Wonders of Civilization

Representation of Monuments in *Sid Meier’s Civilization* Series

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Value Foundation
Unique Civ players in the last two weeks: +/- 900,000
(source: steamspy.org)
- Civilization: 1991 (Micropose)
- Civ 5: 2010 (Firaxis)
  - 33 million copies sold
- Civ VI: 21 October, 2016
  - 1 million copies in 2 weeks

Hamurabi: 1978
1991 ------------------------ 1.000.000.000 hours ------------------------- 2016
“Players strive to become Ruler of the World by establishing and leading a civilization from the dawn of man into the space age, waging war, conducting diplomacy, discovering new technologies, going head-to-head with some of history’s greatest leaders and building the most powerful empire the world has ever known.” (source: www.civilization5.com)
Civ as a-political project

“[O]ne of our fundamental goals was not to project our own philosophy or politics onto things. Playing out somebody else’s political philosophy is not fun for the player”

~Sid Meier (2016)
The Darker Side of Civilization

• Civ is a 4X game:
  • eXplore
  • eXpand
  • eXploit
  • eXterminate

• Civ’s histories are:
  • Teleological
  • Euphemistic
Civ: Wonders

- Wonders
  - Unique building (built by any civilization)
  - Big investment
  - Periodization (Ancient to Information Age)
  - Majority is built heritage
  - Historical background
  - 117 individual wonders across 6 games

- Seven wonders meet World Heritage Sites

Colossus
  Civ 1

Pyramids
  Civ 2

Sistine Chapel
  Civ 3

Taj Mahal
  Civ 4

Pentagon
  Civ 5

Est. do Maracana
  Civ 6
Wonders: Geo-cultural spread

Top 25 countries by number of World Heritage Site Inscriptions up to 2012 (UNESCO World Heritage List, 2016)
Wonder engagement: Huey Teocalli
Wonderful modding
Take-away points

• There are major issues with heritage representations in interactive media, Civ and its wonders being a “great” example of this.

• Interactive media have great potential for creating impactful heritage experiences, Civ and its wonders being a great example of this.
The Potential of the Past as Playground

 Dig it!: Scottish Heritage in Minecraft

 Valiant Hearts (Ubisoft)

 Never Alone (Cook Inlet Tribe)
RoMeincraft: Zuid Hollandse Limes October 2017-May 2018

EAA & TIPC@work 30 August – 3 September 5&6 September

The Interactive Past: Kickstarted, Open Access Edited Volume

Streaming the Past — Monthly
Thank you for listening and...
Let's play more!