

HISTORICAL GAME DESIGN

Staff Album 2024-2025



Michał Mochocki, PhD

C-HIGHER Director • HGD Staff & Programme Committee

- Dr. habil. in Culture & Religion Studies, PhD in Literary Studies
- Associate Professor at Faculty of History UG
- Games-ed teacher and curriculum developer
- Video game writer & historical consultant, tabletop RPG designer
- Coordinator of academia-gamedev-NGO collaboration

Why I'm part of this project

C-HIGHER is more than a project. It is a wondrous invention that turns lifelong passions into a mission. It brings together my love for history and heritage, my experience in academic research, my passion for game design and storytelling, my ideas for creative education, and my relentless drive to build partnerships and projects. C-HIGHER is about exploring opportunities between academia, heritage and gamedev - and having the power to create our own. I'm amazed by the level of trust and support we've had from the Faculty, and by the recognition and response we've received from the outside world. New edu-programmes, research projects, publications, grant proposals, hosted events, formal partnerships - all that in our first year. In the end, it matters little that I want to be part of this project - what truly matters is that so many others do.



Wacław Kulczykowski, PhD

C-HIGHER Team • HGD Staff & Programme Committee

- PhD in Archaeology, Assistant Professor at Faculty of History UG
- Coordinator of the *Historical Game Design* programme
- Head of the specialisation “*History in Media Space*” within the History programme
- Supervisor of the *University-wide Student Association “UGranie”*, focused on digital and analog games
- Archaeologist, science promoter, game-based learning expert

Why I’m part of this project

For me, C-HIGHER is a continuation of my long-term mission - to bring history, education and digital media together through creativity and collaboration. As an archaeologist and educator, I see games as powerful tools for storytelling, for sharing historical knowledge, and for engaging broader audiences with the past. This project gives us the chance to explore new ways of connecting academia with the gamedev industry, and to turn learning into meaningful experience. What inspires me most is the community it gathers - people who share a genuine passion for history, culture, and play. C-HIGHER is not just a project; it’s a platform for building bridges between worlds - academic, cultural, and digital.



Ewelina Gdaniec, PhD

C-HIGHER Team • HGD Staff & Programme Committee

- PhD in History, Assistant Professor at Faculty of History UG
- Research-to-product pipelines for humanities innovation
- Higher-ed course design from game-based methods to their assessment
- Active mentor, FNP&NCBiR expert

Why I'm part of this project

From my perspective, C-HIGHER is a “venture studio” for the Humanities where I may turn research into scalable solutions, beyond the university. I am a digital humanist and contemporary historian focused on innovations in higher education. I lead interdisciplinary teams and strategic initiatives at the science-practice interface and built this profile serving as Vice-Rector for Education and Director of the Center for New Educational Technologies. My expert work spans national and international grants and mentoring for young women in science and tech. Internationally, I have worked through Erasmus projects in Kosovo, Montenegro and Georgia. I am the co-author of two historical board games and the author of 50+ publications in digital humanities and History 2.0. I have shared my ideas on the stages of TEDxWarsaw and Women in Tech Summit. At the center of my research and teaching are interactive technologies that accelerate historical learning and develop 21st-century competences.



Jan Daniluk, PhD

C-HIGHER Team • HGD Staff & Programme Committee

- PhD in History, Assistant Professor at Faculty of History UG
- Main Specialist at the Research Department, Museum of the Second World War in Gdansk (part-time)

Why I'm part of this project

As a researcher and lecturer in history — primarily modern history (the 20th century) — I'm a strong believer in the idea of public history. Games, in their various forms and scopes, constitute an excellent tool for popularizing and explaining history, including the most recent and often the most challenging periods.

A distinct subject of interest is the history of gambling, with particular emphasis on the development, significance, and operation of casinos in the 19th and 20th centuries. For this reason, I am also interested in and study the evolution and spread of different forms of gambling games during that period.



Piotr Derengowski, PhD

HGD Staff & Programme Committee

- PhD in History, Assistant Professor at Faculty of History UG
- Erasmus+ Coordinator at the Institute of History, UG

Why I'm part of this project

I have been a big fan of board games for years, especially historical ones (including war games). As a historian, I mainly focus on 19th- and 20th-century military history, with particular emphasis on the American Civil War. I believe that games, especially board games, which are close to my heart, are a great yet still underappreciated educational tool. In most cases, they engage students more effectively than traditional teaching methods. In my opinion, they also often make it easier to understand and absorb certain historical processes. That is why I try to incorporate them into my classes.

C-HIGHER gives me the opportunity to combine two passions: history and board games. I hope that this project will help us discover even more effective ways to use games in education.



Kornel Bielowski, PhD

C-HIGHER Team

- PhD in Political Science, Assistant Professor at Faculty of Social Sciences UG
- Supervisor of Transformative Games section within political science student association POLITICUS

Why I'm part of this project

C-HIGHER represents a unique opportunity to explore how games can foster critical thinking, civic awareness, and social responsibility. As a political scientist and educator, I see game-based learning as a powerful tool for engaging students with complex political and ethical issues not only by teaching about the world, but by allowing them to experience it. Through transformative games, I aim to connect political education with creativity and design, encouraging students to imagine and build better social realities. C-HIGHER offers the ideal environment for that. It is a space where academic research, game design, and civic imagination meet.



Karol Kłodziński, PhD

HGD Staff & Programme Committee

- PhD in Ancient History, Assistant Professor at Faculty of History UG

Why I'm part of this project

I have been an avid fan of board games for many years, especially those with historical themes. As a PhD in Ancient History, I am particularly drawn to games set in Antiquity, which allow players to explore and better understand the complexities of the ancient world. I believe that historical games are a powerful yet still underappreciated tool for popularizing knowledge and history. They engage players in an active form of learning, making it easier to grasp historical contexts, strategies, and cultural developments.

C-HIGHER gives me the opportunity to combine my academic interests with my passion for historical games. I hope that this project will help us discover new and creative ways to use games to make history more accessible and engaging.



Krzysztof Szafrński

HGD Staff (industry)

- International Business Director at Rebel.pl
- Teaches tabletop game design and project management
- Over 20 years of experience in tabletop industry
- Founder of game jam series "Laboratorium Gier" and a podcast host

Why I'm part of this project

My main passion is connecting people involved in games coming from different backgrounds (fandom, industry, academic) and running international projects. This is once again a chance to bring new ideas to life. I believe that C-HIGHER could be a new interdisciplinary platform where all involved parties can benefit from this collaboration and I'll be happy to learn some tricks from my academic friends, while working together for the greater good.



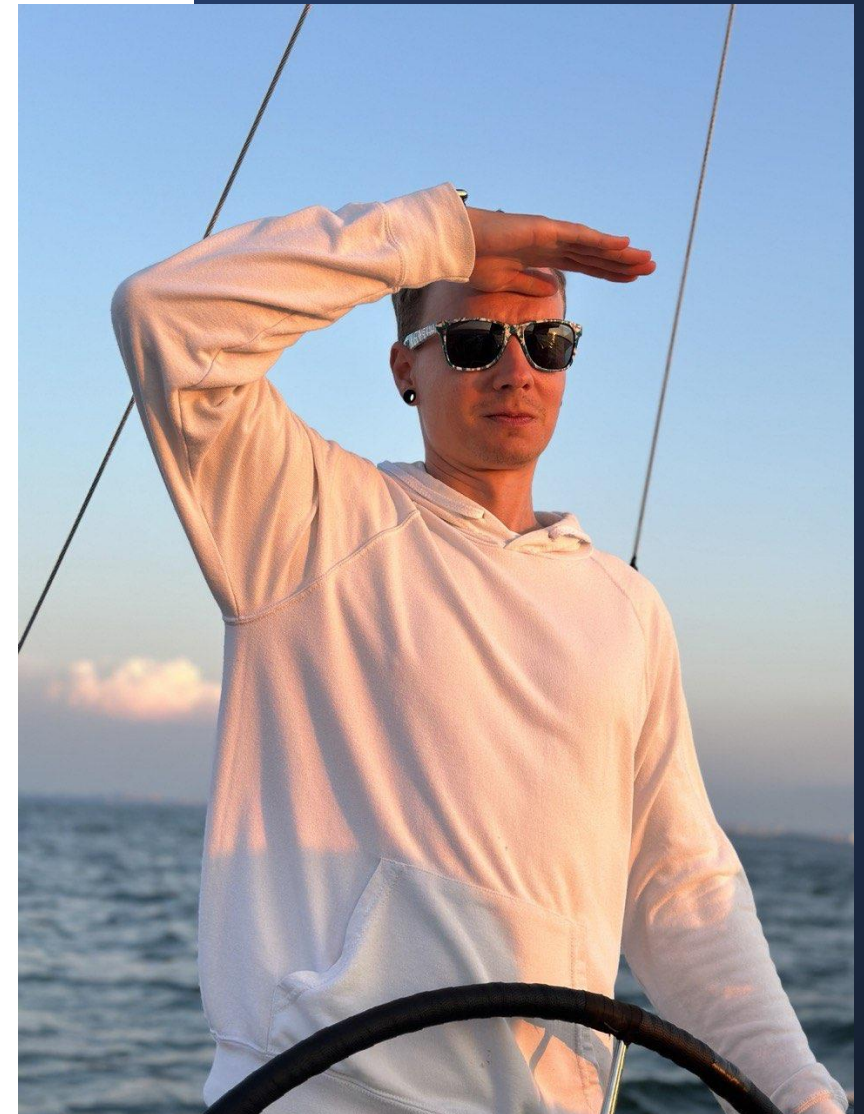
Alex Polin

HGD Staff (industry)

- Academic Teacher at Polish-Japanese Academy of Information Technology
- Bachelor in Intercultural Communications
- Game Design and Management Researcher
- Ex. Head of Studio at Chronospace
- Broad industry experience, producing, managing and designing mobile, PC and VR games for international markets
- Proficient in music production and filmmaking, captivated by exploring the possibilities of storytelling through various combinations of interconnected media

Why I'm part of this project

I have a deep fascination with complexity and communication, and there's no subject more complex, or with more communication channels, than games. We create full artificial worlds filled with ideas and challenges: an ultimate form of information. Games evolve, living their own life through emergent player experiences, ever-changing, as the world around makes original ideas take new shapes. I'm here to help students navigate this maddening complexity.



Paulina Michałowska

HGD Staff (industry)

- Senior Product Developer & Custom Projects Associate at Winning Moves
- Teaches tabletop game design and project management

Why I'm part of this project

After 8 years of my work in the games and toys industry, the C-HIGHER project presented itself as an opportunity to reconnect with my academic background. As a Game Studies & Design graduate, I had a unique perspective of student's needs for learning from industry professionals. While my main field of expertise is the co-creation of personalised games in B2B model, I have also been involved in development and production of licensed card and board games, and I keenly follow the video game industry. I have long wanted to share my experiences and knowledge with others. C-HIGHER allows me to do just that.



Marcin Słowikowski

HGD Staff (industry)

- Masters in Cultural Studies at Maria Curie-Skłodowska University.
- Game designer, communication specialist, co-founder of LarpVenture.
- Researcher at Larpocracy Horizon Europe project.
- Teaches narrative design, larp design, public speaking and pitching.

Why I'm part of this project

I'm excited about joining C-HIGHER because it connects two things I deeply believe in: the power of play and the importance of learning from history. Designing historical games isn't just about re-creating the past. It's about understanding choices, emotions, and human experiences through interactive storytelling. As a designer and educator, I love helping students explore how mechanics can shape meaning and how narrative can bring empathy to history. C-HIGHER gives us a chance to teach design as a form of reflection. That's something worth playing for.



Bartosz Odorowicz, PhD

HGD Staff (industry)

- PhD in Political Science, Head of Programmes and Cooperation at the Museum of the Second World War in Gdańsk
- Formerly – tabletop game developer at Phalanx Games, Into the Unknown, Trefl
- Teaches tabletop game design, project management, and application of games in museum education

Why I'm part of this project

Board games are an excellent educational tool. Not only for spreading knowledge about historical events and figures, but above all for explaining historical, social, and economic processes. They help us understand the circumstances and conditions in which decisions were made and grasp the significance of their consequences. I am fascinated by how gamification makes this kind of learning easier. The HIGHER team shares this passion with me. It's a fantastic group of experts, visionaries, and professionals. I'm glad to be part of it. As an employee of the Museum of the Second World War, I also bring to the project the potential of the institution itself. The institution's ambition is to continually seek new ways to spread knowledge about the most devastating conflict in history and to educate people in order to prevent similar events in the future.



Marcin Kopeć

HGD Staff (industry)

- Bachelor in Video Game Development – Warsaw Film School.
- Master in Management – Higher School of Administration and Business in Gdynia
- Producer at Movie Games S.A. — projects: Drug Dealer Simulator 2, Alaskan Road Truckers, Sports: Renovations.
- Formerly Lead Producer at Under The Sink — shipped KryptaFM on Steam (160k+ players, 1,299+ reviews, ~95% score).
- Previously Level Designer at Purple Ray Studio — Boti: Byteland Overclocked.

Why I'm part of this project

Games offer a unique opportunity to transform abstract concepts into interactive experiences. At Movie Games, when creating Drug Dealer Simulator 2 and Alaskan Road Truckers, initial ideas were refined through iterative processes and then evaluated by real users. I'm here to give students both: the belief that their ideas deserve to exist, and the know-how to actually build them.



Piotr Pacynko

HGD Staff (industry)

- Founder, CEO, and Creative Director at False Prophet, Creator behind BEAST: False Prophet
- Ex-Narrative Designer at Bloober Team, Ex-Lead Narrative Designer at CI Games
- Master's degree in Administration Law, doctoral studies in History at the University of Gdańsk
- Graduate of Game Dev School in Warsaw: Game Creator course and the Game Dev School PRO Game Producer course in Warsaw
- Writer, designer, producer and director for video games, with solid marketing (EY, Canon), and filmmaking background (Andrzej Wajda's second second assistant director, unit production manager)
- Teaches career planning and game industry overview

Why I'm part of this project

I joined the C-HIGHER project because I believe in strengthening the bridge between academia and the creative industries. My experience in video game development, storytelling, and project leadership allows me to support the project's mission of fostering innovation and interdisciplinary collaboration. Through my work in both the commercial and artistic sides of the video game industry, I've seen how education and industry can inspire one another when they work together. I want to help students and professionals develop not only the technical skills but also the creative mindset needed to succeed in the modern cultural and technological landscape.

