

C-HIGHER Yearbook 2025-2026



About C-HIGHER

The **Center for Historical Games and Heritage** was founded at the **University of Gdansk**, Poland, in 2025. As an interdepartmental research and innovation team led by the **Faculty of History**, C-HIGHER explores the intersection of history, heritage, and games. We aim to inspire educational innovation, promote cultural understanding, and advance game development through research, teaching, partnerships, and creative projects - both digital and analogue. We work in four areas – [Research](#), [Education](#), [Gamedev](#), and [Nonprofits](#) – and forge synergies between them.

BA in Historical Game Design

Our largest undertaking is the Bachelor programme in Historical Game Design, launched in October 2024. It trains students in game design, teamwork and project management as well as history, historical game studies and historical research. It's one-of-a-kind – the first ever degree programme to merge game design with history as two integrated main themes.

About the Yearbook

This brochure shows a selection of our activities and achievements from the academic year 2025-2026. Publications, game projects, hosted events, conference attendance, international cooperation, industry involvement, media appearances, and awards.

HISTORY HAS A FUTURE – AT C-HIGHER WE MAKE BOTH



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OCTOBER 2025



Michał Mochocki, a member of the selection jury and programme board, runs a panel “Game Development Education in Poland and Beyond” at the [Student Games Festival](#) in Warsaw, Poland.

Dr Ewelina Gdaniec joins [C-HIGHER](#) and the Faculty of History as a full-time staff member.

The UGranie student association partners with [BlackBox 3City](#) to host BlackBox No. 142, a LARP festival at the Faculty of History.

Michał Mochocki attends the [Game Industry Conference](#) in Poznań, Poland, as a member of its Academic Board.

Wacław Kulczykowski takes part in recordings of two episodes of the “Świat Okiem Nauki” podcast, produced by Polish Radio’s Programme Four in cooperation with the Polish Academy of Sciences, discussing the significance of local history and the challenges of using modern technologies in historical research.

Dr Ewelina Gdaniec speaks at the 6th “Zostań Badaczką” conference organised by the Young Academy of the Polish Academy of Sciences at Kozminski University in Warsaw, sharing her academic career path and joining the closing panel “Courage in Research”.

Our team receives the Rector’s First-Class Award for creating the [BA programme in Historical Game Design](#).

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NOVEMBER 2025



“Under Pressure”, a game created by a HGD-and-friends student team named Character Limit, takes third place at the [WSF Game Jam](#) in Warsaw, Poland.

Historical Game Design (HGD) students and Dr. Michalina Petelska playtest games designed by staff from the [National Maritime Museum](#) in Gdańsk, Poland.

Michał Mochocki joins the Advisory Board of [GAMEINDEX](#), an ERC-funded project run at Charles University in Prague, Czechia.

A HGD student team enters [CYBERIADA](#), a nationwide game development competition and educational programme organised by Fundacja Teatrikon.

Wacław Kulczykowski delivers a webinar on historical computer games as a digital form of reconstructing and promoting cultural heritage, organised in cooperation with the Digitalisation Laboratory of the [“Światowid” European Meeting Centre](#) in Elbląg, Poland.

Ewelina Gdaniec joins the panel “Nowoczesna Szkoła – szkoła moich marzeń” at the [Kujawsko-Pomorskie Forum of Innovation, Science, Business and Local Government \(FINBiS\) in Toruń](#), discussing the future of education.

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DECEMBER 2025



VIDEO GAME STUDIES
STUDIJE VIDEO IGARA



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Michał Mochocki speaks at the Serbian-Polish [SVI Video Game Studies Conference](#) in Bydgoszcz, Poland. His talk is titled “From Historical Problem-Spaces to Memory Twins: When Game Design Meets Virtual Heritage”.

Michał Mochocki speaks at the [Rethinking Game Dev Conference](#) in Vilnius, Lithuania. His talks are: “The ‘1581’ RPG and the Heritage Discourses of the Polish-Lithuanian Commonwealth”, and “In Games, History Has a Future. With Money in It”.

HGD student Martyna Wróblewska wins third place in the 5-Minute Killer Talks competition at the Indie Games Festival ([Festiwal Indyków](#)) in Bydgoszcz, Poland.

Michał Mochocki speaks about historical and heritage games at an international Blended Intensive Programme “[Gamification in Academia](#)” at WSG University in Bydgoszcz, Poland.

The academic journal AVANT releases a special issue “[Beyond Entertainment: Academic Approaches to Gamedev Industry](#)” featuring papers written by attendees of the previous year’s CYBERIADA. The issue is co-edited by HGD teacher Paulina Michałowska.

Ewelina Gdaniec opens the international [Blended Intensive Programme “Gamification in Academia”](#) at WSG University, leading its first online session on creative approaches to learning journals.



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JANUARY 2026



The Eastern Frontiers

Michał Mochocki receives a scholarship from the Minister of Culture and National Heritage to continue the tabletop RPG project “[1581: The Eastern Frontiers](#)” in 2026.

The HGD course First Steps in Game Design welcomes special guests from the tabletop games industry:

- Sławomir Czuba, Sales Director for Europe at LongPack Games & Toys
- Bartłomiej Buller and Sebastian Wilk, authors of the historical board game project “Gdynia 1926–2026”
- Katarzyna Fiebiger, Senior Visual Designer and DTP Specialist at Graffox

Michał Mochocki visits the [Living History Foundation](#) at Modlin Fortress in Nowy Dwór Mazowiecki, Poland.

Representatives of the [Enigma Cipher Centre](#) in Poznań visit the Faculty of History to deliver a guest class on cryptology in popular culture for HGD students as part of Waław Kulczykowski’s course Modern Methods of Science Popularisation.

Michał Mochocki runs a rapid board game prototyping workshop for “[Let’s Play](#)”, a postgraduate programme for educators organised by Progresfera in Poznań, Poland.

Waław Kulczykowski receives a UGrants-Educatio grant from the University of Gdańsk to support his conference travels in 2026.

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FEBRUARY 2026



We host UGHH#02, the second edition of the [Unconference on Games with History and Heritage](#).

We host the third edition of the [Games of War](#) conference.

Professor [Sarah Lynne Bowman](#) of Uppsala University, Sweden, works with C-HIGHER staff on a week-long stay as a UG Visiting Professor.

Michał Mochocki joins the international evaluation committee for the [MA in Game Design](#) at Uppsala University in Visby, Sweden.

Two HGD students complete internships at the tabletop game studio [Into the Unknown](#) in Gdańsk, Poland.



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MARCH 2026



We host a two-week research visit by [Hanjun Shi](#), a PhD student from the University of the Arts London.

Wacław Kulczykowski co-organises a [University of Gdańsk Women's Month event](#) discussing seven remarkable medieval women who changed the world, followed by a commentary on the (non-)presence of women in historical games.

Ewelina Gdaniec delivers the public lecture "[Trudne dziedzictwo w grze. Czy wolno 'bawić się' wojną?](#)" during the University of Gdańsk Open Day, exploring how games engage with war and difficult heritage.

The HGD-and-friends student team Character Limit wins third place at the [Kombajn Game Show](#) in Gdańsk, Poland, with their game "Under Pressure".

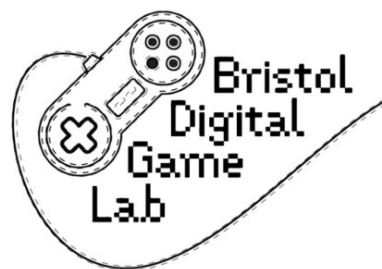
Michał Mochocki speaks on a panel about educational larps at [Konferencja Larpowa - KoLa 2026](#), a larp conference in Bydgoszcz, Poland.

The HGD student-made game prototypes "Siege of Orleans" and "Brick & Trouble", created using COBI building bricks, are showcased at the COBI booth during the [Brick Festival](#) in Poznań, Poland.

Michał Mochocki attends the [BookGame Festival](#) in Kraków, Poland and meets with the Museum Education Department at [Wawel Royal Castle](#) in Kraków, Poland.

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APRIL 2026



Michał Mochocki speaks at the [Festival of History and Heritage in Games](#) at the Bristol Digital Game Lab in Bristol, UK.

The Faculty of History officially opens a [new recording studio](#) funded through Waław Kulczykowski's project supported from the University's Academic Participatory Budget.

Michał Mochocki visits Vilnius and Kaunas, Lithuania, to coordinate collaboration with Lithuanian partners: European Humanities University, Lithuanian Game Developers Association, Vytautas the Great War Museum, and Game Dev Hub.

Ewelina Gdaniec opens the international Staff Week "Digital Transformation & AI" at the University of Gdańsk and later leads a hands-on workshop on creating teaching materials with artificial intelligence.

As part of the Weapon Studies course, HGD students visit the Naval Museum in Gdynia and the Polish Army Museum in Warsaw for hands-on workshops coordinated by Waław Kulczykowski.

Michał Mochocki delivers online lectures on historical and postcolonial games for Wuhan University in Wuhan, China.

Waław Kulczykowski speaks about historical games and education at [Warsaw Game Days](#).

Michał Mochocki joins the guest editorial team for a [Game Studies special issue](#) of "Connectist: Istanbul University Journal of Communication Sciences".

Waław Kulczykowski delivers a series of workshops for secondary-school students during the Faculty of History Open Day, exploring how digital games can represent civilian experiences of war and foster empathy.

Waław Kulczykowski speaks at the Pomeranian Pedagogical Library in Gdańsk about historical computer games and their potential for education, as part of the "Talented from Pomerania" regional support programme.



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MAY 2026



Wacław Kulczykowski and Michał Mochocki attend the inaugural meeting of the programme committee for the “[Games in Education](#)” teacher training project run by Fundacja Kultura Interaktywna.

Michał Mochocki speaks remotely at the “[Gamedev Education in Ukraine](#)” seminar organised by the Robert Elworthy Institute of Economics and Technology in Kropyvnytskyi, Ukraine.

Michał Mochocki moderates a round-table discussion on formal game development education involving representatives of the Polish games industry, universities, and government institutions at the [Digital Dragons](#) conference in Kraków, Poland.

Ewelina Gdaniec takes part in the public discussion “[Narracje zaangażowane. Jak algorytmy gier cyfrowych kształtują nasze postawy?](#)” at the Enigma Cipher Centre in Poznań, discussing how game systems shape player choices, attitudes and historical experience.

Michał Mochocki and Ewelina Gdaniec announce a new publication project, “[A Living Handbook of Historical Game Studies](#)”.

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JUNE 2026



Ewelina Gdaniec speaks at [Serious Play Conference Europe](#) in Mainz, Germany. Her walk-and-talk is titled "Walking the Past: History 3.0 as Serious Play".

Manos Kalaitzoglou and Giannis G. Georgiou from [Arcweave](#) give a remote presentation on Arcweave to HGD students in the Digital Game Writing course.

The Gdańsk-based indie video game team Triphobia Studio meets with HGD students and staff to present its upcoming title, "[Nightmare Loop](#)".

Robert Brown, Narrative Designer and Writer at Abrakam Studios, visits us to join the jury evaluating HGD prototypes created in the Digital Game Project course.

Wacław Kulczykowski discusses historical games on Grzegorz Rutkowski's podcast, "[Stukot historii](#)", produced for the Pomeranian Centre for Teacher Education.

Michał Mochocki speaks at the [Digital Games Research Conference](#) in Maynooth, Ireland.

Michał Mochocki attends [DEEP – Designer Experience Exchange](#), a tabletop RPG design seminar associated with the Pyrkon Festival in Poznań, Poland.

Michał Mochocki joins Ivo Krankowski of the TV series "1670", Paweł Rzewuski, author of the novel "Krzywda", and Marcin Baryłka of the "Dzikie Pola" RPG for a Pyrkon panel on the Polish-Lithuanian Commonwealth as a narrative setting in Poznań, Poland.

The student-made game "[Chess Peace](#)" is showcased in the Indie Zone at the Pyrkon Festival with funding from the Indie Games Poland Foundation.

We release the inaugural issue of our new academic journal, European Historical Game Studies. The first issue is subtitled "[Ukrainian Games of War](#)".

Michał Mochocki joins a panel on formal game development education moderated by Rafał Szrajber at the [Game Industry Conference](#) Sprint in Katowice, Poland.



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JULY 2026

2025-2026 first-year students



Anita no!

bibkabibka



Chess Peace

bjwielgosz



under pressure

bibkabibka



Graphic Design is my passion

bibkabibka

We open a [C-HIGHER page on itch.io](https://itch.io) to showcase student games.

The HGD-and-friends student team Character Limit wins second place in the nationwide game development competition CYBERIADA with its game "[Chess Peace](#)".

Ewelina Gdaniec visits [Quinnipiac University](#) in Hamden (Connecticut, USA) to explore further opportunities for collaboration.

[Gedeon Werner](#) from Quinnipiac University visits us at the University of Gdańsk to meet with students, staff, and members of the administration.

We launch a [call for secondments](#) in historical game studies and design for staff from across the SEA-EU Alliance.

Four HGD students complete summer internships at Biblioteka Elbląska in Elbląg, Poland. They design games and gamification for visitors.

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AUGUST 2026



European Historical Game Studies

call for papers – “Exploring *Kingdom Come: Deliverance*”

We launch a call for papers for another special thematic issue of European Historical Game Studies, subtitled “[Exploring Kingdom Come: Deliverance](#)”.

Michał Mochocki and Kornel Bielawski attend the [Toporiada RPG convention](#), organised by our partner, the Topory RPG association based in Rawa Mazowiecka.

Ewelina Gdaniec designs and delivers a three-module online training programme on artificial intelligence in education for participants of the “[Polonijni Kumple](#)” initiative, working with Polish diaspora communities in the United Kingdom, Australia and Georgia.

Two HGD students are away on a two-month Erasmus-funded internship at the game development hub [Spelkollektivet](#) in Sweden. It started in July and will be concluded in September. August is their full month on site.



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SEPTEMBER 2026



Michał Mochocki attends an educators' seminar held at the Creative Industries Institute in Warsaw, Poland, as part of the "[Games in Education](#)" project run by Fundacja Kultura Interaktywna.

Wacław Kulczykowski presents the poster "Designing History: Teaching with and about Games at the University of Gdańsk" at the [8th International Conference on Public History](#) at NOVA University Lisbon, Portugal.

Wacław Kulczykowski and Michał Mochocki present C-HIGHER's innovations in historical education at a [Polish congress of deans of faculties of history](#) in Gdańsk, Poland.

Michał Mochocki speaks at the "[\(Neo\)Sarmatism in Polish Culture after 1989](#)" conference in Toruń, Poland. His talk: "The Heritage Discourses of the Polish-Lithuanian Commonwealth in Geopolitical Contexts".

Ewelina Gdaniec takes part in an international study visit to Madrid as part of the "Cyfrowi Liderzy" programme coordinated by Kozminski University, exploring AI in education, digital transformation and new models of higher-education leadership.

UG-based student club UGranie (University Gaming), affiliated at our Faculty of History, joins the Student Games Festival as an educational partner.

Three more HGD students complete internships at the tabletop games studio [Into the Unknown](#). Another one completes his internship in video games at [Triphobia Studio](#).

The HGD-and-friends student team Character Limit participate in a series of workshops at [Anshar Studios](#) in Katowice. This is their award for taking second place in the nationwide game development competition CYBERIADA.

The card game "Patient!", designed by our student team supervised by Bartosz Odorowicz, is officially released by the Museum of the Second World War and introduced as a teaching aid in the museum's exhibition about WW2 military hospitals.

