



| LP. | NAZWA PRZEDMIOTU   | Liczba godzin | ECTS | Forma zal. | SEMESTR 1   |   |   |     | SEMESTR 2  |      |             |    | SEMESTR 3 |     |            |      | SEMESTR 4   |     |     |     | SEMESTR 5  |      |             |   | SEMESTR 6 |      |            |      |    |      |   |     |   |   |   |     |  |  |
|-----|--|---------------|------|------------|-------------|---|---|-----|------------|------|-------------|----|-----------|-----|------------|------|-------------|-----|-----|-----|------------|------|-------------|---|-----------|------|------------|------|----|------|---|-----|---|---|---|-----|--|--|
|     |  |               |      |            | Forma zajęć |   |   |     | Forma zal. | ECTS | Forma zajęć |    |           |     | Forma zal. | ECTS | Forma zajęć |     |     |     | Forma zal. | ECTS | Forma zajęć |   |           |      | Forma zal. | ECTS |    |      |   |     |   |   |   |     |  |  |
|     |  |               |      |            | W           | Ć | K | L/S |            |      | W           | Ć  | K         | L/S |            |      | W           | Ć   | K   | L/S |            |      | W           | Ć | K         | L/S  |            |      | W  | Ć    | K | L/S | W | Ć | K | L/S |  |  |
| 38. | Proseminarium***   | 30            | 4    | z/o        |             |   |   |     |            |      |             |    |           |     |            |      |             |     |     | 30  | z/o        | 4    |             |   |           |      |            |      |    |      |   |     |   |   |   |     |  |  |
| 39. | Seminarium licencjackie (I)***   | 30            | 2    | zal.       |             |   |   |     |            |      |             |    |           |     |            |      |             |     |     |     |            |      |             |   | 30        | zal. | 2          |      |    |      |   |     |   |   |   |     |  |  |
| 40. | Seminarium licencjackie (II)***  | 30            | 8    | zal.       |             |   |   |     |            |      |             |    |           |     |            |      |             |     |     |     |            |      |             |   |           |      |            |      | 30 | zal. | 8 |     |   |   |   |     |  |  |
| 41. | Przedmiot do wyboru A  | 30            | 2    | z/o        |             |   |   |     |            |      |             |    |           |     |            |      |             |     |     |     |            |      |             |   |           |      |            |      |    |      |   |     |   |   |   |     |  |  |
| 42. | Przedmiot do wyboru B  | 30            | 2    | z/o        |             |   |   |     |            |      |             |    |           |     |            |      |             |     |     | 30  | z/o        | 2    |             |   |           |      |            |      |    |      |   |     |   |   |   |     |  |  |
| 43. | Przedmiot do wyboru C  | 30            | 2    | z/o        |             |   |   |     |            |      |             |    |           |     |            |      |             |     |     |     |            |      |             |   | 30        | z/o  | 2          |      |    |      |   |     |   |   |   |     |  |  |
| 44. | Przedmiot do wyboru D  | 30            | 2    | z/o        |             |   |   |     |            |      |             |    |           |     |            |      |             |     |     |     |            |      |             |   | 30        | z/o  | 2          |      |    |      |   |     |   |   |   |     |  |  |
| 45. | Przedmiot do wyboru E  | 30            | 2    | z/o        |             |   |   |     |            |      |             |    |           |     |            |      |             |     |     |     |            |      |             |   | 30        | z/o  | 2          |      |    |      |   |     |   |   |   |     |  |  |
| 46. | Przedmiot do wyboru F  | 30            | 2    | z/o        |             |   |   |     |            |      |             |    |           |     |            |      |             |     |     |     |            |      |             |   |           |      |            |      | 30 | z/o  | 2 |     |   |   |   |     |  |  |
| 47. | Przedmiot do wyboru G  | 30            | 2    | z/o        |             |   |   |     |            |      |             |    |           |     |            |      |             |     |     |     |            |      |             |   |           |      |            |      | 30 | z/o  | 2 |     |   |   |   |     |  |  |
| 1   | Visual storytelling  | 30            | 2    | z/o        |             |   |   |     |            |      |             | 30 | z/o       | 2   |            |      |             |     |     |     |            |      |             |   |           |      |            |      |    |      |   |     |   |   |   |     |  |  |
| 2   | Kreowanie małych form growych  | 30            | 2    | z/o        |             |   |   |     |            |      |             |    |           |     | 30         | z/o  | 2           |     |     |     |            |      |             |   |           |      |            |      |    |      |   |     |   |   |   |     |  |  |
| 3   | User Experience Design i Fast Design                                     | 60            | 4    | zal.; z/o  |             |   |   |     | 30         | 30   |             |    | zal.; z/o | 4   |            |      |             |     |     |     |            |      |             |   |           |      |            |      |    |      |   |     |   |   |   |     |  |  |
| 4   | Projekt (I)  | 30            | 3    | z/o        |             |   |   |     |            |      |             |    |           |     | 30         | z/o  | 3           |     |     |     |            |      |             |   |           |      |            |      |    |      |   |     |   |   |   |     |  |  |
| 5   | Wprowadzenie teoretyczne – czynnik ludzki, profilowanie i personalizacja | 30            | 2    | z/o        |             |   |   |     |            |      |             |    |           |     |            |      | 30          | z/o | 2   |     |            |      |             |   |           |      |            |      |    |      |   |     |   |   |   |     |  |  |
| 6   | eXtended Reality   | 30            | 2    | z/o        |             |   |   |     |            |      |             |    |           |     |            |      |             | 30  | z/o | 2   |            |      |             |   |           |      |            |      |    |      |   |     |   |   |   |     |  |  |
| 7   | Środowiska projektowania gier i mediów (I)                               | 30            | 2    | z/o        |             |   |   |     |            |      |             |    |           |     |            |      |             |     | 30  | z/o | 2          |      |             |   |           |      |            |      |    |      |   |     |   |   |   |     |  |  |
| 8   | Środowiska projektowania gier i mediów (II)                              | 30            | 2    | z/o        |             |   |   |     |            |      |             |    |           |     |            |      |             |     |     |     | 30         | z/o  | 2           |   |           |      |            |      |    |      |   |     |   |   |   |     |  |  |
| 9   | Projekt (II)   | 30            | 4    | z/o        |             |   |   |     |            |      |             |    |           |     |            |      |             |     |     |     | 30         | z/o  | 4           |   |           |      |            |      |    |      |   |     |   |   |   |     |  |  |
| 1   | Wprowadzenie do pisania kreatywnego                                      | 30            | 4    | egz.       |             |   |   |     | 30         |      |             |    | egz.      | 4   |            |      |             |     |     |     |            |      |             |   |           |      |            |      |    |      |   |     |   |   |   |     |  |  |
| 2   | Recepcja i oddziaływanie tekstów kultury                                 | 30            | 2    | z/o        |             |   |   |     |            | 30   |             |    | z/o       | 2   |            |      |             |     |     |     |            |      |             |   |           |      |            |      |    |      |   |     |   |   |   |     |  |  |
| 3   | Język artystyczny  | 30            | 2    | z/o        |             |   |   |     |            |      |             |    |           |     | 30         | z/o  | 2           |     |     |     |            |      |             |   |           |      |            |      |    |      |   |     |   |   |   |     |  |  |
| 4   | Esej literacki   | 30            | 2    | z/o        |             |   |   |     |            |      |             |    |           |     |            | 30   | z/o         | 2   |     |     |            |      |             |   |           |      |            |      |    |      |   |     |   |   |   |     |  |  |
| 5   | Narratologia   | 30            | 1    | z/o        |             |   |   |     |            |      |             |    |           |     | 30         | z/o  | 1           |     |     |     |            |      |             |   |           |      |            |      |    |      |   |     |   |   |   |     |  |  |
| 6   | Czas i przestrzeń  | 30            | 2    | z/o        |             |   |   |     |            |      |             |    |           |     |            |      |             | 30  | z/o | 2   |            |      |             |   |           |      |            |      |    |      |   |     |   |   |   |     |  |  |
| 7   | Kreacja bohatera   | 30            | 2    | z/o        |             |   |   |     |            |      |             |    |           |     |            |      |             |     | 30  | z/o | 2          |      |             |   |           |      |            |      |    |      |   |     |   |   |   |     |  |  |
| 8   | Fabula i intryga   | 30            | 2    | z/o        |             |   |   |     |            |      |             |    |           |     |            |      |             |     |     | 30  | z/o        | 2    |             |   |           |      |            |      |    |      |   |     |   |   |   |     |  |  |
| 9   | Warsztaty pisania prozy / Warsztaty pisania poezji****                   | 30            | 3    | z/o        |             |   |   |     |            |      |             |    |           |     |            |      |             |     |     |     |            | 30   | z/o         | 3 |           |      |            |      |    |      |   |     |   |   |   |     |  |  |
| 10  | Warsztaty krytyczno-publicystyczne                                       | 30            | 3    | z/o        |             |   |   |     |            |      |             |    |           |     |            |      |             |     |     |     |            | 30   | z/o         | 3 |           |      |            |      |    |      |   |     |   |   |   |     |  |  |

|  |             |            |
|--|-------------|------------|
| Moduł ogólny   | 1590        | 157        |
| Specjalność I: kierowanie gier w środowisku cyfrowym | 300         | 23         |
| Specjalność II: pisanie kreatywne                    | 300         | 23         |
| Praktyka zawodowa w ramach specjalności              | 0           | 0          |
| <b>Łącznie moduł ogólny z wybraną specjalnością</b>  | <b>1890</b> | <b>180</b> |

|            |
|------------|
| 330        |
| 0          |
| 0          |
| <b>330</b> |

|           |            |
|-----------|------------|
| 30        | 270        |
| 0         | 90         |
| 0         | 60         |
| <b>30</b> | <b>360</b> |

|           |            |
|-----------|------------|
| 24        | 210        |
| 6         | 60         |
| 6         | 90         |
| <b>30</b> | <b>270</b> |

|           |            |
|-----------|------------|
| 25        | 240        |
| 5         | 90         |
| 5         | 90         |
| <b>30</b> | <b>330</b> |

|           |            |
|-----------|------------|
| 24        | 300        |
| 6         | 60         |
| 6         | 60         |
| <b>30</b> | <b>360</b> |

|           |            |
|-----------|------------|
| 24        | 240        |
| 6         | 0          |
| 6         | 0          |
| <b>30</b> | <b>240</b> |

|           |
|-----------|
| 30        |
| 0         |
| 0         |
| <b>30</b> |

\* do wyboru spośród oferty Wydziału Humanistycznego

\*\* wg oferty dyscyplin sportowych Studium Wychowania Fizycznego

\*\*\* do wyboru spośród oferty Instytutu Filologii Polskiej

ANEKS DO PLANU STUDIÓW I STOPNIA  
 Kierunek: LITERATURA POPULARNA I KREACJE ŚWIATÓW GIER  
 Zajęcia wolnego wyboru: oferta obowiązuje od roku akademickiego 2024/2025  
**Studia stacjonarne**

|  | Lp. | Zajęcia  | Sem. | Forma | Godz.      | forma zaliczenia / ECTS |       |      |      |      |
|--|-----|--|------|-------|------------|-------------------------|-------|------|------|------|
|  |     |  |      |       |            | zal                     | zal/o | pis. | egz. | egz. |
| Przedmiot społeczny                    | 1   | Psychologia społeczna                                    | I    | K     | 30         |                         | 5     |      |      |      |
|  | 2   | Socjologia ciała   | I    | K     | 30         |                         | 5     |      |      |      |
|  | 3   | Podstawy public relations                                | I    | K     | 30         |                         | 5     |      |      |      |
| <b>Do wyboru w semestrze I</b>         |     |  |      |       | <b>30</b>  | <b>5</b>                |       |      |      |      |
| Zajęcia A                              | 1   | Sztuka interpretacji                                     | II   | Ć     | 30         |                         | 2     |      |      |      |
|  | 2   | Sztuka dyskusji i debaty                                 | II   | Ć     | 30         |                         | 2     |      |      |      |
|  | 3   | Podstawowe mechaniki gier planszowych i karcianych       | II   | Lab.  | 30         |                         | 2     |      |      |      |
| <b>Do wyboru A w semestrze II</b>      |     |  |      |       | <b>30</b>  | <b>2</b>                |       |      |      |      |
| Zajęcia B                              | 4   | Aksjologiczny wymiar literatury                          | IV   | Ć     | 30         |                         | 2     |      |      |      |
|  | 5   | Baśń w literaturze                                       | IV   | Ć     | 30         |                         | 2     |      |      |      |
|  | 6   | Zaawansowane mechaniki gier planszowych i karcianych     | IV   | Lab.  | 30         |                         | 2     |      |      |      |
| <b>Do wyboru B w semestrze IV</b>      |     |  |      |       | <b>30</b>  | <b>2</b>                |       |      |      |      |
| Zajęcia C, D, E                        | 7   | Felieton – tradycja i współczesność                      | V    | Ć     | 30         |                         | 2     |      |      |      |
|  | 8   | Fenomen mody w języku i kulturze                         | V    | Ć     | 30         |                         | 2     |      |      |      |
|  | 9   | Nowe technologie / Internet w tekstach kultury           | V    | Ć     | 30         |                         | 2     |      |      |      |
|  | 10  | Językowy savoir-vivre w życiu publicznym                 | V    | Ć     | 30         |                         | 2     |      |      |      |
|  | 11  | Komunikacja międzykulturowa                              | V    | Ć     | 30         |                         | 2     |      |      |      |
|  | 12  | Prototypowanie gier                                      | V    | Ć     | 30         |                         | 2     |      |      |      |
|  | 13  | Historia, ahistoryczność i historie alternatywne w grach | V    | Ć     | 30         |                         | 2     |      |      |      |
| <b>Do wyboru C, D, E w semestrze V</b> |     |  |      |       | <b>90</b>  | <b>6</b>                |       |      |      |      |
| Zajęcia F, G                           | 14  | Stereotyp jako składnik kultury                          | VI   | Ć     | 30         |                         | 2     |      |      |      |
|  | 15  | Powieść kryminalna                                       | VI   | Ć     | 30         |                         | 2     |      |      |      |
|  | 16  | Polski kalendarz świąteczny i obrzędy                    | VI   | Ć     | 30         |                         | 2     |      |      |      |
|  | 17  | Istoty nadnaturalne w literaturze i kulturze popularnej  | VI   | Ć     | 30         |                         | 2     |      |      |      |
| <b>Do wyboru F, G w semestrze VI</b>   |     |  |      |       | <b>60</b>  | <b>4</b>                |       |      |      |      |
| <b>Razem semestry I-VI</b>             |     |  |      |       | <b>240</b> | <b>19</b>               |       |      |      |      |