

Title:	Introduction to Larp (Live Action Role-Play) Design
Lecture hours:	15
Study period: (summer/winter)	Winter and summer
Number of credits:	5
Assessment methods:	Project
Language of instruction:	English
Prerequisites:	English language competence at B1
Course content:	<ol style="list-style-type: none"> 1. Larp among other games. Construction, definitions, contexts. 2. Psychological and cultural approach to experience design. 3. Larp around the world – different schools, methods and approaches. 4. Creative writing for role-playing games. 5. Larp mechanics. 6. Ethics in larp. 7. “The game inside me” - larp as a tool for social change.
Learning outcomes:	<ol style="list-style-type: none"> 1. Students can name, describe and differ main genres of live action role-play (larp) scenarios. 2. Students can use different larp mechanics depending on the desirable effect. 3. Students can design their own print&play larp scenarios. 4. Students understand the impact of inter- and intrapersonal communication in larp and apply tools and methods to ensure safety and high ethics while designing scenarios and running larps.
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Literature:	<p>Excerpts from the Solmukohta/Knutpunkt Book Series (2001-2017).</p> <p>Chmielewski, K. (ed., 2012). Larp. Myśli i szkice, Gdańsk: GKF.</p> <p>Chmielewski, K. (ed., 2013). Larp. Twarze i maski, Gdańsk: GKF.</p> <p>Schell, J. (2014). The Art of Game Design: A Book of Lenses, 2nd Ed., Pittsburg: CNC Press</p>