



Mikołaj SOBOCIŃSKI

English Department
GameDec – studying & designing games
Kazimierz Wielki University

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EXPLORER (*gamer type*)



Professional:

I graduated from the [English Department](#) at [Nicolaus Copernicus University](#) (Toruń, Poland) in 2001 defending my MA thesis on [Ideology in Images](#). I have taught at private schools, [Foreign Languages Centre](#), and a few English Departments in the region, and from 2007 I am affiliated with [Kazimierz Wielki University](#). I published some [texts on linguistics and methodology of teaching](#), and delivered more than twenty [presentations at international conferences](#). Lately I also organised conferences, exchange programmes, and hosted university guests. From 2013 I also teach at [GameDec](#) where we combine theory, practice, and gamification.

Gamification:

Grades can be unfair and for this reason I prefer points, diversifying assignments, and giving freedom to students – education must be based on inner motivation.

Interests:

linguistics, semiotics, pragmatics; RPG and board games; organising education and conferences, teacher training, exchange programmes; photography; cyberpunk.

Gamer in me:

In games I simply love the freedom of doing what I want, when I want, and where I want. I usually test various approaches to the same location just to uncover hidden secrets and splendid views offered in modern games.