry. They acquire the competencies necessary to organize the development process at various stages and to manage their own work as well as that of other team members.
List of modules that must be completed before starting this module (if necessary)	[W1-FDS1-PG-LTGD2-4] Game Design: Game Development Lab 2

8.	**Learning outcomes of the module**			

Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)
K01	is aware of the level of their own creative and practical competencies, understands the complex nature of game design, recognizes the responsibility for creating content that impacts the user; is conscious of the need for professional development and the ethical challenges associated with working in the industry	FD_K01 FD_K02 FD_K05	2 2 3
K02	demonstrates readiness to responsibly take on various roles, including coordinating the work of a game design team	FD_K02 FD_K04 FD_K05	3 3 3
U01	can effectively use intermediate features of specialized software, including game engines, to create more complex game mechanics and solve technical problems related to the project	FD_U03 FD_U06 FD_U12	3 3 3
U02	can perform intermediate-level tasks in digital game design within a team, in line with the established project assumptions and its technical parameters	FD_U03 FD_U06 FD_U11	3 3 3

U03	verifies simple game design projects in terms of functionality, aesthetics, accessibility, and user experience, and is able to revise the design based on the received feedback	FD_U03 FD_U06 FD_U12	3 3 3
W01	has an intermediate understanding of the specifics and course of the digital game design process and possesses knowledge of chosen specific technical and creative competencies required to perform tasks within this process, including the use of specialized software	FD_W06 FD_W11 FD_W12	3 1 3

9.	Methods of conducting classes	

Code	Category	Name (description)
a05	Lecture methods / expository methods	**Explanation/clarification** *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
d01	Programmed learning methods	**Working with a computer** *e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline*
e03	Practical methods	**Creation/production – creative workshop** *an activity involving creating/producing a work/artifact based on the individual, creative effort of the participant; the creative workshop is characterized by the presence and openness which make it possible to access the essence of the work/peculiarity of the artifact at every stage of its creation/production*
e04	Practical methods	**Project scheduling** *proceeding according to the steps proposed within a specific methodology for the completion of a task; e.g., identifying project objectives, determining the result, identifying strengths, limitations, opportunities and threats (SWOT), establishing a schedule of activities, assessing resources, establishing an implementation plan; the initial diagnosis; the reassessment of assumptions; the process of preparing the practical implementation of a project*
f03	Methods of self-learning	**Conceptual work** *a (mainly intellectual) activity carried out independently (or in a selected group) resulting in the creation of a concept, idea or project; creating a plan based on a vision; developing a general outline of a project; producing a simplified sketch of the variant versions of a procedure/product/work*

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
Lab	laboratory classes	30	course work	K01, K02, U01, U02, U03, W01	a05, d01, e03, e04, f03

11.	The student's work, apart from participation in classes, includes in particular:		

Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	**Developing practical skills** *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No

c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	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.

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: Game Development Lab 4**
Module code	W1-FDS1-PG-LTGD4-6
Number of the ECTS credits	3
Language of instruction	Polish
Purpose and description of the content of education	The aim of this module is to develop advanced-level skills in digital game development, focusing on both creative and technical competencies required for the role of a game designer. Emphasis is placed on the use of specialized software. Students apply advanced functions of professional development tools, including game engines, and refine their techniques through exercises of high complexity that integrate creative competencies with practical skills essential for producing functional digital game prototypes and entering the game industry. They refine the competencies necessary to organize the development process at various stages and to manage their own work as well as that of other team members.
List of modules that must be completed before starting this module (if necessary)	[W1-FDS1-PG-LTGD3-5] Game Design: Game Development Lab 3

8.	**Learning outcomes of the module**			
Code	**Description**		**Learning outcomes of the programme**	**Level of competenc (scale 1-5)**
K01	demonstrates readiness to expand and reassess their creative and practical competences, adapting them to the specific requirements of projects and showing an informed awareness of the potential cultural, psychological, and social impact of their work, and to make responsible design decisions in accordance with the principles of professional ethic		FD_K01 FD_K02 FD_K05	3 2 3
K02	demonstrates readiness to responsibly take on various roles, including coordinating the work of a game design team		FD_K02 FD_K04 FD_K05	3 4 3
U01	can effectively use advanced features of specialized software, including game engines, to create more complex game mechanics and solve more difficult technical problems related to the project		FD_U03 FD_U06 FD_U12	3 3 3
U02	can perform advanced-level tasks in digital game design within a team, in line with the established project assumptions and its technical parameters		FD_U03 FD_U06 FD_U11	3 4 4

U03	creates, revises, and enhances game design projects, taking into account their functionality, aesthetics, accessibility, and user experience	FD_U03	3
		FD_U06	4
		FD_U12	3
W01	has an advanced understanding of the specifics and course of the digital game design process and possesses advanced knowledge of chosen specific technical and creative competencies required to perform tasks within this process, including the use of specialized software	FD_W06	4
		FD_W11	1
		FD_W12	3

9.	Methods of conducting classes	
Code	**Category**	**Name (description)**
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
d01	Programmed learning methods	Working with a computer *e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline*
e03	Practical methods	Creation/production – creative workshop *an activity involving creating/producing a work/artifact based on the individual, creative effort of the participant; the creative workshop is characterized by the presence and openness which make it possible to access the essence of the work/ peculiarity of the artifact at every stage of its creation/production*
e04	Practical methods	Project scheduling *proceeding according to the steps proposed within a specific methodology for the completion of a task; e.g., identifying project objectives, determining the result, identifying strengths, limitations, opportunities and threats (SWOT), establishing a schedule of activities, assessing resources, establishing an implementation plan; the initial diagnosis; the reassessment of assumptions; the process of preparing the practical implementation of a project*
f03	Methods of self-learning	Conceptual work *a (mainly intellectual) activity carried out independently (or in a selected group) resulting in the creation of a concept, idea or project; creating a plan based on a vision; developing a general outline of a project; producing a simplified sketch of the variant versions of a procedure/product/work*

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**
Lab	laboratory classes	30	course work	K01, K02, U01, U02, U03, W01	a05, d01, e03, e04, f03

11.	The student's work, apart from participation in classes, includes in particular:		
Code	**Category**	**Name (description)**	**Is it part of the BUNA?**
a03	Preparation for classes	Developing practical skills *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No

| c02 | Preparation for verification of learning outcomes | Studying the literature used in and the materials produced in class
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 | No |
| c03 | Preparation for verification of learning outcomes | Implementation of an individual or group assignment necessary for course/phase/ examination completion
a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course | 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.

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: Game Development Management and Documentation**
Module code		W1-FDS1-PG-DG-5
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The aim of the module is to develop fundamental competencies in game production organization and game documentation creation. The classes are simulation-based and focus on practical learning of project management tools and the game documentation process.
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	recognizes the level of their competences and knowledge; recognizes the complexity of the computer game development process, the necessity to activate and combine skills from various fields, and develops these skills independently, drawing on the accomplishments of related fields, working in a team preparing a game project and taking various roles in it	FD_K01 FD_K02 FD_K05	2 2 1
U01	prepares a game project description in accordance with industry standards and is able to create complete documentation for a simple game project in terms of game design using appropriate software	FD_U03 FD_U06	4 3
U02	manages a game documentation project, coordinating the tasks of other members of the game production team	FD_U03 FD_U06	3 3
U03	uses project management software at a basic level and is able to correctly design individual elements of a project using this software, assign tasks to other team members, create a work schedule, and monitor the progress of the project	FD_U03	4
W01	knows and understands the process of digital game production, understands the detailed division of responsibilities within a team preparing a game project, and understands game documentation tasks	FD_W06	3
W02	knows and understands the basic concepts, terms, and processes related to game project management methods	FD_W06	3

9.	Methods of conducting classes		
Code		**Category**	**Name (description)**
a05		Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b08		Problem-solving methods	Activating method – peer learning *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*
c07		Demonstration methods	Screen presentation *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*
d01		Programmed learning methods	Working with a computer *e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline*
e03		Practical methods	Creation/production – creative workshop *an activity involving creating/producing a work/artifact based on the individual, creative effort of the participant; the creative workshop is characterized by the presence and openness which make it possible to access the essence of the work/ peculiarity of the artifact at every stage of its creation/production*
e04		Practical methods	Project scheduling *proceeding according to the steps proposed within a specific methodology for the completion of a task; e.g., identifying project objectives, determining the result, identifying strengths, limitations, opportunities and threats (SWOT), establishing a schedule of activities, assessing resources, establishing an implementation plan; the initial diagnosis; the reassessment of assumptions; the process of preparing the practical implementation of a project*
e07		Practical methods	Simulation *an indirect method; imitating reality in order to gain experience approximating a real one; recreating a real-world situation so that its participant can acquire an experience close to the authentic one; work on "replacement" material*

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**
C		practical classes	15	course work	K01, U01, U02, U03, W01, W02	a05, b08, c07, d01, e03, e04, e07

11.	The student's work, apart from participation in classes, includes in particular:		
Code		**Category**	**Name (description)**	**Is it part of the BUNA?**
a03		Preparation for classes	Developing practical skills *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No

a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/examination completion *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	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.

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: Game Scriptwriting	
Module code	W1-FDS1-PG-SG-4	
Number of the ECTS credits	3	
Language of instruction	English	
Purpose and description of the content of education	The module introduces students to the technical and practical aspects of digital game scriptwriting. During the course, students explore techniques and conventions for developing plot, world-building, and character design in the context of interactive narrative design. A key part of the course is the analysis of dialogue specific to interactive entertainment, along with individual student work on dialogue writing. The module prepares students to develop a coherent narrative project that incorporates interactivity and player agency.	
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 aware of their level of creative and practical competencies and responsibility for their own narrative decisions; is open to constructive feedback in the process of script refinement		FD_K01	3
			FD_K02	2
			FD_K05	2
U01	identifies the structural components of a digital game script and is able to analyze and critically evaluate elements of game scripts and their narrative coherence		FD_U04	2
			FD_U12	2
U02	can design characters consistent with their own game project, create the game world concept, develop the game's storyline concept, and prepare dialogue lists for extended scenes, which are a coherent development of the game project, in line with the expected linguistic register of the characters, the scene's character, cultural context, etc.		FD_U03	2
			FD_U06	3
			FD_U11	2
U03	can create a formally correct script project for a narrative-driven game		FD_U03	2
			FD_U06	3
			FD_U11	3
W01	knows techniques and conventions of plot development, character design, as well as the specifics of scripts and dialogues created for games		FD_W02	2
			FD_W06	3

| W02 | has basic knowledge of terminology used in screenwriting and interactive narrative theory, as well as an understanding of the formal elements of digital game scripts | FD_W02 | 2 |
| | | FD_W06 | 3 |

9. Methods of conducting classes

Code	Category	Name (description)
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b08	Problem-solving methods	Activating method – peer learning *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*
e03	Practical methods	Creation/production – creative workshop *an activity involving creating/producing a work/artifact based on the individual, creative effort of the participant; the creative workshop is characterized by the presence and openness which make it possible to access the essence of the work/ peculiarity of the artifact at every stage of its creation/production*
e04	Practical methods	Project scheduling *proceeding according to the steps proposed within a specific methodology for the completion of a task; e.g., identifying project objectives, determining the result, identifying strengths, limitations, opportunities and threats (SWOT), establishing a schedule of activities, assessing resources, establishing an implementation plan; the initial diagnosis; the reassessment of assumptions; the process of preparing the practical implementation of a project*
f03	Methods of self-learning	Conceptual work *a (mainly intellectual) activity carried out independently (or in a selected group) resulting in the creation of a concept, idea or project; creating a plan based on a vision; developing a general outline of a project; producing a simplified sketch of the variant versions of a procedure/product/work*

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
C	practical classes	30	course work	K01, U01, U02, U03, W01, W02	a05, b08, e03, e04, f03

11. The student's work, apart from participation in classes, includes in particular:

Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	Developing practical skills *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion	Yes

		a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course	

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.

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: Level Design 1
Module code		W1-FDS1-PG-PP1-5
Number of the ECTS credits		3
Language of instruction		Polish
Purpose and description of the content of education		The aim of the module is to develop basic skills in level design, with a particular focus on technical accuracy. During the module, students acquire essential creative competencies required for the role of a level designer. Knowledge and skills in level design are delivered to students through workshop exercises. The classes place a strong emphasis on the practical aspects of creating digital game levels, the exchange of experiences, and teamwork.
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 aware of the complex nature of working on a digital game level and demonstrates readiness to responsibly take on various roles within a team working on a game level project	FD_K02 FD_K04 FD_K05	2 3 2
	U01	constructs simple game level models, formulates concepts for their functionality, and revises the level design both during the planning phase and throughout the implementation process	FD_U03 FD_U06 FD_U12	2 3 2
	U02	operates specialized software, particularly the game engine, using its basic functions to perform simple tasks related to level design	FD_U03 FD_U06 FD_U12	2 2 2
	U03	is able to organize and execute the development process of a simple game level, assuming various roles within a collaborative project team	FD_U11	3
	W01	knows and understands the specifics of designing basic digital game levels, distinguishes selected types and functions of specialized software, including game engines, and is familiar with their purposes, as well as has knowledge of the technical and creative competencies required to perform simple tasks in level design	FD_W06 FD_W11	3 1

		FD_W12	2

9.	Methods of conducting classes		
Code	**Category**	**Name (description)**	
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*	
d01	Programmed learning methods	Working with a computer *e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline*	
e03	Practical methods	Creation/production – creative workshop *an activity involving creating/producing a work/artifact based on the individual, creative effort of the participant; the creative workshop is characterized by the presence and openness which make it possible to access the essence of the work/ peculiarity of the artifact at every stage of its creation/production*	
e04	Practical methods	Project scheduling *proceeding according to the steps proposed within a specific methodology for the completion of a task; e.g., identifying project objectives, determining the result, identifying strengths, limitations, opportunities and threats (SWOT), establishing a schedule of activities, assessing resources, establishing an implementation plan; the initial diagnosis; the reassessment of assumptions; the process of preparing the practical implementation of a project*	
f03	Methods of self-learning	Conceptual work *a (mainly intellectual) activity carried out independently (or in a selected group) resulting in the creation of a concept, idea or project; creating a plan based on a vision; developing a general outline of a project; producing a simplified sketch of the variant versions of a procedure/product/work*	

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**	
Lab	laboratory classes	30	course work	K01, U01, U02, U03, W01	a05, d01, e03, e04, f03	

11.	The student's work, apart from participation in classes, includes in particular:		
Code	**Category**	**Name (description)**	**Is it part of the BUNA?**
a03	Preparation for classes	Developing practical skills *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory*	Yes

		phase/element of the verification of the learning outcomes assigned to the course	

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.

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: Level Design 2**	
Module code	W1-FDS1-PG-PP2-6	
Number of the ECTS credits	3	
Language of instruction	Polish	
Purpose and description of the content of education	The aim of the module is to broaden skills in level design, with a particular focus on technical accuracy. During the module, students develop the creative competencies necessary for the role of a level designer. Knowledge and skills in level design are conveyed to students through workshop exercises. The classes place a strong emphasis on the practical aspects of creating digital game levels, the exchange of experiences, and teamwork.	
List of modules that must be completed before starting this module (if necessary)	[W1-FDS1-PG-PP1-5] Game Design: Level Design 1	

8.	**Learning outcomes of the module**			
Code	**Description**	**Learning outcomes of the programme**	**Level of competenc (scale 1-5)**
K01	is aware of the complex nature of working on a digital game level and demonstrates readiness to responsibly take on various roles, including coordinating the work of a team designing an advanced game level	FD_K02 FD_K04 FD_K05	2 4 3
U01	performs digital game level design tasks at an advanced level, the results of which are consistent with the game project	FD_U03 FD_U06 FD_U12	3 4 2
U02	operates specialized level design software at an advanced level, in particular, uses specialized functions of a selected game engine	FD_U03 FD_U06 FD_U12	3 2 2
U03	manages the development of a complex game level, taking various roles in the team and coordinating the tasks of other team members	FD_U11	4
W01	knows and understands the specifics of designing complex digital game levels and has broadened knowledge of the types and functions of specialized software, including game engines, as well as the technical and creative competencies required to perform advanced tasks in level design	FD_W06 FD_W11	3 1

		FD_W12	2

9. Methods of conducting classes

Code	Category	Name (description)
a05	Lecture methods / expository methods	**Explanation/clarification** *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
d01	Programmed learning methods	**Working with a computer** *e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline*
e03	Practical methods	**Creation/production – creative workshop** *an activity involving creating/producing a work/artifact based on the individual, creative effort of the participant; the creative workshop is characterized by the presence and openness which make it possible to access the essence of the work/ peculiarity of the artifact at every stage of its creation/production*
e04	Practical methods	**Project scheduling** *proceeding according to the steps proposed within a specific methodology for the completion of a task; e.g., identifying project objectives, determining the result, identifying strengths, limitations, opportunities and threats (SWOT), establishing a schedule of activities, assessing resources, establishing an implementation plan; the initial diagnosis; the reassessment of assumptions; the process of preparing the practical implementation of a project*
f03	Methods of self-learning	**Conceptual work** *a (mainly intellectual) activity carried out independently (or in a selected group) resulting in the creation of a concept, idea or project; creating a plan based on a vision; developing a general outline of a project; producing a simplified sketch of the variant versions of a procedure/product/work*

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
Lab	laboratory classes	30	course work	K01, U01, U02, U03, W01	a05, d01, e03, e04, f03

11. The student's work, apart from participation in classes, includes in particular:

Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	**Developing practical skills** *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
c02	Preparation for verification of learning outcomes	**Studying the literature used in and the materials produced in class** *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*	No
c03	Preparation for verification of learning outcomes	**Implementation of an individual or group assignment necessary for course/phase/ examination completion** *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory*	Yes

		phase/element of the verification of the learning outcomes assigned to the course	

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.

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: Tabletop Game Design**	
Module code	W1-FDS1-PG-PGT-1	
Number of the ECTS credits	3	
Language of instruction	Polish	
Purpose and description of the content of education	The module aims to develop students' skills in designing tabletop games, such as card games, board games, roleplay games, etc. The course also presents a brief historical outline of tabletop games, discussing the characteristic gameplay features of selected historical examples as well as their contemporary relevance. The main emphasis during the module will be placed on gameplay design. Balance, rules consistency, and their coherent anchoring in the game world, as well as designing the game's story will be the central categories of the course. The course also discusses other elements of tabletop games, i.e. designing artifacts and game assets, characters, interfaces, etc.	
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	works in a team preparing a game project, taking various roles in it	FD_K04	2
U01	analyzes examples of traditional games and traditional game designs in terms of applied gameplay mechanics, potential gameplay problems or predicted production issues	FD_U04	2
U02	designs and develops a coherent project of a tabletop game, including gameplay mechanics, target audience, description of the created game world, etc.	FD_U06 FD_U11	1 1
U03	performs individually various tabletop game design tasks consistent with the game vision	FD_U03 FD_U11	2 1
U04	manages the production process of a simple tabletop game and the documentation of the game development process	FD_U03 FD_U06	1 2
W01	knows and understands knowledge the specifics of tabletop games, the specifics of the tabletop games market, the history and present-day significance of tabletop games and of principles of developing tabletop gameplay	FD_W06	2

9.	**Methods of conducting classes**		
Code	**Category**	**Name (description)**	
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*	
e03	Practical methods	Creation/production – creative workshop *an activity involving creating/producing a work/artifact based on the individual, creative effort of the participant; the creative workshop is characterized by the presence and openness which make it possible to access the essence of the work/ peculiarity of the artifact at every stage of its creation/production*	
e04	Practical methods	Project scheduling *proceeding according to the steps proposed within a specific methodology for the completion of a task; e.g., identifying project objectives, determining the result, identifying strengths, limitations, opportunities and threats (SWOT), establishing a schedule of activities, assessing resources, establishing an implementation plan; the initial diagnosis; the reassessment of assumptions; the process of preparing the practical implementation of a project*	

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**
FS1	practical classes	30	course work	K01, U01, U02, U03, U04, W01	a05, e03, e04

11.	**The student's work, apart from participation in classes, includes in particular:**		
Code	**Category**	**Name (description)**	**Is it part of the BUNA?**
a03	Preparation for classes	Developing practical skills *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	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.

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: Writing for Games and Media**
Module code		W1-FDS1-PG-PMBG-3
Number of the ECTS credits		3
Language of instruction		English
Purpose and description of the content of education		The aim of the module is to develop students' skills necessary for writing in English for media and games. The scope of the skills taught depend on instructor's preference, and may include such forms as a press note, interview, a pitch document, a game review, a report on the intellectual property management in a game project, elements of trans-narration (e.g. defining and designing the structure of an intermedia franchise), a plot synopsis, market analysis, etc. The course also develops basic skills in game documentation. The course focuses on technical writing forms as well as creative writing.
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 aware of the level of their skills and knowledge, the complex nature of working on the creation of a videogame, and the necessity to activate and combine skills from various fields; is aware of the technical, legal, and social aspects of the video game industry		FD_K01 FD_K05	2 2
U01	composes basic forms of written communication functioning in electronic media and the video game industry; applies the appropriate language register for various written expressions and correctly applies English grammar and punctuation rules		FD_U01 FD_U06	2 3
U02	independently finds, analyzes, and selects information in varied sources of knowledge for writing purposes		FD_U02	3
U03	manages basic game project documentation		FD_U03 FD_U06	1 1
W01	knows the basic forms of texts used in electronic media and the video game industry		FD_W02 FD_W06	1 2
W02	knows the basic principles of game documentation		FD_W06	2

9.	**Methods of conducting classes**		
Code	**Category**		**Name (description)**
e03	Practical methods		Creation/production – creative workshop *an activity involving creating/producing a work/artifact based on the individual, creative effort of the participant; the creative workshop is characterized by the presence and openness which make it possible to access the essence of the work/ peculiarity of the artifact at every stage of its creation/production*
e04	Practical methods		Project scheduling *proceeding according to the steps proposed within a specific methodology for the completion of a task; e.g., identifying project objectives, determining the result, identifying strengths, limitations, opportunities and threats (SWOT), establishing a schedule of activities, assessing resources, establishing an implementation plan; the initial diagnosis; the reassessment of assumptions; the process of preparing the practical implementation of a project*
f02	Methods of self-learning		Individual work with a text *searching for and acquiring new information using textbooks and other written sources (including their digital versions); searching for texts, selecting fragments for analysis/interpretation, using other texts to solve a problem related to the studied issue*
f03	Methods of self-learning		Conceptual work *a (mainly intellectual) activity carried out independently (or in a selected group) resulting in the creation of a concept, idea or project; creating a plan based on a vision; developing a general outline of a project; producing a simplified sketch of the variant versions of a procedure/product/work*

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**
C	practical classes	30	course work	K01, U01, U02, U03, W01, W02	e03, e04, f02, f03

11.	**The student's work, apart from participation in classes, includes in particular:**			
Code	**Category**		**Name (description)**	**Is it part of the BUNA?**
a03	Preparation for classes		Developing practical skills *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
a05	Preparation for classes		Production/preparation of tools, materials or documentation necessary for class participation *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	No
c03	Preparation for verification of learning outcomes		Implementation of an individual or group assignment necessary for course/phase/ examination completion *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	No
d01	Consulting the results of the verification of learning outcomes		Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes *reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes*	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.

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 Studies: Game Analysis**	
Module code	W1-FDS1-G-AG-2	
Number of the ECTS credits	2	
Language of instruction	English	
Purpose and description of the content of education	The aim of the module is to expand students' skills in analytical and interpretive strategies for digital games, based on the achievements of contemporary game studies. During the classes, selected digital games are analyzed and interpreted. Students learn to approach games as complex cultural texts that possess their own narrative, aesthetic, social, and technological mechanisms, and to analyze them in a reflective manner.	
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 prepared to critically analyze and evaluate the role of games in the context of their cultural and social impact.	FD_K03	2
		FD_K05	2
U01	analyzes games to determine their meanings; identifies and describes elements of the game world, gameplay, and narrative, defines their functions, formulates research questions, and selects appropriate methodologies to conduct the analysis	FD_U04	3
		FD_U05	4
U02	can independently interpret specific elements of a game	FD_U04	4
		FD_U05	4
U03	can formulate their own opinions and conclusions and is able to present the results of game analysis using the knowledge they have acquired	FD_U04	3
		FD_U05	4
		FD_U09	4
W01	has advanced knowledge of digital games, their place in culture, and the subject-specific and methodological characteristics of game studies	FD_W02	2
		FD_W06	3
		FD_W07	2

W02	accurately references and applies advanced terminology related to the analysis of digital games	FD_W02	3
		FD_W06	2
		FD_W07	4

9.	Methods of conducting classes		
Code	**Category**	**Name (description)**	
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*	
b04	Problem-solving methods	Activating method – discussion / debate *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*	
b07	Problem-solving methods	Activating methods: a case study *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*	
b08	Problem-solving methods	Activating method – peer learning *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*	

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**	
C	practical classes	30	course work	K01, U01, U02, U03, W01, W02	a05, b04, b07, b08	

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 *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory*	Yes

		phase/element of the verification of the learning outcomes assigned to the course		

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.

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 Studies: Introduction to Game Studies**	
Module code	W1-FDS1-G-WG-1	
Number of the ECTS credits	3	
Language of instruction	English	
Purpose and description of the content of education	The aim of the module is to familiarize students with the terminology of game studies, their objectives, development, and methodology. The course will also highlight the connections between contemporary game studies and other areas of the humanities (e.g., literary studies, cultural studies, media studies, etc.). The lectures will focus on fundamental theories, terms, divisions, and classifications. The purpose of the classes is to deepen the understanding of selected concepts from the field of game studies through the analysis of chosen academic texts and the application of these concepts and texts to the interpretation of digital 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)**
K01	is aware of the level of own knowledge and skills in the field of game studies and understands the need for their development	FD_K01	3
U01	reads and analyzes theoretical texts and applies the acquired information to the interpretation of digital games, applying the methodologies of game studies	FD_U04 FD_U05	3 2
U02	recognizes the interdisciplinary nature and diversity of game studies and connects its selected aspects with relevant contexts and theories drawn from related disciplines	FD_U04 FD_U09	3 2
W01	has a basic understanding of the origins, main trends of development, and current state of game studies; recognizes the connections between game studies and related disciplines	FD_W02 FD_W06	3 2
W02	accurately references and applies basic terminology from the field of digital game studies	FD_W02 FD_W06	3 2
W03	has a foundational understanding of selected research methodologies relevant to game studies; defines and classifies the main theories and trends in game studies	FD_W02 FD_W06	3 2

		FD_W07	2

9.	Methods of conducting classes		

Code	Category	Name (description)
a01	Lecture methods / expository methods	**Formal lecture/ course-related lecture** *a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided*
a05	Lecture methods / expository methods	**Explanation/clarification** *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b01	Problem-solving methods	**Problem-based lecture** *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*
b07	Problem-solving methods	**Activating methods: a case study** *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*
b08	Problem-solving methods	**Activating method – peer learning** *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*
c07	Demonstration methods	**Screen presentation** *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*

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
C	practical classes	30	course work	K01, U01, U02, W01	a05, b07, b08, c07
W	lecture	15	course work	K01, W01, W02, W03	a01, b01, 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** *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
c02	Preparation for verification of learning outcomes	**Studying the literature used in and the materials produced in class** *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*	No

c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	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.

University of Silesia in Katowice

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	History of English-Language Literature: History of American Literature	
Module code	W1-FCDELS1-HL-US-4	
Number of the ECTS credits	4	
Language of instruction	English	
Purpose and description of the content of education	The aim of the module is to provide students with an overview of the history of American literature from its beginnings to the present day. The lectures present chronologically the main literary trends, genres and conventions characteristic of each era, as well as the most important works and authors, setting them in a historical and cultural context. The classes are dedicated to an in-depth analysis of selected literary texts from the periods discussed in the lectures.	
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	demonstrates an awareness of the impact of literary phenomena on the development of American cultural identities	FD_K04	2
U01	identifies cause-and-effect relationships between individual historical periods and the dominant literary trends within them, presents and justifies these connections in a logical manner	FD_U04	2
U02	analyses and interprets texts of American literature, taking into account their place and significance within a broader historical and cultural context	FD_U04	2
U03	analyses and interprets key passages of literary works and uses them as arguments to support a chosen interpretation of the given text as an element of American culture	FD_U04 FD_U05	2 1
W01	demonstrates foundational, comprehensive knowledge of American literature; is familiar with its most representative texts and influential authors	FD_W03	3
W02	understands key correlations between cultural currents, social movements, historical phenomena, and their influence on the creation of specific works of American literature	FD_W03 FD_W05	2 1
W03	recognises the most important works of American literature and discerns in them the elements most characteristic of the eras and cultural movements they represent	FD_W03	3

9.	Methods of conducting classes		
Code	**Category**	**Name (description)**	
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*	
b01	Problem-solving methods	Problem-based lecture *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*	
b04	Problem-solving methods	Activating method – discussion / debate *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*	
c07	Demonstration methods	Screen presentation *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*	
f02	Methods of self-learning	Individual work with a text *searching for and acquiring new information using textbooks and other written sources (including their digital versions); searching for texts, selecting fragments for analysis/interpretation, using other texts to solve a problem related to the studied issue*	

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**	
C	practical classes	30	course work	K01, U01, U02, U03, W02	a05, b04, c07, f02	
W	lecture	30	exam	W01, W02, W03	b01, 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 *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes *reading through the academic teacher's comments, assessments and opinions on the implementation*	Yes

		of the task aimed at checking the level of the achieved learning outcomes		

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.

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		History of English-Language Literature: History of British Literature 1
Module code		W1-FCDELS1-HL-WB1-2
Number of the ECTS credits		4
Language of instruction		English
Purpose and description of the content of education		The aim of the module is to provide students with an overview of British literature - from its origins (the Old English period) to the period of the restoration of the monarchy. The lectures present chronologically the main literary trends, genres and conventions characteristic of each era, as well as the most important works and authors, setting them in a historical and cultural context. The classes are dedicated to an in-depth analysis of selected literary texts from the periods discussed in the lectures.
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	demonstrates an awareness of the impact of literary phenomena on the development of British cultural identities	FD_K01 FD_K04	1 2
U01	identifies cause-and-effect relationships between successive periods in the history of British literature (from the Old English period to the Restoration) and the dominant literary movements of these periods; is able to logically present and justify the connections between historical, social, and cultural changes and the development of literary trends in Britain	FD_U03 FD_U04	1 1
U02	is able to analyze and interpret texts of British literature (from the Old English period to the Restoration), taking into account their place and significance within a broader historical and cultural context	FD_U03 FD_U04	1 2
U03	analyses and interprets key passages of literary works and uses them as arguments to support a chosen interpretation of the given text as an element of British culture	FD_U04 FD_U05	3 1
W01	demonstrates foundational, comprehensive knowledge of British literature (from the Old English period to the period of the restoration of the monarchy); is familiar with its most representative texts and influential authors	FD_W03	4
W02	understands key correlations between cultural currents, social movements, historical phenomena, and their influence on the creation of specific works of British literature from the Old English period to the restoration of the monarchy	FD_W02 FD_W03	2 4
W03	recognises the most important works of British literature and discerns in them the elements most characteristic of the		

	eras and cultural movements they represent	FD_W03	4

9.	Methods of conducting classes		

Code	Category	Name (description)	
a03	Lecture methods / expository methods	**Description** *a description of objects, phenomena, processes or people; it involves specifying the structure and characteristic features of the object, phenomenon, or process being described; it is usually accompanied by a demonstration of the described object or by its models, drawings, tables, charts, etc.; a description may take the form of an explanation, classification, justification or comparison*	
a05	Lecture methods / expository methods	**Explanation/clarification** *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*	
b01	Problem-solving methods	**Problem-based lecture** *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*	
b04	Problem-solving methods	**Activating method – discussion / debate** *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*	
b08	Problem-solving methods	**Activating method – peer learning** *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*	
c07	Demonstration methods	**Screen presentation** *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*	
f02	Methods of self-learning	**Individual work with a text** *searching for and acquiring new information using textbooks and other written sources (including their digital versions); searching for texts, selecting fragments for analysis/interpretation, using other texts to solve a problem related to the studied issue*	

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**
C	practical classes	30	course work	K01, U01, U02, U03, W02	a03, a05, b04, b08, c07, f02
W	lecture	30	course work	K01, U03, W01, W02, W03	b01, 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 *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes *reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes*	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.

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		History of English-Language Literature: History of British Literature 2
Module code		W1-FCDELS1-HL-WB1-3
Number of the ECTS credits		4
Language of instruction		English
Purpose and description of the content of education		The aim of the module is to provide students with an overview of British literature - from the 18th century to the present. The lectures present chronologically the main literary trends, genres and conventions characteristic of each era, as well as the most important works and authors, setting them in a historical and cultural context. The classes are dedicated to an in-depth analysis of selected literary texts from the periods discussed in the lectures.
List of modules that must be completed before starting this module (if necessary)		[W1-FCDELS1-HL-WB1-2] History of English-Language Literature: History of British Literature 1

8.	Learning outcomes of the module		

Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)
K01	demonstrates an advanced awareness of the impact of literary phenomena on the development of British cultural identities	FD_K01 FD_K04	2 2
U01	identifies cause-and-effect relationships between successive periods in the history of British literature – from the Enlightenment (18th century) through Romanticism, the Victorian era, Modernism, to Postmodernism and contemporary literature – and the dominant literary movements of these periods; is able to logically present and justify the connections between historical, social, and cultural changes and the development of literary trends in Britain	FD_U03 FD_U04	1 1
U02	is able to analyze and interpret texts of British literature – from the Enlightenment (18th century) through Romanticism, the Victorian era, Modernism, to Postmodernism and contemporary literature – taking into account their place and significance within a broader historical and cultural context	FD_U03 FD_U04	2 1
U03	analyses and interprets key passages of literary works and uses them as arguments to support a chosen interpretation of the given text as an element of British culture	FD_U04 FD_U05	3 1
W01	demonstrates foundational, comprehensive knowledge of British literature (from the 18th century to the present); is familiar with its most representative texts and influential authors	FD_W03	4
W02	understands key correlations between cultural currents, social movements, historical phenomena, and their influence on the creation of specific works of British literature from the 18th century to the present	FD_W02	2

		FD_W03	4
W03	recognises the most important works of British literature and discerns in them the elements most characteristic of the eras and cultural movements they represent	FD_W03	4

9.	**Methods of conducting classes**	
Code	**Category**	**Name (description)**
a03	Lecture methods / expository methods	Description *a description of objects, phenomena, processes or people; it involves specifying the structure and characteristic features of the object, phenomenon, or process being described; it is usually accompanied by a demonstration of the described object or by its models, drawings, tables, charts, etc.; a description may take the form of an explanation, classification, justification or comparison*
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b01	Problem-solving methods	Problem-based lecture *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*
b04	Problem-solving methods	Activating method – discussion / debate *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*
b08	Problem-solving methods	Activating method – peer learning *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*
c07	Demonstration methods	Screen presentation *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*
f02	Methods of self-learning	Individual work with a text *searching for and acquiring new information using textbooks and other written sources (including their digital versions); searching for texts, selecting fragments for analysis/interpretation, using other texts to solve a problem related to the studied issue*

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**
C	practical classes	30	course work	K01, U01, U02, U03, W02	a03, a05, b04, b08, c07, f02
W	lecture	30	exam	K01, U03, W01, W02, W03	b01, 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 *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes *reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes*	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.

University of Silesia in Katowice

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	History of English-Speaking Countries: History of the UK	
Module code	W1-FCDELS1 -H-WB-1	
Number of the ECTS credits	2	
Language of instruction	English	
Purpose and description of the content of education	The aim of the course is to examine the major processes of state formation in Great Britain, with particular emphasis on the history of the monarchy and the development of constitutional monarchy, viewed through the lens of historical conflicts between rulers and Parliament. The course addresses key themes in British history, including the shaping of British identity, Britain's global engagements, and the emergence of a distinct British cultural, social, and political character. The lectures are designed to enhance students' critical sensitivity to diverse historical narratives and their influence on other interdisciplinary areas within the humanities.	
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	demonstrates an attitude of tolerance and respect for cultural diversity, showing awareness of the historical processes that have shaped Britain's multicultural society; appreciates the contributions of different ethnic, cultural, and religious groups to British history and is able to critically reflect on issues related to social inclusion, discrimination, and cultural identity		FD_K03 FD_K04	1 2
U01	perceives and interprets the historical determinants of processes occurring in contemporary British culture		FD_U05	2
U02	uses proper historical and political terminology in English effectively		FD_U08	2
W01	recognizes and understands the key events, processes, and transformations in the history of the United Kingdom; analyzes and interprets the connections between British history and selected aspects of European and world history, demonstrating the ability to identify their interrelations and the influence of British history on broader historical contexts		FD_W05 FD_W10	3 1
W02	identifies the processes of the formation of British statehood in the context of relations between England, Wales, Scotland, and Ireland		FD_W04 FD_W05	2 3
W03	identifies the historical processes shaping the main state institutions (monarchy, parliament, British democracy) in the United Kingdom over time		FD_W05 FD_W10	3 1

9.	Methods of conducting classes	
Code	**Category**	**Name (description)**
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture *a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided*
b01	Problem-solving methods	Problem-based lecture *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*
c07	Demonstration methods	Screen presentation *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*

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**
W	lecture	30	exam	K01, U01, U02, W01, W02, W03	a01, b01, c07

11.	The student's work, apart from participation in classes, includes in particular:		
Code	**Category**	**Name (description)**	**Is it part of the BUNA?**
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes *reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes*	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.

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		History of English-Speaking Countries: History of the USA
Module code		W1-FCDELS1-H-US-2
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The aim of the course is to present and discuss the major issues of US history, placing particular emphasis on the formation of American statehood, the evolution of American identities, and the position of the USA in international politics. Students are expected to develop skills necessary for a critical analysis of historical processes and their interdisciplinary impact on other areas of research within the humanities.
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	demonstrates an attitude of critical reflection and open-mindedness when discussing diverse perspectives on key events and social changes in American history, showing respect for differing viewpoints and an awareness of the historical context that shaped them	FD_K03 FD_K04	1 2
	U01	analyzes historical processes and identifies their impact on US culture, politics, and society	FD_U05	2
	U02	uses proper historical and political terminology in English effectively	FD_U08	2
	W01	knows the history of the formation of American statehood, the US political system, and the main US institutions	FD_W05 FD_W10	3 1
	W02	demonstrates an understanding of the major historical processes shaping modern American society and local, ethnic, and national identities in the US	FD_W04 FD_W05	2 3
	W03	demonstrates an understanding of the major historical processes shaping U.S. foreign policy and influencing U.S. international position	FD_W05 FD_W10	3 1

9.	Methods of conducting classes	
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture

		a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided
b01	Problem-solving methods	**Problem-based lecture** *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*
c07	Demonstration methods	**Screen presentation** *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*

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**
W	lecture	30	exam	K01, U01, U02, W01, W02, W03	a01, b01, c07

11.	**The student's work, apart from participation in classes, includes in particular:**		
Code	**Category**	**Name (description)**	**Is it part of the BUNA?**
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes *reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes*	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.

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	**Internship**	
Module code	W1-FDS1-PZ-6	
Number of the ECTS credits	4	
Language of instruction	Polish	
Purpose and description of the content of education	The aim of the professional internship is to prepare students for their future professional assignments and to familiarize them with the realities of working in workplaces whose business profile enables the development of skills described in the program learning outcomes. Students undertake internships in companies involved in the production or distribution of video games, companies specializing in game localization and software localization, or companies operating in the digital media sector whose business profile ensures the achievement of learning outcomes (e.g., digital advertising, services related to the translation and localization of websites, etc.). Such objectives align with the general requirements of student internship: further developing skills acquired during studies, shaping skills necessary for future professional work, preparing students to independently perform the tasks entrusted to them, and supporting professional activation.	
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	participates in effective communication in a creative / service / production team	FD_K04	4
U01	develops and manages a realistic schedule of professional tasks to be completed within a given period	FD_U11	3
U02	performs the tasks assigned to them in the internship workplace, developing and enriching practical competencies acquired during study; applies these competencies while performing tasks assigned to them	FD_U03 FD_U12	2 2
W01	knows and understands the functioning of a workplace operating in the interactive entertainment industry or the digital media industry; knows and understands the economic, cultural, and social significance of the industry; knows and understands the production or service process and information flow within the workplace, including the team-oriented nature of the production or service process; knows and understands the division of competencies within the workplace.	FD_W06 FD_W11 FD_W12	2 2 3

9.	Methods of conducting classes	
Code	**Category**	**Name (description)**
e05	Practical methods	Internship

			including professional and individual training; gaining skills and experience in real-life conditions, e.g., in the environment, institution or workplace the student is preparing for by following a specific study programme; training in real working conditions

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**
PRAKT	internship	80	course work	K01, U01, U02, W01	e05

11.	**The student's work, apart from participation in classes, includes in particular:**			

Code	**Category**	**Name (description)**	**Is it part of the BUNA?**
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	Yes
d03	Consulting the results of the verification of learning outcomes	Review of internship documentation *an analysis of the portfolio of documentation obtained during internship, including professional internship, and other practical classes and studio sessions, as well as the documentation developed in order to obtain credit for such classes; verification of the description, necessary attachments, opinions and grades before submitting the portfolio for acceptance*	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.

University of Silesia in Katowice

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		Linguistics: An Introduction to Contrastive Linguistics for Game Creators
Module code		W1-FDS1-J-MJK-1
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The aim of this module is to introduce students to the fundamental concepts of contrastive linguistics in the context of game design and localisation. The module focuses on analysing key differences and similarities between Polish and English in grammatical, syntactic, lexical, and pragmatic structures that are essential for creating narratives, designing in-game communication, and preparing localised versions of games. During the course, students will learn contrastive analysis techniques useful for designing immersive language experiences, adapting communication strategies for different target audiences, and avoiding errors resulting from linguistic and cultural differences. The module develops the ability to consciously apply linguistic knowledge when creating content for 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)
K01	recognises linguistic and cultural diversity and incorporates it into the design of narrative and communicative content in games	FD_K04	2
U01	conducts basic contrastive analyses of Polish and English linguistic structures with a view to their application in narrative design and game content creation	FD_U02	2
		FD_U03	2
		FD_U04	1
U02	selects and applies language strategies appropriate to the communication requirements of games, taking into account linguistic differences between Polish and English as well as stylistic and cultural differences	FD_U02	2
		FD_U03	2
U03	identifies potential issues arising from linguistic and cultural differences in the localisation process and proposes appropriate solutions	FD_U03	2
W01	knows the fundamental concepts, theories, and methods of contrastive linguistics in relation to Polish and English, particularly in the context of creating and translating narrative content and in-game communication	FD_W01	2
		FD_W02	3
		FD_W08	4

| W02 | explains key structural and pragmatic differences between Polish and English that are crucial for game localisation and the creation of immersive language experiences | FD_W02 | 2 |
| | | FD_W08 | 4 |

9. Methods of conducting classes

Code	Category	Name (description)
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b04	Problem-solving methods	Activating method – discussion / debate *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*
b07	Problem-solving methods	Activating methods: a case study *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*
b08	Problem-solving methods	Activating method – peer learning *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*
c07	Demonstration methods	Screen presentation *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*
d01	Programmed learning methods	Working with a computer *e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline*

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
C	practical classes	30	course work	K01, U01, U02, U03, W01, W02	a05, b04, b07, b08, c07, d01

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 *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source*	No

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		materials to be used in class	
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	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.

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	Literary Theory: Theory of Narration and Plot	
Module code	W1-FDS1-TL-TNF-3	
Number of the ECTS credits	3	
Language of instruction	English	
Purpose and description of the content of education	The module introduces students to selected key issues in narrative and storytelling studies, with a focus on literature, film, visual media, and video games. It aims to familiarize students with theoretical frameworks and critical approaches to understanding how stories are constructed and conveyed across different forms. The course also encourages the practical application of this knowledge by engaging students in developing their own narrative ideas and story concepts suited to a variety of media platforms.	
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 aware of the various functions and the complex role narratives play in culture, social life, and in a person's individual experience and development	FD_K01	2
U01	recognizes, describes and applies fundamental narrative mechanisms, including those that shape emotional responses in the audience	FD_U02 FD_U03	2 3
U02	analyzes the functions and significance of various narrative forms and storytelling methods in selected media, and identifies types of narrativity specific to a given medium	FD_U04	2
U03	applies knowledge of core theoretical concepts in narrative theory to the development of original storytelling projects	FD_U06 FD_U11	2 2
W01	knows and understands basic terminology related to narrative and plot theory; is familiar with key contemporary theoretical approaches to narrative and plot, with particular emphasis on current cognitive, affective, and transmedial research	FD_W02	3
W02	knows and understands the differences between narrative forms and the mechanisms that shape audience response across different media	FD_W02	2

9.	Methods of conducting classes		
Code	**Category**		**Name (description)**
a01	Lecture methods / expository methods		Formal lecture/ course-related lecture *a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided*
b01	Problem-solving methods		Problem-based lecture *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*
b04	Problem-solving methods		Activating method – discussion / debate *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*
c07	Demonstration methods		Screen presentation *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*
e03	Practical methods		Creation/production – creative workshop *an activity involving creating/producing a work/artifact based on the individual, creative effort of the participant; the creative workshop is characterized by the presence and openness which make it possible to access the essence of the work/ peculiarity of the artifact at every stage of its creation/production*
e04	Practical methods		Project scheduling *proceeding according to the steps proposed within a specific methodology for the completion of a task; e.g., identifying project objectives, determining the result, identifying strengths, limitations, opportunities and threats (SWOT), establishing a schedule of activities, assessing resources, establishing an implementation plan; the initial diagnosis; the reassessment of assumptions; the process of preparing the practical implementation of a project*

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**
FS1	lecture	15	exam	K01, U02, W01, W02	a01, b01, c07
FS2	practical classes	30	course work	K01, U01, U02, U03	b04, c07, e03, e04

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 *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *exploring the studied content, inquiring, considering, assimilating, interpreting it, or organizing*	No

		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	
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	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.

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	**Literatures in English 1 (Elective)**	
Module code	W1-FCDELS1-L-MW1-3	
Number of the ECTS credits	2	
Language of instruction	English	
Purpose and description of the content of education	The module is devoted to literature in English from its beginnings through the end of the 18th century, with particular emphasis on analysis, interpretation, and the formulation of independent readings using specific concepts and theoretical frameworks. The aim of the module is to develop critical thinking, argumentation, and the ability to read literary texts attentively in terms of their structure, meanings, and context. Students choose from a selection of courses offered within the module, which present a variety of interpretive approaches and may focus on selected periods, movements, or issues characteristic of literature before the 19th century. Classes include reading, text analysis, work with cultural and historical contexts, discussion, and the application of interpretive tools.	
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	demonstrates openness to cultural and ideological diversity present in anglophone literatures and appreciates the role of literature as a tool for intercultural dialogue and reflection on contemporary social issues		FD_K04	3
U01	analyzes and interprets selected types of literary texts from the period up to the end of the 18th century, taking into account their meanings and context		FD_U02	3
			FD_U04	3
			FD_U05	2
U02	identifies and analyzes the generic, formal, and stylistic features of literary texts up to the end of the eighteenth century		FD_U04	2
			FD_U08	2
U03	applies relevant concepts and interpretive frameworks when working with literary texts and formulates coherent and well-supported arguments in both spoken and written form		FD_U04	3
			FD_U06	2
			FD_U08	2
W01	is familiar with selected literary forms, genres, and phenomena characteristic of literature in English up to the end of the 18th century and understands their connections to historical and cultural contexts		FD_W03	3
			FD_W04	2

		FD_W05	2

9. Methods of conducting classes

Code	Category	Name (description)
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b02	Problem-solving methods	Lecture-discussion *transmission of content involving interaction with the lecture audience; discussion of lecture-related issues is one of its elements or constitutes its follow-up*
b04	Problem-solving methods	Activating method – discussion / debate *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*
b08	Problem-solving methods	Activating method – peer learning *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*
c07	Demonstration methods	Screen presentation *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*
f02	Methods of self-learning	Individual work with a text *searching for and acquiring new information using textbooks and other written sources (including their digital versions); searching for texts, selecting fragments for analysis/interpretation, using other texts to solve a problem related to the studied issue*

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
c	practical classes	30	course work	K01, U01, U02, U03, W01	a05, b02, b04, b08, c07, f02

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 *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *exploring the studied content, inquiring, considering, assimilating, interpreting it, or organizing knowledge obtained from the literature, documentation, instructions, scenarios, etc., used in class as*	No

		well as from the notes or other materials/artifacts made in class	
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	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.

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		Literatures in English 2 (Elective)
Module code		W1-FCDELS1-L-MW2-4
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		This module focuses on English-language literature, emphasizing the analysis, interpretation, and critical reading of literary texts in relation to their structures, meanings, and cultural connections. The aim is to develop students' skills in critical thinking and argumentation when working with literature. Students choose from courses offered within the module, each providing diverse interpretive approaches and focusing on selected periods, movements, genres, or literary issues. Classes include reading, textual analysis, discussion, and exploration of cultural contexts.
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	engages consciously and critically in academic discussion about literature and independently develops their analytical and interpretive competences	FD_K01 FD_K04	2 3
	U01	analyzes and interprets literary texts using selected concepts, theories, and cultural contexts	FD_U02 FD_U04 FD_U05	3 3 2
	U02	independently formulates coherent and well-argued oral and written statements concerning the discussed literary texts	FD_U06 FD_U08 FD_U09	2 2 1
	U03	identifies and comments on diverse literary forms, narrative strategies, and stylistic devices used in the analyzed works	FD_U04 FD_U08	2 2
	W01	is familiar with selected issues, theories, and phenomena related to English-language literature and understands their significance within broader cultural and historical contexts	FD_W03 FD_W04 FD_W05	3 2 2

9.	Methods of conducting classes	
Code	**Category**	**Name (description)**
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b02	Problem-solving methods	Lecture-discussion *transmission of content involving interaction with the lecture audience; discussion of lecture-related issues is one of its elements or constitutes its follow-up*
b04	Problem-solving methods	Activating method – discussion / debate *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*
b07	Problem-solving methods	Activating methods: a case study *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*
b08	Problem-solving methods	Activating method – peer learning *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*
c07	Demonstration methods	Screen presentation *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*
f02	Methods of self-learning	Individual work with a text *searching for and acquiring new information using textbooks and other written sources (including their digital versions); searching for texts, selecting fragments for analysis/interpretation, using other texts to solve a problem related to the studied issue*

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**
c	practical classes	30	course work	K01, U01, U02, U03, W01	a05, b02, b04, b07, b08, c07, f02

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 *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No

| c02 | Preparation for verification of learning outcomes | Studying the literature used in and the materials produced in class
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 | No |
| c03 | Preparation for verification of learning outcomes | Implementation of an individual or group assignment necessary for course/phase/examination completion
a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course | 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.

University of Silesia in Katowice

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		**Media: Digital Media**
Module code		W1-FCDS1-M-MC-5
Number of the ECTS credits		3
Language of instruction		English
Purpose and description of the content of education		The objective of the course is to provide a comprehensive overview and critical examination of the challenges that contemporary humanities face in response to the development of digital media and the associated social and cultural transformations. The course explores the significance of digital media and digital communication technologies, as well as their impact on contemporary culture and the functioning of modern society. Topics covered may include, among others, key theories of digital media, the social and cultural dimensions of social media platforms, and selected aspects of digital media culture.
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 aware of the ethical, social, and cultural challenges related to operating within the digital media environment, and understands the importance of responsible content creation and distribution in the context of its impact on audiences and the public sphere	FD_K03 FD_K05	3 2
U01	reads and analyzes theoretical texts concerning the cultural and social aspects of digital media, and applies the acquired information to interpret phenomena related to digital media and the communication mediated by them	FD_U04 FD_U05 FD_U12	2 3 2
U02	can analyze and assess social dilemmas related to the development of digital technologies and is able to independently construct critical arguments regarding digital media, taking into account diverse perspectives and cultural contexts	FD_U04 FD_U05 FD_U09	3 3 3
W01	knows the key theoretical positions addressing the topic of digital media and appropriately refers to and applies the basic terminology from the field of socio-cultural studies of digital media	FD_W06 FD_W07	3 3
W02	understands to a degree that allows for an informed analysis of the social, cultural, and technical mechanisms behind the functioning of digital media, particularly social media platforms and	FD_W06 FD_W10	3 3

9. Methods of conducting classes

Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture *a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided*
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b01	Problem-solving methods	Problem-based lecture *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*
b07	Problem-solving methods	Activating methods: a case study *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*
b08	Problem-solving methods	Activating method – peer learning *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*
c07	Demonstration methods	Screen presentation *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*

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
C	practical classes	30	course work	K01, U01, U02, W01	a05, b07, b08, c07
W	lecture	15	course work	K01, W01, W02	a01, b01, 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 *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No

c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	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.

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	**Media (Elective)**
Module code	W1-FCDS1-M-MW-4
Number of the ECTS credits	3
Language of instruction	English
Purpose and description of the content of education	The elective module includes original courses on media and their role in contemporary humanities. Students choose from a range of courses offering theoretical and analytical perspectives on media and related social and cultural phenomena. The module familiarizes students with selected aspects of media and develops their ability to critically analyze and interpret them within a humanities framework. Courses focus on specific issues within this thematic field. Lectures introduce selected theories and contexts as a basis for discussion. Classes emphasize analysis, interpretation, discussion, and the presentation of students' independent research findings.
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	critically evaluates media content, taking into account its cultural and ideological implications and the related social challenges	FD_K03	2
U01	analyzes and interprets media, considering selected theoretical perspectives as well as social and cultural contexts	FD_U04	2
		FD_U05	2
U02	formulates their own opinions and conclusions, and presents the results of cultural research on media with the use of the knowledge they have acquired	FD_U02	2
		FD_U05	2
		FD_U06	2
		FD_U09	3
W01	is familiar with selected media theories and research approaches used in the analysis of media communication within the framework of the humanities	FD_W06	3
		FD_W07	2
W02	understands the role and functions of media in social and cultural processes, with particular emphasis on their impact on contemporary cultural phenomena	FD_W01	2
		FD_W06	3

		FD_W10	2

9. Methods of conducting classes

Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture *a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided*
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b04	Problem-solving methods	Activating method – discussion / debate *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*
b07	Problem-solving methods	Activating methods: a case study *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*
b08	Problem-solving methods	Activating method – peer learning *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*
c02	Demonstration methods	Video show *reproducing a film or video material in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as an exercise in image perception; a film/video can be a work of art, an illustration (also technical illustration) of a content/phenomenon/object, a private record of an action, a media image, etc.*
c07	Demonstration methods	Screen presentation *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*
f02	Methods of self-learning	Individual work with a text *searching for and acquiring new information using textbooks and other written sources (including their digital versions); searching for texts, selecting fragments for analysis/interpretation, using other texts to solve a problem related to the studied issue*

University of Silesia in Katowice

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
c	practical classes	30	course work	K01, U01, U02	a05, b04, b07, b08, c07, f02
w	lecture	15	course work	K01, W01, W02	a01, c02, 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. *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class. *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*	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/examination completion. *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	Yes
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes. *reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes*	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.

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	**Module in the "Civil Society and Entrepreneurship" area**
Module code	MO-2023-SS-SOP
Number of the ECTS credits	3
Language of instruction	
Purpose and description of the content of education	"Civil society and entrepreneurship" is the area which like no other contributed to opening university education "to the world", the area which directly connects science and knowledge acquisition to social use (the system of institutions, laws, customs, social norms). Underlying the area are the conviction that education within each academic discipline should be correlated with the awareness of the changing relation between a person and a citizen, between private and collective life, between a political and a non-political subject, etc. The area of "Civil Society and Entrepreneurship" can be pursued by a student within modules dominated by an academic teacher as well as those where the responsibility for achieving the learning outcomes lies mainly with the student, e.g. civil society in action (projects combining social and natural sciences, combining social sciences and humanities, or combining social sciences, mathematics, physics and chemistry) or social participation in practice. The choice from the range of the above-mentioned modules allows for a high individualization of the education process.
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)**
KS_01	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.	MOB.2023_K01	3
U_01	Asks questions, analyzes research problems, and finds solutions to them, making use of knowledge, skills and experience pertaining to civil society and entrepreneurship, in conjunction with the leading discipline of the degree programme.	MOB.2023_U01	3
U_02	Communicates the results of his/her work on civil society and entrepreneurship in a way which is clear and understandable not only to specialists.	MOB.2023_U01	3
W_01	Has advanced knowledge of selected scientific theories and methods, and is familiar with issues connected with civil society and entrepreneurship.	MOB.2023_W01	3
W_02	Understands the connection between the issues pertaining to civil society and entrepreneurship, and the leading discipline of the degree programme.	MOB.2023_W01	3

9. Methods of conducting classes

Code	Category	Name (description)
a03	Lecture methods / expository methods	Description *a description of objects, phenomena, processes or people; it involves specifying the structure and characteristic features of the object, phenomenon, or process being described; it is usually accompanied by a demonstration of the described object or by its models, drawings, tables, charts, etc.; a description may take the form of an explanation, classification, justification or comparison*
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b04	Problem-solving methods	Activating method – discussion / debate *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*
c07	Demonstration methods	Screen presentation *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*
d03	Programmed learning methods	Working with another teaching tool *e.g. using websites in any way or according to the rules set by the teacher; or making use of other subject-specific tools*
f01	Methods of self-learning	Self-education *a method which involves independent acquisition of knowledge, skills and social competences, extending their scope and quality; complementary to the learning process taking place in class; taking on the task of developing and adjusting qualifications on one's own; self-study*
f02	Methods of self-learning	Individual work with a text *searching for and acquiring new information using textbooks and other written sources (including their digital versions); searching for texts, selecting fragments for analysis/interpretation, using other texts to solve a problem related to the studied issue*

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
01	depending on the choice	30	course work	KS_01, U_01, U_02, W_01, W_02	a03, a05, b04, c07, d03, f01, f02

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 *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*	No

a02	Preparation for classes	Literature reading / analysis of source materials *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus *agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation*	Yes
b01	Consulting the curriculum and the organization of classes	Getting acquainted with the syllabus content *reading through the syllabus and getting acquainted with its content*	Yes
c01	Preparation for verification of learning outcomes	Determining the stages of task implementation contributing to the verification of learning outcomes *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.*	Yes
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University *a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education*	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.

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	**Module in the "Creative Expression and Critical Thinking" area**
Module code	MO-2023-SS-ETKM
Number of the ECTS credits	3
Language of instruction	
Purpose and description of the content of education	Underlying the area of "Critical Thinking and Creative Expression" is the conviction that it is necessary to interest students in various intellectual traditions and forms of creative practice making it possible to approach a given problem from many perspectives. It is crucial to develop critical thinking skills, in particular with regard to information present in various forms of communication (popular, popular science, specialist publications, traditional and so-called new media, or artistic activities based on scientific research). Equally important is work in the area of cultural awareness and expression aimed at creative expression of ideas, experiences and emotions through various means of expression: music, theater, literature and visual arts. Driving the process of self-creation is the need to be creative and the need for creative expression, stemming from a deeply rooted human tendency to be inventive while drawing from the values found in art, literature, music, fine arts, values defining the culture of the nation, existing in national traditions, in historical memory and in folk culture.
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)
KS_01	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.	MOB.2023_K01	3
U_01	Asks questions, analyzes research problems, and finds solutions to them, making use of knowledge, skills and experience pertaining to critical thinking and creative expression in connection with the leading discipline of the degree programme.	MOB.2023_U01	3
U_02	Communicates the results of his/her work in the field of critical thinking and creative expression in a way which is clear and understandable not only to specialists.	MOB.2023_U01	3
W_01	Has advanced knowledge of selected scientific theories and methods, and is familiar with issues pertaining to critical thinking and creative expression.	MOB.2023_W01	3
W_02	Understands the connection between issues related to critical thinking and creative expression and the leading discipline of the degree programme.	MOB.2023_W01	3

9.	Methods of conducting classes		
Code	**Category**	**Name (description)**	
a03	Lecture methods / expository methods	Description *a description of objects, phenomena, processes or people; it involves specifying the structure and characteristic features of the object, phenomenon, or process being described; it is usually accompanied by a demonstration of the described object or by its models, drawings, tables, charts, etc.; a description may take the form of an explanation, classification, justification or comparison*	
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*	
b04	Problem-solving methods	Activating method – discussion / debate *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*	
c07	Demonstration methods	Screen presentation *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*	
d03	Programmed learning methods	Working with another teaching tool *e.g. using websites in any way or according to the rules set by the teacher; or making use of other subject-specific tools*	
f01	Methods of self-learning	Self-education *a method which involves independent acquisition of knowledge, skills and social competences, extending their scope and quality; complementary to the learning process taking place in class; taking on the task of developing and adjusting qualifications on one's own; self-study*	
f02	Methods of self-learning	Individual work with a text *searching for and acquiring new information using textbooks and other written sources (including their digital versions); searching for texts, selecting fragments for analysis/interpretation, using other texts to solve a problem related to the studied issue*	

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**
01	depending on the choice	30	course work	KS_01, U_01, U_02, W_01, W_02	a03, a05, b04, c07, d03, f01, f02

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 *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*	No

a02	Preparation for classes	Literature reading / analysis of source materials *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus *agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation*	Yes
b01	Consulting the curriculum and the organization of classes	Getting acquainted with the syllabus content *reading through the syllabus and getting acquainted with its content*	Yes
c01	Preparation for verification of learning outcomes	Determining the stages of task implementation contributing to the verification of learning outcomes *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.*	Yes
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University *a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education*	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.

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	**Module in the "Digital World" area**
Module code	MO-2023-SS-CS
Number of the ECTS credits	3
Language of instruction	
Purpose and description of the content of education	Apart from the real world, the digital world is of course another area constantly present in modern people's lives. The two human environments – the natural and the cultural one – have been joined by a third one, i.e. the digital environment. Modern digital technologies create new opportunities, but their constant development may, in addition to new opportunities, also create new threats. The modules proposed within the "Digital World" area provide an opportunity to learn about the crucial, current technological and social aspects of the digital world and to build competences for conscious, creative and safe functioning in this/her world. The modules of the Digital World area are divided into two sub-areas. Crucial for the first one, dubbed "Digital technologies", are the issues pertaining to technologies; this/her sub-area will allow students to expand their digital competences in the field of programming as well as data processing and analysis. Essential for the second sub-area, dubbed "Digital society", is a reflection on the impact of the development of digital technologies, including artificial intelligence, on the way we function as individuals and as entire societies. The purpose of the module content in this/her sub-area is to develop students' skills of navigating the digital world in creatively and safely, while maintaining personal autonomy and self-awareness.
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)**
KS_01	Shows openness to science-based solutions to cognitive and practical problems and is ready to fulfill social obligations.	MOB.2023_K01	3
U_01	Asks questions, analyzes research problems, and finds solutions to them, making use of knowledge, skills and experience gained in the field of digital technologies and issues pertaining to the digital society in conjunction with the leading discipline of the degree programme.	MOB.2023_U01	3
U_02	Communicates the results of his/her work pertaining to the key technological and social aspects of the digital world in a way which is clear and understandable not only to specialists.	MOB.2023_U01	3
W_01	Has advanced knowledge of selected scientific theories and methods and is familiar with issues pertaining to key technological and social aspects of the digital world.	MOB.2023_W01	3
W_02	Understands the connection between key technological and social aspects of the digital world and the leading discipline	MOB.2023_W01	3

	of the degree programme.		

9.	**Methods of conducting classes**	

Code	Category	Name (description)
a03	Lecture methods / expository methods	**Description** *a description of objects, phenomena, processes or people; it involves specifying the structure and characteristic features of the object, phenomenon, or process being described; it is usually accompanied by a demonstration of the described object or by its models, drawings, tables, charts, etc.; a description may take the form of an explanation, classification, justification or comparison*
a05	Lecture methods / expository methods	**Explanation/clarification** *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b04	Problem-solving methods	**Activating method – discussion / debate** *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*
c07	Demonstration methods	**Screen presentation** *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*
d03	Programmed learning methods	**Working with another teaching tool** *e.g. using websites in any way or according to the rules set by the teacher; or making use of other subject-specific tools*
f01	Methods of self-learning	**Self-education** *a method which involves independent acquisition of knowledge, skills and social competences, extending their scope and quality; complementary to the learning process taking place in class; taking on the task of developing and adjusting qualifications on one's own; self-study*
f02	Methods of self-learning	**Individual work with a text** *searching for and acquiring new information using textbooks and other written sources (including their digital versions); searching for texts, selecting fragments for analysis/interpretation, using other texts to solve a problem related to the studied issue*

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
01	depending on the choice	30	course work	KS_01, U_01, U_02, W_01, W_02	a03, a05, b04, c07, d03, f01, f02

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	No

		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	
a02	Preparation for classes	Literature reading / analysis of source materials *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus *agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation*	Yes
b01	Consulting the curriculum and the organization of classes	Getting acquainted with the syllabus content *reading through the syllabus and getting acquainted with its content*	Yes
c01	Preparation for verification of learning outcomes	Determining the stages of task implementation contributing to the verification of learning outcomes *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.*	Yes
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University *a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education*	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.

University of Silesia in Katowice

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	Module in the "Health and Personal Development" area
Module code	MO-2023-SS-ZRO
Number of the ECTS credits	3
Language of instruction	
Purpose and description of the content of education	The area of "Health and Personal Development" opens university education to the perspective of the well-being of an individual (i.e., a student, who is a person entering adulthood). The area focuses on such categories as maintaining physical, mental and social health, the level of satisfaction with various spheres of one's life and the development of "soft" skills (dealing with stress, communicating with others or the conscious shaping and managing one's life). The modules offered within the "Health" sub-area are meant to equip students with the ability to recognize and assess their own health (including their mental health) and to find appropriate means of promoting it. The point of departure of the module is the presentation of modern knowledge that distinguishes evidence-based medicine from common beliefs. The modules in the "Personal Development" sub-area direct students towards methods of the practical maintenance of one's well-being (including mental well-being). They supply competences for building one's personal potential in the modern world in a way which is active and effective as well as conscious and prudent. The main concern is realizing and recognizing one's own preferences, possibilities and limits, as well as the awareness of agency and responsibility for the balance between health, happiness and development. Having attended the module, the individual will be in a position to combine his/her own development with taking care of his/her mental and physical condition and general well-being in a balanced way.
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)
KS_01	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.	MOB.2023_K01	3
U_01	Asks questions, analyzes research problems, and finds solutions to them, making use of knowledge, skills and experience pertaining to the concept of an individual's well-being, including their health and personal development, in conjunction with the leading discipline of the degree programme.	MOB.2023_U01	3
U_02	Communicates the results of his/her work regarding the concept of an individual's well-being, including their health and personal development, in a way which is clear and understandable not only to specialists.	MOB.2023_U01	3
W_01	Has advanced knowledge of selected scientific theories and methods, and is familiar with issues connected with the concept of an individual's well-being, including their health and personal development.	MOB.2023_W01	3

W_02	Understands the connection between the issues pertaining to the concept of an individual's well-being, including their health and personal development, and the leading discipline of the degree programme.	MOB.2023_W01	3

9.	**Methods of conducting classes**		

Code	**Category**	**Name (description)**
a03	Lecture methods / expository methods	Description *a description of objects, phenomena, processes or people; it involves specifying the structure and characteristic features of the object, phenomenon, or process being described; it is usually accompanied by a demonstration of the described object or by its models, drawings, tables, charts, etc.; a description may take the form of an explanation, classification, justification or comparison*
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b04	Problem-solving methods	Activating method – discussion / debate *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*
c07	Demonstration methods	Screen presentation *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*
d03	Programmed learning methods	Working with another teaching tool *e.g. using websites in any way or according to the rules set by the teacher; or making use of other subject-specific tools*
f01	Methods of self-learning	Self-education *a method which involves independent acquisition of knowledge, skills and social competences, extending their scope and quality; complementary to the learning process taking place in class; taking on the task of developing and adjusting qualifications on one's own; self-study*
f02	Methods of self-learning	Individual work with a text *searching for and acquiring new information using textbooks and other written sources (including their digital versions); searching for texts, selecting fragments for analysis/interpretation, using other texts to solve a problem related to the studied issue*

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**
01		depending on the choice	30	course work	KS_01, U_01, U_02, W_01, W_02	a03, a05, b04, c07, d03, f01, f02

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 *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*	No
a02		Preparation for classes	Literature reading / analysis of source materials *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
a04		Preparation for classes	Consulting materials complementary to those indicated in the syllabus *agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation*	Yes
b01		Consulting the curriculum and the organization of classes	Getting acquainted with the syllabus content *reading through the syllabus and getting acquainted with its content*	Yes
c01		Preparation for verification of learning outcomes	Determining the stages of task implementation contributing to the verification of learning outcomes *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.*	Yes
c02		Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
e01		Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University *a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education*	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.

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	**Module in the "Natural Environment and Technologies" area**
Module code	MO-2023-SS-SNT
Number of the ECTS credits	3
Language of instruction	
Purpose and description of the content of education	The "Natural Environment and Technologies" area pertains to human interaction with the material environment, both the natural one and the one heavily modified by technology. This is the environment where people live, which they are subject to, and which they change in many ways. Understanding the Anthropocene requires an understanding of how biological systems function (from cells to ecosystems, to modern environmental threats, climate issues, natural resources, and many other natural issues) as well as an understanding of the rudiments of technical and technological knowledge. It is crucial to know and understand how technological development, especially in the areas of energy, green technologies, modern materials or everyday life (e.g. food production) can change the nature of human impact and support the way we care for the environment. The ways in which the human impact on the environment is regulated include using legal tools, such as nature protection law or energy law, as well as EU regulations, Sustainable Development Goals or the European Green Deal.
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)
KS_01	Shows openness to science-based solutions to cognitive and practical problems and is ready to meet social obligations.	MOB.2023_K01	3
U_01	Asks questions, analyzes research problems, and finds solutions to them, making use of knowledge, skills and experience pertaining to the human interaction with the material environment – both natural and technologically modified, in conjunction with the leading discipline of the degree programme.	MOB.2023_U01	3
U_02	Communicates the results of his/her work pertaining to the human interaction with the material environment – both natural and technologically modified, in a way which is clear and understandable not only to specialists.	MOB.2023_U01	3
W_01	Has advanced knowledge of selected scientific theories and methods, and is familiar with issues connected with human interaction with the material environment – both natural and technologically modified.	MOB.2023_W01	3
W_02	Understands the connection between issues pertaining to human interaction with the material environment – both natural and technologically modified, and the leading discipline of the degree programme.	MOB.2023_W01	3

9.	Methods of conducting classes		
Code	**Category**		**Name (description)**
a03	Lecture methods / expository methods		Description *a description of objects, phenomena, processes or people; it involves specifying the structure and characteristic features of the object, phenomenon, or process being described; it is usually accompanied by a demonstration of the described object or by its models, drawings, tables, charts, etc.; a description may take the form of an explanation, classification, justification or comparison*
a05	Lecture methods / expository methods		Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b04	Problem-solving methods		Activating method – discussion / debate *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*
c07	Demonstration methods		Screen presentation *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*
d03	Programmed learning methods		Working with another teaching tool *e.g. using websites in any way or according to the rules set by the teacher; or making use of other subject-specific tools*
f01	Methods of self-learning		Self-education *a method which involves independent acquisition of knowledge, skills and social competences, extending their scope and quality; complementary to the learning process taking place in class; taking on the task of developing and adjusting qualifications on one's own; self-study*
f02	Methods of self-learning		Individual work with a text *searching for and acquiring new information using textbooks and other written sources (including their digital versions); searching for texts, selecting fragments for analysis/interpretation, using other texts to solve a problem related to the studied issue*

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**
01	depending on the choice	30	course work	KS_01, U_01, U_02, W_01, W_02	a03, a05, b04, c07, d03, f01, f02

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 *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*	No

a02	Preparation for classes	Literature reading / analysis of source materials *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus *agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation*	Yes
b01	Consulting the curriculum and the organization of classes	Getting acquainted with the syllabus content *reading through the syllabus and getting acquainted with its content*	Yes
c01	Preparation for verification of learning outcomes	Determining the stages of task implementation contributing to the verification of learning outcomes *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.*	Yes
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University *a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education*	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.

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		**Module in the "The Limits of Science" area**
Module code		MO-2023-SS-GN
Number of the ECTS credits		3
Language of instruction		
Purpose and description of the content of education		Scientific pursuits and the ways people function in the world are geared towards getting to know the reality and acquiring knowledge. All of this/ her is within the purview of the "Limits of Science" area. It endeavours to indicate the difference between science and pseudoscience, the pitfalls and benefits of popularizing knowledge, to address the issue of how knowledge is obtained in various research communities. What is the difference between the natural sciences and humanities? What happens on the way from a hypothesis to testing a theory? What methods do the different sciences have at their disposal? Can humanities be scientific and how much literature is there in physics? The "Limits of Science" area strives to indicate practical ways of navigating the world of science. It strives to describe how to distinguish valuable knowledge from information noise, to introduce students to the arcana of recognizing and applying research methods and to develop the panorama of concepts related to the classification of knowledge and cognition, to present the history and the directions of human inquiry. An important role of the area is to indicate the methods of interpreting scientific texts and the research results contained within them, and to develop the ability to present scientific content in an effective and accessible way.
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)**
KS_01	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.	MOB.2023_K01	3
U_01	Asks questions, analyzes research problems, and finds solutions to them, making use of knowledge, skills and experience pertaining to the issues falling under the scope of limits of science , in conjunction with the leading discipline of the degree programme.	MOB.2023_U01	3
U_02	Communicates the results of his/her work on the issues falling under the scope of limits of science in a way which is clear and understandable not only to specialists.	MOB.2023_U01	3
W_01	Has advanced knowledge of selected scientific theories and methods, and is familiar with issues typical to scientific enquiry and practicing science.	MOB.2023_W01	3
W_02	Understands the connection between the issues falling under the scope of limits of science and the leading discipline of	MOB.2023_W01	3

	the degree programme.		

9.	Methods of conducting classes	

Code	Category	Name (description)
a03	Lecture methods / expository methods	Description *a description of objects, phenomena, processes or people; it involves specifying the structure and characteristic features of the object, phenomenon, or process being described; it is usually accompanied by a demonstration of the described object or by its models, drawings, tables, charts, etc.; a description may take the form of an explanation, classification, justification or comparison*
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b04	Problem-solving methods	Activating method – discussion / debate *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*
c07	Demonstration methods	Screen presentation *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*
d03	Programmed learning methods	Working with another teaching tool *e.g. using websites in any way or according to the rules set by the teacher; or making use of other subject-specific tools*
f01	Methods of self-learning	Self-education *a method which involves independent acquisition of knowledge, skills and social competences, extending their scope and quality; complementary to the learning process taking place in class; taking on the task of developing and adjusting qualifications on one's own; self-study*
f02	Methods of self-learning	Individual work with a text *searching for and acquiring new information using textbooks and other written sources (including their digital versions); searching for texts, selecting fragments for analysis/interpretation, using other texts to solve a problem related to the studied issue*

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
01	depending on the choice	30	course work	KS_01, U_01, U_02, W_01, W_02	a03, a05, b04, c07, d03, f01, f02

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	No

		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	
a02	Preparation for classes	Literature reading / analysis of source materials *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus *agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation*	Yes
b01	Consulting the curriculum and the organization of classes	Getting acquainted with the syllabus content *reading through the syllabus and getting acquainted with its content*	Yes
c01	Preparation for verification of learning outcomes	Determining the stages of task implementation contributing to the verification of learning outcomes *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.*	Yes
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University *a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education*	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.

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		**Open University Module**
Module code		OMU-2023-SS-01-OG
Number of the ECTS credits		3
Language of instruction		
Purpose and description of the content of education		The aim of the module is to extend the students' knowledge to include specialist content that goes beyond their degree programme and to inspire them to search for information on their own. The issues addressed are on the one hand meant to arouse curiosity, and, on the other hand, to indicate the usefulness of interdisciplinary knowledge in professional life as well as in social relations and interactions. They will be connected with current research results or with specialist professional experience. The module offers diverse forms of classes, involving in both innovative and professional ways of conveying knowledge, as well as interactive methods, inspiring students to actively participate in classes. The interdisciplinary assumptions of the module allow for the classes being taught by teachers representing various scientific disciplines, resulting in a multi-faceted presentation of the issues. In addition, the module can be taught in foreign languages. The student selects the subject matter of the classes from the submitted proposals.
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)
	01	The student understands the relationship between humanities, social sciences, natural sciences, exact mathematical sciences, technical sciences and performing, visual and other arts.	OMU.2023_U01 OMU.2023_W01	3 3
	02	The student is able to combine information from various fields of knowledge, creating a coherent vision of an interdisciplinary issue.	OMU.2023_U01 OMU.2023_W01	3 3
	03	The student is able to search for necessary information in various types of sources and is able to critically select them.	OMU.2023_U01 OMU.2023_W01	3 3
	04	The student is able to move freely in the area of concepts pertaining to the issues discussed within the module, presented in detail in the relevant syllabuses.	OMU.2023_U01 OMU.2023_W01	3 3
	05	The student develops the need and the habit of accessing source information which goes beyond the content typical to the studied degree programme.	OMU.2023_K01 OMU.2023_U01	2 2

9.	**Methods of conducting classes**		

Code	Category	Name (description)	
a03	Lecture methods / expository methods	**Description** *a description of objects, phenomena, processes or people; it involves specifying the structure and characteristic features of the object, phenomenon, or process being described; it is usually accompanied by a demonstration of the described object or by its models, drawings, tables, charts, etc.; a description may take the form of an explanation, classification, justification or comparison*	
a05	Lecture methods / expository methods	**Explanation/clarification** *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*	
b04	Problem-solving methods	**Activating method – discussion / debate** *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*	
c07	Demonstration methods	**Screen presentation** *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*	
d03	Programmed learning methods	**Working with another teaching tool** *e.g. using websites in any way or according to the rules set by the teacher; or making use of other subject-specific tools*	
f01	Methods of self-learning	**Self-education** *a method which involves independent acquisition of knowledge, skills and social competences, extending their scope and quality; complementary to the learning process taking place in class; taking on the task of developing and adjusting qualifications on one's own; self-study*	
f02	Methods of self-learning	**Individual work with a text** *searching for and acquiring new information using textbooks and other written sources (including their digital versions); searching for texts, selecting fragments for analysis/interpretation, using other texts to solve a problem related to the studied issue*	

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
01	depending on the choice	30	course work	01, 02, 03, 04, 05	a03, a05, b04, c07, d03, f01, f02

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 *reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the*	No

		range of activities indicated in it as required for full participation in classes	
a02	Preparation for classes	Literature reading / analysis of source materials *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus *agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation*	Yes
b01	Consulting the curriculum and the organization of classes	Getting acquainted with the syllabus content *reading through the syllabus and getting acquainted with its content*	Yes
c01	Preparation for verification of learning outcomes	Determining the stages of task implementation contributing to the verification of learning outcomes *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.*	Yes
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University *a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education*	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.

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	**Physical education**
Module code	WF-2023
Number of the ECTS credits	0
Language of instruction	
Purpose and description of the content of education	Academic physical culture should be an integral and complementary part of the general educational program of the university. Physical culture consists of physical education, recreation, sport and tourism. The physical education module is the only area that creates the opportunity for implementing the body- and health-related values and provides a counterbalance to the mental workload of university students. It responds to the changing reality and to a large extent participates in the process of preparing the student for professional adult life as well as the life in the family and in the society. The aim of the classes in this/her module is to become familiar with and to learn the technical elements of the selected sports discipline. Also, to possibly consolidate the skills acquired at a previous stage of education. Thus, the student becomes equipped with the necessary knowledge about physical culture, its history and specific regulations. He/she becomes familiar with the organization of competitions and the recreational and tourist events. Through group cooperation and discipline, the classes develop self-esteem and instill life-long health-promoting attitudes.
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	The student observes the rules of "fair play" on the sports field and in everyday life. He/she promotes the social and cultural importance of sport and exercise and cultivates his/her own preferences related to physical culture.		
U01	The student uses sports facilities and equipment in a safe way, practices the correct warm-up and, if necessary, implements appropriate safety measures when exercising.		
U02	The student is able to properly analyze the level of their own physical fitness and motor skills.		
U03	The student is able to cooperate in a group and assume various roles: creating and supporting the attitudes of others, following the instructions of the coach or the teacher, as well as competition, rivalry and responsibility.		
W01	The student has knowledge pertaining to the impact of physical exercise on human health. He/she knows the body needs and the forms of physical activity needed to maintain health, as well as the consequences and risks associated with the lack of exercise.		
W02	The student knows the rules and regulation, rules of the games and the history of the chosen form of exercise.		

9.	Methods of conducting classes		
Code	**Category**		**Name (description)**
b03	Problem-solving methods		Activating method – educational games *learning content in the guise of a rule- and/or principle-based game; conducted in a deliberately arranged situation based on the description of relevant facts and processes; learners compete with one another within the framework of rules laid down by the academic teacher; varieties include simulation games – involving a simulation of real situations; decision games – based on the decision-making process and the recognition of the consequences of the decisions made (e.g., a decision tree); psychological games – increasing the emotional-volitional component of the participants' attitudes*
c06	Demonstration methods		Demonstration-imitation *a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours*
e05	Practical methods		Internship *including professional and individual training; gaining skills and experience in real-life conditions, e.g., in the environment, institution or workplace the student is preparing for by following a specific study programme; training in real working conditions*
e06	Practical methods		Observation *also conducted as fieldwork; a method of watching phenomena, objects or people in a systematic/planned way in order to gain knowledge about them; perceptual separation of elements of a model action as an element of learning through imitation; a complex system of cognition based on sensory experiences*

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**
01	practical classes		30	course work	K01, U01, U02, U03, W01, W02	b03, c06, e05, e06

11.	The student's work, apart from participation in classes, includes in particular:		
Code	**Category**	**Name (description)**	**Is it part of the BUNA?**
b01	Consulting the curriculum and the organization of classes	Getting acquainted with the syllabus content *reading through the syllabus and getting acquainted with its content*	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.

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		Practical English: Comprehension 1
Module code		W1-FCDS1-PJ-RT1-1
Number of the ECTS credits		3
Language of instruction		English
Purpose and description of the content of education		The aim of the module is to develop reading and listening comprehension skills by expanding vocabulary and language structures, as well as developing reading strategies, text analysis and interpretation.
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	understands the need for independent work and continuous development of lexical competence	FD_K01	2
U01	correctly identifies the meaning of lexical forms in a text	FD_U01	3
U02	interprets and analyzes excerpts of a text using various sources and methods	FD_U02	2
		FD_U04	2
W01	is familiar with the course material vocabulary and has an active knowledge of English vocabulary sufficient to express themselves in written or oral form at an intermediate level	FD_W02	2
		FD_W08	2
W02	is familiar with various techniques of reading comprehension	FD_W02	1
		FD_W08	2

9.	Methods of conducting classes	

Code	Category	Name (description)
b04	Problem-solving methods	Activating method – discussion / debate *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
b08	Problem-solving methods	**Activating method – peer learning** *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*
c03	Demonstration methods	**Audio playback / audio drama** *preparation and reproduction of sound material (audio recording) in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as a method of sound perception, including the appreciation of a musical piece, an artistic audio drama, an oral presentation of an artistic or scientific text as well as a media text; analysis of the sound material recorded on a carrier with a view to studying a sound-related phenomenon*
d02	Programmed learning methods	**Working with a programmed textbook** *working with a textbook containing instructional material covering part of or the entire curriculum of the module as well as a formula for studying the content; includes working with a subject textbook, an atlas, a catalogue, a problem book, etc.*
d03	Programmed learning methods	**Working with another teaching tool** *e.g. using websites in any way or according to the rules set by the teacher; or making use of other subject-specific tools*

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
C	practical classes	30	course work	K01, U01, U02, W01, W02	b04, b08, c03, d02, d03

11.	The student's work, apart from participation in classes, includes in particular:	

Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	**Developing practical skills** *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
a05	Preparation for classes	**Production/preparation of tools, materials or documentation necessary for class participation** *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	No
c02	Preparation for verification of learning outcomes	**Studying the literature used in and the materials produced in class** *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*	No
d01	Consulting the results of the verification of learning outcomes	**Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes** *reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes*	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.

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		Practical English: Comprehension 2
Module code		W1-FCDS1-PJ-RT2-2
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The aim of the module is to further develop and enhance skills in understanding written and spoken texts by expanding vocabulary and language structures, as well as by developing reading, analysis, and interpretation strategies, including for more complex texts.
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	understands the need for independent work and continuous development of lexical competence	FD_K01	2
U01	correctly identifies and interprets the meanings of lexical forms in simple as well as more complex texts, taking into account their function in stylistic, cultural, and pragmatic contexts	FD_U01	3
U02	interprets and analyses excerpts of a text using various sources and comprehension strategies, such as paraphrasing, contextualisation, and recognising communicative intent, both in simpler and more complex texts	FD_U02 FD_U04	2 2
W01	is familiar with the course material vocabulary and has an active knowledge of English vocabulary sufficient to express themselves in written or oral form at an intermediate level	FD_W02 FD_W08	2 2
W02	is familiar with various reading techniques that enable the comprehension of English-language texts, including both simple and more complex texts	FD_W02 FD_W08	1 2

9.	Methods of conducting classes	

Code	Category	Name (description)
b04	Problem-solving methods	Activating method – discussion / debate *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
b08	Problem-solving methods	**Activating method – peer learning** *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*
c03	Demonstration methods	**Audio playback / audio drama** *preparation and reproduction of sound material (audio recording) in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as a method of sound perception, including the appreciation of a musical piece, an artistic audio drama, an oral presentation of an artistic or scientific text as well as a media text; analysis of the sound material recorded on a carrier with a view to studying a sound-related phenomenon*
d02	Programmed learning methods	**Working with a programmed textbook** *working with a textbook containing instructional material covering part of or the entire curriculum of the module as well as a formula for studying the content; includes working with a subject textbook, an atlas, a catalogue, a problem book, etc.*
d03	Programmed learning methods	**Working with another teaching tool** *e.g. using websites in any way or according to the rules set by the teacher; or making use of other subject-specific tools*

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**
C	practical classes	30	course work	K01, U01, U02, W01, W02	b04, b08, c03, d02, d03

11.	The student's work, apart from participation in classes, includes in particular:		
Code	**Category**	**Name (description)**	**Is it part of the BUNA?**
a03	Preparation for classes	**Developing practical skills** *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
a05	Preparation for classes	**Production/preparation of tools, materials or documentation necessary for class participation** *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	No
c02	Preparation for verification of learning outcomes	**Studying the literature used in and the materials produced in class** *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*	No
d01	Consulting the results of the verification of learning outcomes	**Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes** *reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes*	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.

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	**Practical English: Comprehension 3**	
Module code	W1-FCDS1-PJ-RT3-3	
Number of the ECTS credits	2	
Language of instruction	English	
Purpose and description of the content of education	The aim of the module is to develop students' practical command of English in understanding written and spoken texts, with particular emphasis on expanding their lexical resources across various areas of life and enhancing both active and passive language proficiency. The module focuses on different language registers and their contexts of use, enabling fluent communication in both formal and informal English.	
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	understands the need for independent work and continuous development of lexical competence, with particular emphasis on the knowledge of different language registers and the awareness of their social and cultural contexts of use	FD_K01	2
U01	correctly identifies and interprets the meanings of lexical forms in a complex text, taking into account their function in stylistic, cultural, and pragmatic contexts	FD_U01	3
U02	interprets and analyses complex texts using various sources and comprehension strategies	FD_U02 FD_U04	2 2
W01	is familiar with the course material vocabulary and has an active knowledge of English vocabulary sufficient to express themselves in written or oral form at an advanced level	FD_W02 FD_W08	2 2
W02	is familiar with various reading techniques that enable the comprehension of complex English-language texts	FD_W02 FD_W08	1 2

9.	**Methods of conducting classes**	

Code	Category	Name (description)
b04	Problem-solving methods	Activating method – discussion / debate

			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
b08		Problem-solving methods	Activating method – peer learning *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*
c03		Demonstration methods	Audio playback / audio drama *preparation and reproduction of sound material (audio recording) in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as a method of sound perception, including the appreciation of a musical piece, an artistic audio drama, an oral presentation of an artistic or scientific text as well as a media text; analysis of the sound material recorded on a carrier with a view to studying a sound-related phenomenon*
d02		Programmed learning methods	Working with a programmed textbook *working with a textbook containing instructional material covering part of or the entire curriculum of the module as well as a formula for studying the content; includes working with a subject textbook, an atlas, a catalogue, a problem book, etc.*
d03		Programmed learning methods	Working with another teaching tool *e.g. using websites in any way or according to the rules set by the teacher; or making use of other subject-specific tools*

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
C	practical classes	30	course work	K01, U01, U02, W01, W02	b04, b08, c03, d02, d03

11.	The student's work, apart from participation in classes, includes in particular:	

Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	Developing practical skills *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes *reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes*	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.

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	**Practical English: Comprehension 4**
Module code	W1-FCDS1-PJ-RT4-4
Number of the ECTS credits	3
Language of instruction	English
Purpose and description of the content of education	The aim of the module is to further develop practical English language skills by enhancing the ability to understand written and spoken texts at an advanced level and by expanding vocabulary, including specialist vocabulary relevant to the specific field of study.
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	understands the need for independent work and continuous development of lexical competence, with particular emphasis on the knowledge of specialist vocabulary and language registers relevant to the specific field of study, and is aware of the social and cultural contexts of their use	FD_K01 FD_K05	2 2
U01	correctly recognises and interprets the meanings of lexical forms in complex texts, including specialist texts relevant to the specific field of study, taking into account their function in stylistic, cultural, and pragmatic contexts	FD_U01	3
U02	interprets and analyses complex texts, including specialist texts relevant to the specific field of study, using various sources and comprehension strategies	FD_U02 FD_U04	2 2
W01	knows the vocabulary from the course material and possesses active knowledge of vocabulary, including specialist vocabulary relevant to the specific field of study, sufficient to express themselves in written and spoken form at an advanced level	FD_W02 FD_W08	2 2
W02	knows various reading techniques that enable the comprehension of complex English-language texts, including specialist texts relevant to the specific field of study	FD_W02 FD_W08	1 2

9.	**Methods of conducting classes**

Code	Category	Name (description)
b04	Problem-solving methods	Activating method – discussion / debate

			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
b08		Problem-solving methods	**Activating method – peer learning** *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*
c03		Demonstration methods	**Audio playback / audio drama** *preparation and reproduction of sound material (audio recording) in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as a method of sound perception, including the appreciation of a musical piece, an artistic audio drama, an oral presentation of an artistic or scientific text as well as a media text; analysis of the sound material recorded on a carrier with a view to studying a sound-related phenomenon*
d02		Programmed learning methods	**Working with a programmed textbook** *working with a textbook containing instructional material covering part of or the entire curriculum of the module as well as a formula for studying the content; includes working with a subject textbook, an atlas, a catalogue, a problem book, etc.*
d03		Programmed learning methods	**Working with another teaching tool** *e.g. using websites in any way or according to the rules set by the teacher; or making use of other subject-specific tools*

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**
C	practical classes		30	exam	K01, U01, U02, W01, W02	b04, b08, c03, d02, d03

11.	**The student's work, apart from participation in classes, includes in particular:**			
Code	**Category**		**Name (description)**	**Is it part of the BUNA?**
a03	Preparation for classes		**Developing practical skills** *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
a05	Preparation for classes		**Production/preparation of tools, materials or documentation necessary for class participation** *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	No
c02	Preparation for verification of learning outcomes		**Studying the literature used in and the materials produced in class** *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*	No
d01	Consulting the results of the verification of learning outcomes		**Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes** *reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes*	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.

University of Silesia in Katowice

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	**Practical English: Conversation 1**
Module code	W1-FCDS1-PJ-KW1-1
Number of the ECTS credits	2
Language of instruction	English
Purpose and description of the content of education	This module focuses on developing spoken English through conversation-based activities and interactive communication. Students work on fluency, pronunciation, vocabulary, and clarity of expression while engaging with culturally and socially relevant topics. Short media materials and structured prompts support discussion and help build confidence in spoken interaction. The course encourages thoughtful and coherent communication in a variety of speaking situations. Progress is supported through regular feedback and opportunities for reflection and improvement.
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 prepared to develop their spoken language skills and to actively and consciously participate in interaction in English	FD_K01 FD_K04	2 2
U01	formulates coherent, linguistically accurate, and clear oral statements in English on social and cultural topics, particularly within the scope of their field of study	FD_U01 FD_U03	3 2
U02	takes part in conversations in English, adjusting form and language to the communicative situation and the interlocutor	FD_U01 FD_U08 FD_U09	3 2 4
W01	has knowledge and understanding of selected language resources and communication strategies used in spoken English, including in social and cultural contexts	FD_W04 FD_W08	2 2

9.	**Methods of conducting classes**

Code	Category	Name (description)
b03	Problem-solving methods	Activating method – educational games

			learning content in the guise of a rule- and/or principle-based game; conducted in a deliberately arranged situation based on the description of relevant facts and processes; learners compete with one another within the framework of rules laid down by the academic teacher; varieties include simulation games – involving a simulation of real situations; decision games – based on the decision-making process and the recognition of the consequences of the decisions made (e.g., a decision tree); psychological games – increasing the emotional-volitional component of the participants' attitudes
b04	Problem-solving methods		**Activating method – discussion / debate** 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
b06	Problem-solving methods		**Activating method – staged drama/drama** experiential learning; solving a problem by acting out a role; a.k.a. a role-playing method; role-players interpret their roles in an individual way; the identification with the role is achieved through the activation of the senses, imagination and speech, the stimulation of gesture and movement, etc.; the aim of drama is to experience situations, problems and events mediated by the role; staged drama is a role-playing method enriched with props and stage scenery illustrating a theme
b08	Problem-solving methods		**Activating method – peer learning** learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another
c07	Demonstration methods		**Screen presentation** 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

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
C	practical classes	30	course work	K01, U01, U02, W01	b03, b04, b06, b08, c07

11.	The student's work, apart from participation in classes, includes in particular:			

Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	**Developing practical skills** activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)	No
c03	Preparation for verification of learning outcomes	**Implementation of an individual or group assignment necessary for course/phase/ examination completion** a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course	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.

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	Practical English: Conversation 2	
Module code	W1-FCDS1-PJ-KW2-2	
Number of the ECTS credits	2	
Language of instruction	English	
Purpose and description of the content of education	This module focuses on further developing students' speaking skills, with emphasis on fluency, accuracy, pronunciation, and clarity. Students practise producing longer, coherent, and persuasive spoken responses appropriate to various communicative situations and registers. Class topics include current issues in media, culture, and society. The course supports vocabulary expansion, reinforcement of grammatical structures, and continued development of linguistic and cultural awareness in spoken English.	
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	consciously develops communication and language skills in English and actively participates in a variety of communicative situations; understands the need for continuous language improvement and is aware of the impact of grammatical accuracy on the effective achievement of communication goals	FD_K01 FD_K04	3 3
U01	conducts conversations in English in an organized and communicative manner, using correct language structures and appropriate argumentation techniques to produce coherent, linguistically accurate, and persuasive oral statements, making use of a variety of linguistic resources	FD_U01 FD_U09	3 3
U02	participates in conversations in English on social, cultural, and media-related topics, adapting their speech to purpose and context	FD_U01 FD_U09	3 4
W01	is familiar with strategies for formulating extended spoken discourse in English, methods of adapting language to different communicative situations and registers, as well as techniques that enhance clarity, coherence, and effectiveness of speech	FD_W08	3

9.	Methods of conducting classes	

Code	Category	Name (description)
b03	Problem-solving methods	Activating method – educational games

		learning content in the guise of a rule- and/or principle-based game; conducted in a deliberately arranged situation based on the description of relevant facts and processes; learners compete with one another within the framework of rules laid down by the academic teacher; varieties include simulation games – involving a simulation of real situations; decision games – based on the decision-making process and the recognition of the consequences of the decisions made (e.g., a decision tree); psychological games – increasing the emotional-volitional component of the participants' attitudes
b04	Problem-solving methods	**Activating method – discussion / debate** 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
b06	Problem-solving methods	**Activating method – staged drama/drama** experiential learning; solving a problem by acting out a role; a.k.a. a role-playing method; role-players interpret their roles in an individual way; the identification with the role is achieved through the activation of the senses, imagination and speech, the stimulation of gesture and movement, etc.; the aim of drama is to experience situations, problems and events mediated by the role; staged drama is a role-playing method enriched with props and stage scenery illustrating a theme
b08	Problem-solving methods	**Activating method – peer learning** learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another
c07	Demonstration methods	**Screen presentation** 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

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
C	practical classes	30	course work	K01, U01, U02, W01	b03, b04, b06, b08, c07

11.	**The student's work, apart from participation in classes, includes in particular:**			

Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	**Developing practical skills** activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)	No
c03	Preparation for verification of learning outcomes	**Implementation of an individual or group assignment necessary for course/phase/ examination completion** a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course	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.

University of Silesia in Katowice

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		**Practical English: Practical Grammar 1**
Module code		W1-FCDS1-PJ-GP1-1
Number of the ECTS credits		3
Language of instruction		English
Purpose and description of the content of education		The aim of the module is to expand students' knowledge of the fundamental aspects of practical English grammar, with particular emphasis on parts of speech, including nouns, verbs, adjectives, and grammatical tenses. The module focuses on the recognition and accurate use of grammatical structures in both spoken and written communication. A key aspect of the course is the development of language awareness and the ability to adapt grammatical forms to communicative context.
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 prepared to use grammatical structures in English communication consciously and responsibly		FD_K01	2
U01	recognizes and correctly applies grammatical structures in spoken and written communication		FD_U01	2
U02	adjusts grammatical forms to match the requirements of context, register, and communicative purpose		FD_U01	2
W01	understands core concepts related to English grammar, including parts of speech in English and their functions within sentence structure		FD_W08	2
W02	knows the forms and usage of basic grammatical structures in English, including tenses, and understands the rules for their application in different communicative contexts		FD_W08	2

9.	**Methods of conducting classes**	
Code	**Category**	**Name (description)**
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b08	Problem-solving methods	Activating method – peer learning

		learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another
d02	Programmed learning methods	Working with a programmed textbook *working with a textbook containing instructional material covering part of or the entire curriculum of the module as well as a formula for studying the content; includes working with a subject textbook, an atlas, a catalogue, a problem book, etc.*
d03	Programmed learning methods	Working with another teaching tool *e.g. using websites in any way or according to the rules set by the teacher; or making use of other subject-specific tools*

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
C	practical classes	30	course work	K01, U01, U02, W01, W02	a05, b08, d02, d03

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 *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
a03	Preparation for classes	Developing practical skills *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes *reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes*	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.

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		Practical English: Practical Grammar 2
Module code		W1-FCDS1-PJ-GP2-2
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The module aims to develop students' grammatical competence in intermediate-level structures, such as modal verbs, conditional clauses, reported speech, passive voice, and others. The course focuses on the precise use of these structures across a range of language registers, as well as on enhancing the ability to analyze and transform sentences into more complex grammatical forms.
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	understands the importance of the precise use of grammatical structures in effective communication and consistently strives for the systematic improvement of their language competence	FD_K01	2
U01	recognizes and accurately employs grammatical structures of moderate complexity in both spoken and written communication	FD_U01	3
U02	is able to adjust the use of more complex grammatical structures to different language registers, taking into account the formal and informal specifics of both spoken and written communication	FD_U01	3
W01	has a comprehensive understanding of the form and function of grammatical structures of moderate complexity as well as their use in meaningful and communicative contexts	FD_W08	3
W02	knows and understands concepts related to more advanced issues in English grammar	FD_W08	3

9.	Methods of conducting classes	

Code	Category	Name (description)
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b08	Problem-solving methods	Activating method – peer learning

		learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another
d02	Programmed learning methods	Working with a programmed textbook working with a textbook containing instructional material covering part of or the entire curriculum of the module as well as a formula for studying the content; includes working with a subject textbook, an atlas, a catalogue, a problem book, etc.
d03	Programmed learning methods	Working with another teaching tool e.g. using websites in any way or according to the rules set by the teacher; or making use of other subject-specific tools

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**
C	practical classes	30	course work	K01, U01, U02, W01, W02	a05, b08, d02, d03

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 reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class	No
a03	Preparation for classes	Developing practical skills activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class 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	No
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes	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.

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		**Practical English: Practical Grammar 3**
Module code		W1-FCDS1-PJ-GP3-3
Number of the ECTS credits		3
Language of instruction		English
Purpose and description of the content of education		The aim of the module is to refine students' grammatical proficiency. It covers advanced topics in English grammar, such as inversion, advanced passive constructions, complex syntactic dependencies, register and pragmatic aspects, among others. The module prepares students for independent grammatical analysis of complex texts and for the deliberate use of advanced structures in both spoken and written discourse.
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	understands the importance of the precise use of grammatical structures in effective communication and consistently strives for the systematic improvement of their language competence	FD_K01	2
U01	recognizes and applies advanced grammatical structures appropriately in written and spoken communication contexts	FD_U01	3
U02	can adjust the use of complex grammatical forms and structures to different language registers, taking into account the formal and informal specifics of both spoken and written communication	FD_U01	3
W01	has a comprehensive understanding of the form and function of complex grammatical structures as well as their use in meaningful and communicative contexts	FD_W08	3
W02	knows and understands advanced grammatical concepts in English	FD_W08	3

9.	**Methods of conducting classes**	
Code	**Category**	**Name (description)**
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b08	Problem-solving methods	Activating method – peer learning

		learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another
d02	Programmed learning methods	Working with a programmed textbook *working with a textbook containing instructional material covering part of or the entire curriculum of the module as well as a formula for studying the content; includes working with a subject textbook, an atlas, a catalogue, a problem book, etc.*
d03	Programmed learning methods	Working with another teaching tool *e.g. using websites in any way or according to the rules set by the teacher; or making use of other subject-specific tools*

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
C	practical classes	30	exam	K01, U01, U02, W01, W02	a05, b08, d02, d03

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 *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
a03	Preparation for classes	Developing practical skills *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes *reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes*	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.

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		**Practical English: Practical Phonetics 1**
Module code		W1-FCDS1-PJ-FP1-1
Number of the ECTS credits		3
Language of instruction		English
Purpose and description of the content of education		The module aims to familiarise students with the basic concepts of phonetics and phonetic mechanisms and to improve students' pronunciation. The module encompasses articulation exercises of English vowels, as well as learning and practising phonemic transcription of spoken and written language.
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	assesses their own knowledge and understands the need for continuous improvement of language skills		FD_K01	2
U01	is able to distinguish differences in pronunciation and accurately articulate sounds; is able to correctly stress individual words		FD_U01 FD_U08	3 3
U02	is able to use phonemic transcription		FD_U08	2
U03	identifies and corrects their own pronunciation errors		FD_U01	2
W01	has knowledge of the classification of speech sounds		FD_W01 FD_W02	1 3

9.	**Methods of conducting classes**		
Code	**Category**	**Name (description)**	
b08	Problem-solving methods	Activating method – peer learning *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*	
c07	Demonstration methods	Screen presentation	

		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
d02	Programmed learning methods	Working with a programmed textbook *working with a textbook containing instructional material covering part of or the entire curriculum of the module as well as a formula for studying the content; includes working with a subject textbook, an atlas, a catalogue, a problem book, etc.*
d03	Programmed learning methods	Working with another teaching tool *e.g. using websites in any way or according to the rules set by the teacher; or making use of other subject-specific tools*

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**
C	practical classes	30	course work	K01, U01, U02, U03, W01	b08, c07, d02, d03

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 *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
a03	Preparation for classes	Developing practical skills *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	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.

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		Practical English: Practical Phonetics 2
Module code		W1-FCDS1-PJ-FP2-2
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The module aims to develop students' knowledge of phonetics and phonetic mechanisms and to improve students 'pronunciation. The module encompasses articulation exercises of English consonants, as well as learning and practising phonemic transcription of spoken and written language.
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 able to assess their own knowledge and understands the need for continuous improvement of language skills	FD_K01	2
	U01	is able to perceive differences in pronunciation and accurately articulate sounds; speaks and reads texts with correctness at the segmental level	FD_U01 FD_U08	3 3
	U02	uses phonemic transcription fluently and accurately	FD_U08	3
	U03	identifies and corrects their own pronunciation errors	FD_U01	3
	W01	has knowledge of the phonological system of the English language and the distribution of positional variants of consonants	FD_W01 FD_W02	1 3

9.	Methods of conducting classes		
	Code	Category	Name (description)
	b08	Problem-solving methods	Activating method – peer learning *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*
	c07	Demonstration methods	Screen presentation

		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
d02	Programmed learning methods	**Working with a programmed textbook** *working with a textbook containing instructional material covering part of or the entire curriculum of the module as well as a formula for studying the content; includes working with a subject textbook, an atlas, a catalogue, a problem book, etc.*
d03	Programmed learning methods	**Working with another teaching tool** *e.g. using websites in any way or according to the rules set by the teacher; or making use of other subject-specific tools*

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**
C	practical classes	30	course work	K01, U01, U02, U03, W01	b08, c07, d02, d03

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** *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
a03	Preparation for classes	**Developing practical skills** *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
c03	Preparation for verification of learning outcomes	**Implementation of an individual or group assignment necessary for course/phase/ examination completion** *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	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.

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		Practical English: Writing 1
Module code		W1-FCDS1-PJ-JP1-1
Number of the ECTS credits		3
Language of instruction		English
Purpose and description of the content of education		This module, part of practical English, aims to develop fundamental skills in creating correct and coherent texts in English, including academic texts. Students are introduced to the construction of proper sentence types and the formulation of clear, coherent written statements. The module also covers the organization of paragraphs and basic essay forms. Classes support the development of English language competence through work on linguistic accuracy, punctuation, paraphrasing, and summarising texts.
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	independently develops writing skills in English and consciously applies principles of linguistic accuracy and text organization	FD_K01 FD_K05	2 2
U01	drafts correct and logical sentences in English using different syntactic structures	FD_U06 FD_U08	2 2
U02	composes coherent paragraphs and simple written forms in English, ensuring clarity of communication	FD_U01 FD_U06	1 3
U03	applies techniques of paraphrasing, summarising, and correct punctuation in short written texts	FD_U02 FD_U06	1 2
W01	knows the basic principles of constructing correct sentences, organizing paragraphs, and structuring short written forms in English	FD_W08	2

9.	Methods of conducting classes	

Code	Category	Name (description)
a05	Lecture methods / expository methods	Explanation/clarification

			explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course
b04	Problem-solving methods		Activating method – discussion / debate *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*
b08	Problem-solving methods		Activating method – peer learning *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*
e02	Practical methods		Production exercise – workshop *an activity involving the creation of an object/product according to the rules/principles/description provided by the academic teacher acting as the workshop master*

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**
c	practical classes	30	course work	K01, U01, U02, U03, W01	a05, b04, b08, e02

11.	The student's work, apart from participation in classes, includes in particular:			
Code	**Category**	**Name (description)**		**Is it part of the BUNA?**
a03	Preparation for classes	Developing practical skills *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*		No
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*		No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/examination completion *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*		Yes
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes *reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes*		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.

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	Practical English: Writing 2
Module code	W1-FCDS1-PJ-JP2-2
Number of the ECTS credits	3
Language of instruction	English
Purpose and description of the content of education	This module, part of practical English, develops the ability to construct extended written forms in English. Students enhance their skills in progressing from individual paragraphs to coherent, logically structured essays. The module covers planning, organizing, and drafting selected types of essays, with special emphasis on expository and argumentative writing. Classes support the improvement of English language competence through a focus on structure, clarity of argument, and logical connections between sections.
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	independently produces coherent and linguistically accurate written texts in English	FD_K01 FD_K05	2 2
U01	develops written texts by progressing from a single paragraph to an extended essay structure	FD_U06 FD_U08	3 2
U02	plans and organizes content with clarity and logical connections between sections	FD_U06	3
U03	drafts essays in English, ensuring linguistic accuracy and clarity of reasoning	FD_U01 FD_U06	2 3
W01	knows the structure of expository and argumentative essays and the basic principles of organizing extended written forms in English	FD_W08	2

9.	Methods of conducting classes

Code	Category	Name (description)
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps*

			specified by the person teaching the course
b04	Problem-solving methods	Activating method – discussion / debate	*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*
b08	Problem-solving methods	Activating method – peer learning	*learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*
e02	Practical methods	Production exercise – workshop	*an activity involving the creation of an object/product according to the rules/principles/description provided by the academic teacher acting as the workshop master*

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
c	practical classes	30	course work	K01, U01, U02, U03, W01	a05, b04, b08, e02

11. The student's work, apart from participation in classes, includes in particular:

Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	Developing practical skills *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/examination completion *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	Yes
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes *reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes*	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.

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		Practical English: Writing 3 (Academic Writing)
Module code		W1-FCDS1-PJ-JP3-4
Number of the ECTS credits		3
Language of instruction		English
Purpose and description of the content of education		This module, part of practical English, introduces students to the principles of academic writing in English. It covers planning, organizing, and drafting short academic papers, focusing on text structure, thesis clarity, argumentation, and source referencing. The module supports the development of English language competence through the improvement of academic style, formal register usage, and techniques of paraphrasing, quoting, and summarising source material.
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		consciously produces short academic texts in English while respecting principles of academic integrity and transparency	FD_K03	3
			FD_K05	3
U01		formulates clear theses and arguments in short academic works	FD_U03	2
			FD_U06	3
U02		applies techniques of paraphrasing, quoting, and summarising source materials according to academic standards	FD_U02	3
			FD_U06	3
U03		drafts academic texts maintaining formal style, linguistic accuracy, and clarity	FD_U01	3
			FD_U06	3
			FD_U08	3
W01		knows selected principles of structure, academic style, and source referencing in English academic writing	FD_W08	3

9.	Methods of conducting classes		
Code	**Category**	**Name (description)**	
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*	
b04	Problem-solving methods	Activating method – discussion / debate *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*	
b08	Problem-solving methods	Activating method – peer learning *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*	
e02	Practical methods	Production exercise – workshop *an activity involving the creation of an object/product according to the rules/principles/description provided by the academic teacher acting as the workshop master*	
f02	Methods of self-learning	Individual work with a text *searching for and acquiring new information using textbooks and other written sources (including their digital versions); searching for texts, selecting fragments for analysis/interpretation, using other texts to solve a problem related to the studied issue*	

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**
c	practical classes	30	course work	K01, U01, U02, U03, W01	a05, b04, b08, e02, f02

11.	The student's work, apart from participation in classes, includes in particular:		
Code	**Category**	**Name (description)**	**Is it part of the BUNA?**
a03	Preparation for classes	Developing practical skills *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/examination completion *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	Yes
d01	Consulting the results of the verification of	Analysis of the corrective feedback provided by the academic teacher on the results of the	Yes

	learning outcomes	verification of learning outcomes *reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes*	

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.

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	**Practical English: Writing 4 (Creative Writing)**	
Module code	W1-FCDS1-PJ-JP4-5	
Number of the ECTS credits	3	
Language of instruction	English	
Purpose and description of the content of education	The aim of the course is to improve practical knowledge of English by developing composition skills targeted towards longer written literary texts and English punctuation at an advanced level. The course focuses in particular on familiarizing the students with basic skills in creative writing (aimed specifically at writing literary prose), paying particular attention to the issues of plot and narrative, dialogue, description and setting, as well as character creation.	
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	understands the social and cultural importance of creativity	FD_K01	1
		FD_K04	2
U01	demonstrates the ability to create a short text that includes the basic elements of creative writing	FD_U03	2
		FD_U06	3
U02	demonstrates the ability to create written texts set in a variety of fictional conventions while maintaining genre consistency as well as plot coherence	FD_U03	2
		FD_U05	2
		FD_U06	2
W01	understands the principles of creating texts using different genre conventions (realist and fantastic) and plot structures	FD_W01	1
		FD_W02	2
W02	understands the basic elements of creative writing (dialogue, character, setting, description)	FD_W01	1
		FD_W02	2

9.	**Methods of conducting classes**		
Code	**Category**	**Name (description)**	
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*	
c07	Demonstration methods	Screen presentation *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*	
e03	Practical methods	Creation/production – creative workshop *an activity involving creating/producing a work/artifact based on the individual, creative effort of the participant; the creative workshop is characterized by the presence and openness which make it possible to access the essence of the work/ peculiarity of the artifact at every stage of its creation/production*	

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**
C	practical classes	30	course work	K01, U01, U02, W01, W02	a05, c07, e03

11.	**The student's work, apart from participation in classes, includes in particular:**		
Code	**Category**	**Name (description)**	**Is it part of the BUNA?**
a03	Preparation for classes	Developing practical skills *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	Yes
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes *reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes*	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.

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		The area of "Civil Society and Entrepreneurship: Entrepreneurship"
Module code		MO-2023-SS-SOP-P
Number of the ECTS credits		3
Language of instruction		
Purpose and description of the content of education		The aim of the module is to develop in students a creative attitude towards reality and to familiarize them with the organizational and legal conditions of operating in those sectors of social life in which they can function independently after they graduate. The module prepares students to take up business activity, start a company or an organization whether in the sphere of business, in the third sector (foundations, associations, etc.), or in the broadly understood sector of education, culture and art. Studying the module, students become familiar with the principles of starting, running and financing a business venture, as well as other forms of enterprise or organization, e.g. limited liability companies, joint-stock companies, foundations, associations, etc., they identify basic market mechanisms determining the nature of the conducted activity, in particular the legal, social and ethical framework for conducting it, and gain the ability to independently identify opportunities and threats (risks).
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)
KS_01		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.	MOB.2023_K01 MOB.2023_W02_P	3 3
KS_02		Is prepared and motivated to act in an entrepreneurial and creative way and with respect for the norms and rules of coexistence applicable in diverse cultural environments.	MOB.2023_K01 MOB.2023_W02_P	3 3
U_01		Asks questions, analyzes research problems, and finds solutions to them, making use of knowledge, skills and experience pertaining to entrepreneurship, in conjunction with the leading discipline of the degree programme.	MOB.2023_U01	3
U_02		Communicates the results of his/her work connected with entrepreneurship in a way which is clear and understandable not only to specialists.	MOB.2023_U01	3
U_03		Can use knowledge in the field of entrepreneurship to design, implement and evaluate their own business or other activities undertaken in cooperation with other entities.	MOB.2023_U01	3
W_01		Has advanced knowledge of selected scientific theories and methods regarding entrepreneurship, including legal and organizational aspects of conducting one's own business or some other activity.	MOB.2023_W01	3

		MOB.2023_W02_P	3
W_02	Knows and understands the characteristic features which define thinking and acting in an entrepreneurial way in the context of the leading discipline of the degree programme.	MOB.2023_W01	3
		MOB.2023_W02_P	3

9.	**Methods of conducting classes**		
Code	**Category**	**Name (description)**	
a03	Lecture methods / expository methods	Description *a description of objects, phenomena, processes or people; it involves specifying the structure and characteristic features of the object, phenomenon, or process being described; it is usually accompanied by a demonstration of the described object or by its models, drawings, tables, charts, etc.; a description may take the form of an explanation, classification, justification or comparison*	
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*	
b04	Problem-solving methods	Activating method – discussion / debate *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*	
c07	Demonstration methods	Screen presentation *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*	
d03	Programmed learning methods	Working with another teaching tool *e.g. using websites in any way or according to the rules set by the teacher; or making use of other subject-specific tools*	
f01	Methods of self-learning	Self-education *a method which involves independent acquisition of knowledge, skills and social competences, extending their scope and quality; complementary to the learning process taking place in class; taking on the task of developing and adjusting qualifications on one's own; self-study*	
f02	Methods of self-learning	Individual work with a text *searching for and acquiring new information using textbooks and other written sources (including their digital versions); searching for texts, selecting fragments for analysis/interpretation, using other texts to solve a problem related to the studied issue*	

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
01	depending on the choice	30	course work	KS_01, KS_02, U_01, U_02, U_03, W_01, W_02	a03, a05, b04, c07, d03, f01, f02

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 *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*	No
a02	Preparation for classes	Literature reading / analysis of source materials *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus *agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation*	Yes
b01	Consulting the curriculum and the organization of classes	Getting acquainted with the syllabus content *reading through the syllabus and getting acquainted with its content*	Yes
c01	Preparation for verification of learning outcomes	Determining the stages of task implementation contributing to the verification of learning outcomes *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.*	Yes
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University *a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education*	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.

![University of Silesia in Katowice]

University of Silesia in Katowice

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	**The area of "Civil Society and Entrepreneurship: Vade mecum on Law"**	
Module code	MO-2023-SS-SOP-VP	
Number of the ECTS credits	3	
Language of instruction		
Purpose and description of the content of education	The aim of the module is to acquire knowledge and skills pertaining to selected legal issues. Having completing the module, the student will possess knowledge of the principles governing key branches of law and the ability to correctly interpret legal texts (acts, administrative decisions, contracts). The topics students will become familiar with include: building an individual career path and protecting intellectual property. As a consequence, the student will gain knowledge about the rights and obligations in particular areas of law and the ability to implement them as a member of civil society.	
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)
KS_01	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.	MOB.2023_K01	3
U_01	Asks questions, analyzes research problems, and finds solutions to them, making use of knowledge, skills and experience pertaining to selected legal issues and their implementation, in conjunction with the leading discipline of the degree programme.	MOB.2023_U01	3
U_02	Communicates the results of his/her work on selected legal issues and their implementation in a way which is clear and understandable not only to specialists.	MOB.2023_U01	3
U_03	Can apply knowledge of selected legal issues to design and pursue his/her own professional career as well as conducting diverse community activities.	MOB.2023_U01	3
W_01	Has fundamental knowledge of rights and obligations relevant to the academic discipline and in conjunction with the leading discipline of the degree programme.	MOB.2023_W01 MOB.2023_W03_VP	3 3
W_02	Understands the connection between legal issues, especially those pertaining to civil rights and obligations and their implementation, and the leading discipline of the degree programme.	MOB.2023_W01 MOB.2023_W03_VP	3 3
W_03	Knows and understands key legal issues defining the way of thinking and proceeding while fulfilling civil rights and		

	obligations.	MOB.2023_W01	3
		MOB.2023_W03_VP	3
W_04	Has a well-organized knowledge of legal principles and norms, including those pertaining to the protection of industrial property and copyright, in the context of the studied issues.	MOB.2023_W01	3
		MOB.2023_W03_VP	3

9.	Methods of conducting classes	
Code	**Category**	**Name (description)**
a03	Lecture methods / expository methods	Description *a description of objects, phenomena, processes or people; it involves specifying the structure and characteristic features of the object, phenomenon, or process being described; it is usually accompanied by a demonstration of the described object or by its models, drawings, tables, charts, etc.; a description may take the form of an explanation, classification, justification or comparison*
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*
b04	Problem-solving methods	Activating method – discussion / debate *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*
c07	Demonstration methods	Screen presentation *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*
d03	Programmed learning methods	Working with another teaching tool *e.g. using websites in any way or according to the rules set by the teacher; or making use of other subject-specific tools*
f01	Methods of self-learning	Self-education *a method which involves independent acquisition of knowledge, skills and social competences, extending their scope and quality; complementary to the learning process taking place in class; taking on the task of developing and adjusting qualifications on one's own; self-study*
f02	Methods of self-learning	Individual work with a text *searching for and acquiring new information using textbooks and other written sources (including their digital versions); searching for texts, selecting fragments for analysis/interpretation, using other texts to solve a problem related to the studied issue*

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**
	01	depending on the choice	30	course work	KS_01, U_01, U_02, U_03, W_01, W_02, W_03, W_04	a03, a05, b04, c07, d03, f01, f02

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 *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*	No
	a02	Preparation for classes	Literature reading / analysis of source materials *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	No
	a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus *agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation*	Yes
	b01	Consulting the curriculum and the organization of classes	Getting acquainted with the syllabus content *reading through the syllabus and getting acquainted with its content*	Yes
	c01	Preparation for verification of learning outcomes	Determining the stages of task implementation contributing to the verification of learning outcomes *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.*	Yes
	c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *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*	No
	e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University *a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education*	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.

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		**Translation: Digital Translation Tools**
Module code		W1-FCDS1-T-NC-6
Number of the ECTS credits		3
Language of instruction		English
Purpose and description of the content of education		This module introduces students to the use of digital tools and technologies that support the practice of translation. It focuses on developing practical skills in working with computer-assisted translation (CAT) tools, terminology management systems, and machine translation engines. Students will learn the principles behind these technologies, explore their applications in professional translation workflows, and critically assess their advantages and limitations. Through hands-on exercises, students will develop the ability to manage digitally-assistem translations, post-edit machine-translated texts, and integrate digital tools into multilingual projects. The course also discusses current trends in translation technology, ethical considerations, and the evolving role of the human translator in a digital environment.
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	observes professional ethics related to the use of new technologies	FD_K05	2
U01	critically evaluates the content generated by digital tools (such as translation memory, glossaries, machine translation, or others) and post-edits it	FD_U03 FD_U07	3 2
U02	uses computer-assisted translation (CAT) tools and other digital translation tools to manage translation projects	FD_U03 FD_U07	3 4
U03	integrates digital translation tools effectively into simple multilingual and interdisciplinary projects	FD_U03 FD_U07	3 3
W01	knows the main types, functionalities, and principles of digital translation tools, including CAT tools, translation memories, glossaries, and machine translation engines; understands the role of digital technologies in modern translation workflows, including their advantages, limitations, and ethical implications	FD_W09 FD_W10 FD_W12	4 2 4

9.	Methods of conducting classes		
Code	**Category**	**Name (description)**	
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*	
b08	Problem-solving methods	Activating method – peer learning *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*	
c07	Demonstration methods	Screen presentation *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*	
d01	Programmed learning methods	Working with a computer *e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline*	

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**	
C	practical classes	30	course work	K01, U01, U02, U03, W01	a05, b08, c07, d01	

11.	The student's work, apart from participation in classes, includes in particular:		
Code	**Category**	**Name (description)**	**Is it part of the BUNA?**
a03	Preparation for classes	Developing practical skills *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/examination completion *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	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.

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		**Translation (Elective)**
Module code		W1-FCDS1-T-MW-5
Number of the ECTS credits		3
Language of instruction		Polish
Purpose and description of the content of education		The elective module includes original courses dedicated to translation and its role in contemporary humanities. Students select from a range of courses, each offering diverse theoretical and practical perspectives on translation and its strategies, cultural contexts, and the challenges of transferring meaning between languages. The module aims to develop students' skills in analyzing and evaluating translation as well as applying translation techniques consciously. The courses focus on specific issues within this thematic area. Classes emphasize translation analysis and practice, discussion of translation choices, and the presentation of students' independent work.
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	demonstrates awareness of the ethical and social aspects of a translator's work and the responsibility involved in translating texts across different cultural contexts		FD_K05	3
U01	analyzes translations of texts using appropriate strategies, theoretical concepts, and taking into account cultural context		FD_U04	3
			FD_U05	2
			FD_U07	5
U02	critically evaluates translation choices in relation to the communicative, cultural, and stylistic aims of the text		FD_U03	2
			FD_U04	3
			FD_U07	2
U03	consciously applies appropriate translation techniques when working with texts of diverse topics and functions		FD_U06	2
			FD_U07	4
W01	knows selected translation theories, terminology, and the cultural context related to translation, including translation strategies, challenges in meaning transfer between languages, and the role of translation in shaping cultural discourse		FD_W01	2
			FD_W07	2
			FD_W09	4

		FD_W12	4

9.	Methods of conducting classes		
Code	**Category**	**Name (description)**	
a05	Lecture methods / expository methods	Explanation/clarification *explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course*	
b07	Problem-solving methods	Activating methods: a case study *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*	
b08	Problem-solving methods	Activating method – peer learning *learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another*	
e03	Practical methods	Creation/production – creative workshop *an activity involving creating/producing a work/artifact based on the individual, creative effort of the participant; the creative workshop is characterized by the presence and openness which make it possible to access the essence of the work/ peculiarity of the artifact at every stage of its creation/production*	
f02	Methods of self-learning	Individual work with a text *searching for and acquiring new information using textbooks and other written sources (including their digital versions); searching for texts, selecting fragments for analysis/interpretation, using other texts to solve a problem related to the studied issue*	

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**
c	practical classes	30	course work	K01, U01, U02, U03, W01	a05, b07, b08, e03, f02

11.	The student's work, apart from participation in classes, includes in particular:		
Code	**Category**	**Name (description)**	**Is it part of the BUNA?**
a03	Preparation for classes	Developing practical skills *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	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.

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		Translation: Game and Software Localization
Module code		W1-FDS1-T-LGO-6
Number of the ECTS credits		3
Language of instruction		Polish
Purpose and description of the content of education		The aim of the course is to familiarize students with the principles of game and software localization and to develop practical and technical skills related to this field of translation. The classes are designed to provide hands-on experience with the issues and techniques involved in software and game translation.
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	can effectively work in a team preparing localization projects, taking on various roles as needed	FD_K04	2
U01	performs localization translation of simple games, game elements, or software respecting the target market requirements and the cultural, legal, and pragmatic aspects of localization	FD_U07	5
U02	uses IT tools that support the localization process	FD_U03	1
		FD_U07	3
W01	understands the theoretical foundations of the game and software localization process and is familiar with the terminology used in localization practice	FD_W02	2
		FD_W07	1
		FD_W09	4
		FD_W12	3
W02	understands various aspects localization arising from cultural and legal differences between target markets	FD_W10	1
		FD_W12	2

9.	Methods of conducting classes	

Code	Category	Name (description)
a03	Lecture methods / expository methods	Description

		a description of objects, phenomena, processes or people; it involves specifying the structure and characteristic features of the object, phenomenon, or process being described; it is usually accompanied by a demonstration of the described object or by its models, drawings, tables, charts, etc.; a description may take the form of an explanation, classification, justification or comparison
c07	Demonstration methods	**Screen presentation** *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*
d01	Programmed learning methods	**Working with a computer** *e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline*
e03	Practical methods	**Creation/production – creative workshop** *an activity involving creating/producing a work/artifact based on the individual, creative effort of the participant; the creative workshop is characterized by the presence and openness which make it possible to access the essence of the work/ peculiarity of the artifact at every stage of its creation/production*
e04	Practical methods	**Project scheduling** *proceeding according to the steps proposed within a specific methodology for the completion of a task; e.g., identifying project objectives, determining the result, identifying strengths, limitations, opportunities and threats (SWOT), establishing a schedule of activities, assessing resources, establishing an implementation plan; the initial diagnosis; the reassessment of assumptions; the process of preparing the practical implementation of a project*

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
C	practical classes	30	course work	K01, U01, U02, W01, W02	a03, c07, d01, e03, e04

11.	The student's work, apart from participation in classes, includes in particular:		

Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	**Developing practical skills** *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
a05	Preparation for classes	**Production/preparation of tools, materials or documentation necessary for class participation** *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	No
c03	Preparation for verification of learning outcomes	**Implementation of an individual or group assignment necessary for course/phase/ examination completion** *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	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.