Wonders of Civilization

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

EAA Maastricht 2017

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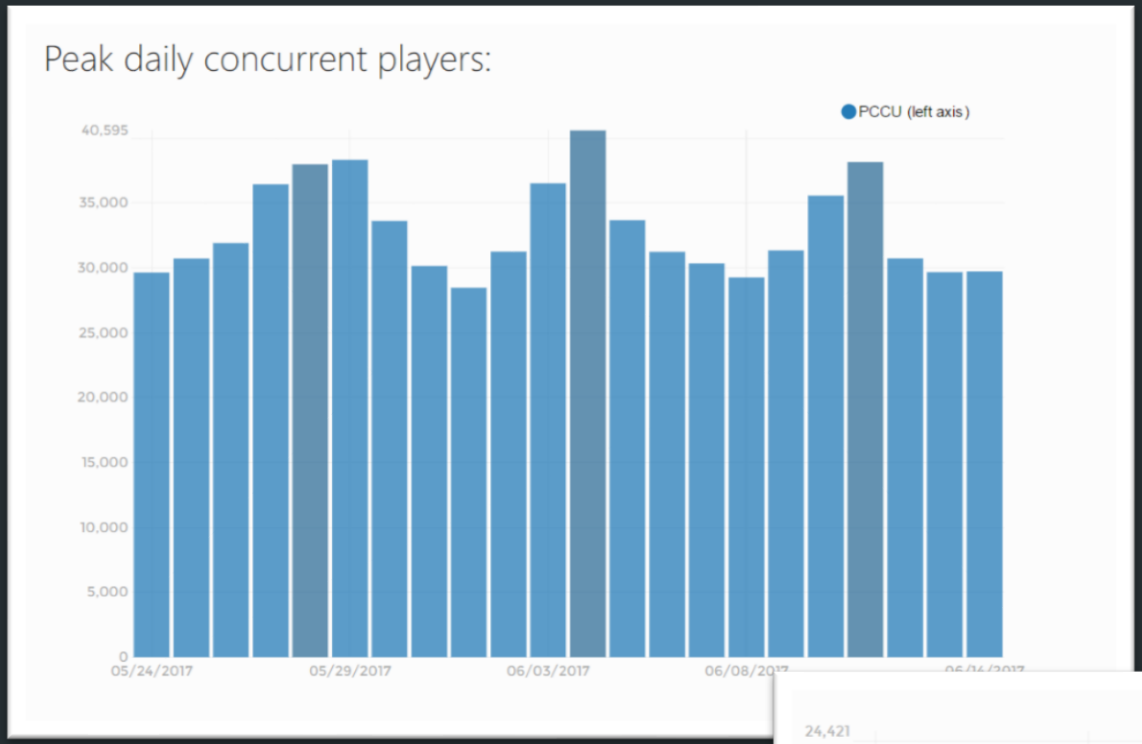
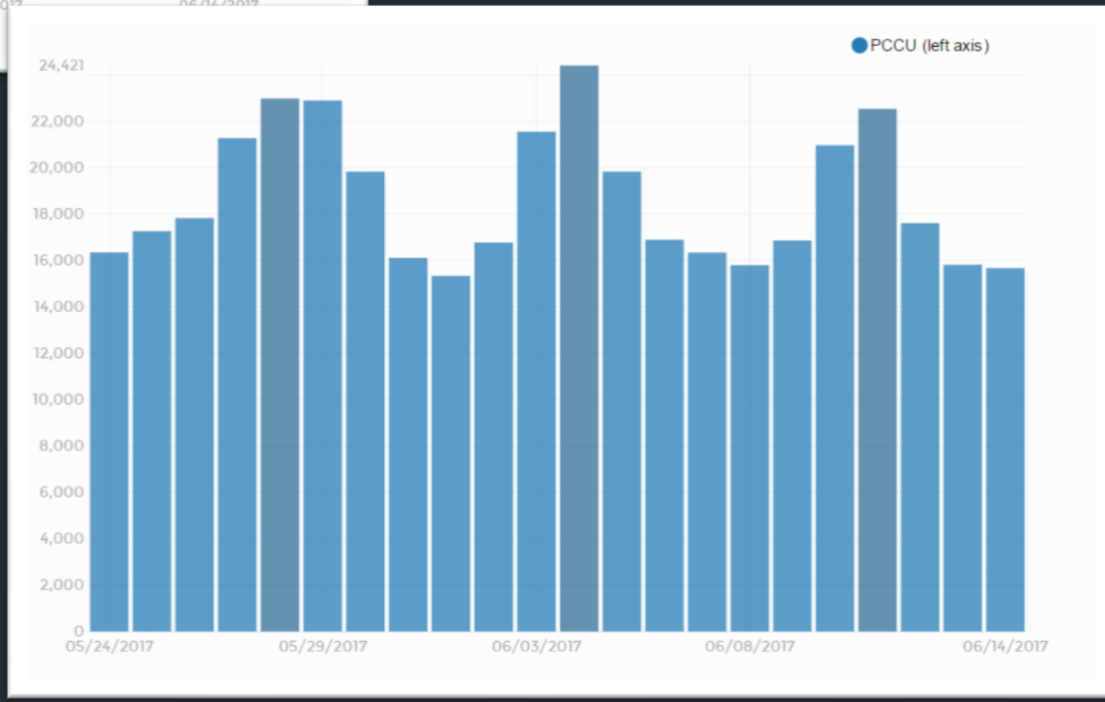
Value Foundation

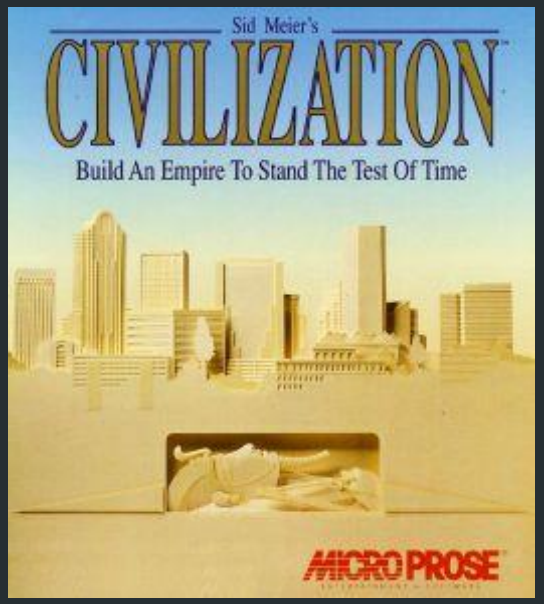


Daily concurrent players Civ5

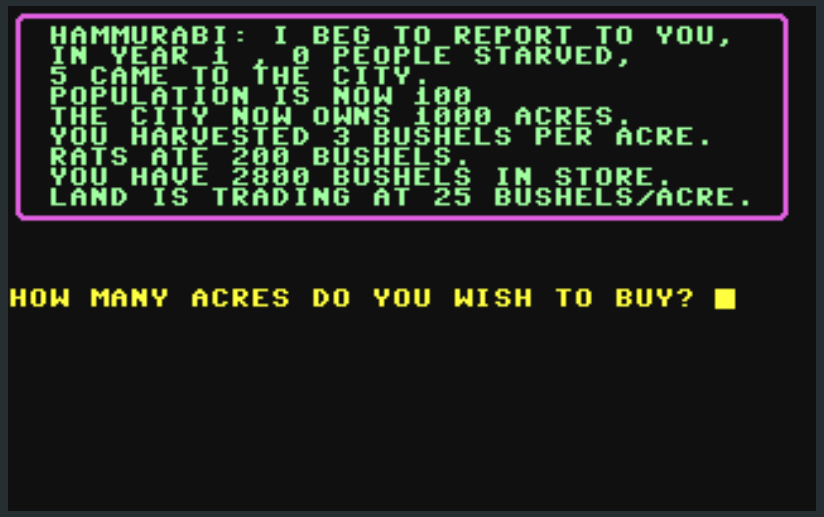
Unique Civ players in the last two weeks: +/- 900.000 (source: steamspy.org)



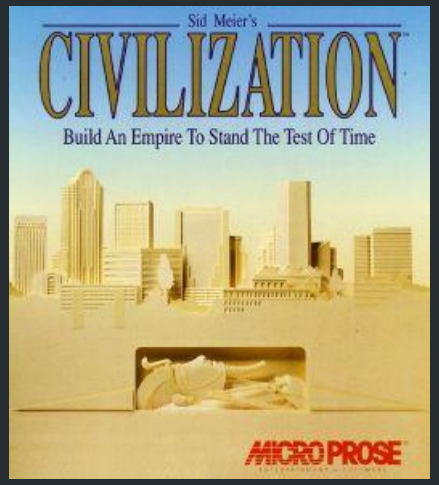
Daily concurrent players Civ6

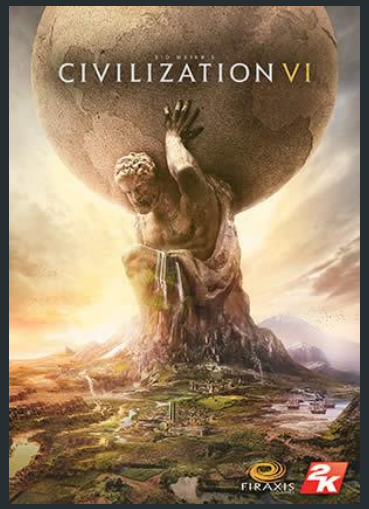


- *Civilization*: 1991 (Micropose)
- *Civ 5*: 2010 (Firaxis)
  - 33 million copies sold
- *Civ VI*: 21 October, 2016
  - 1 million copies in 2 weeks

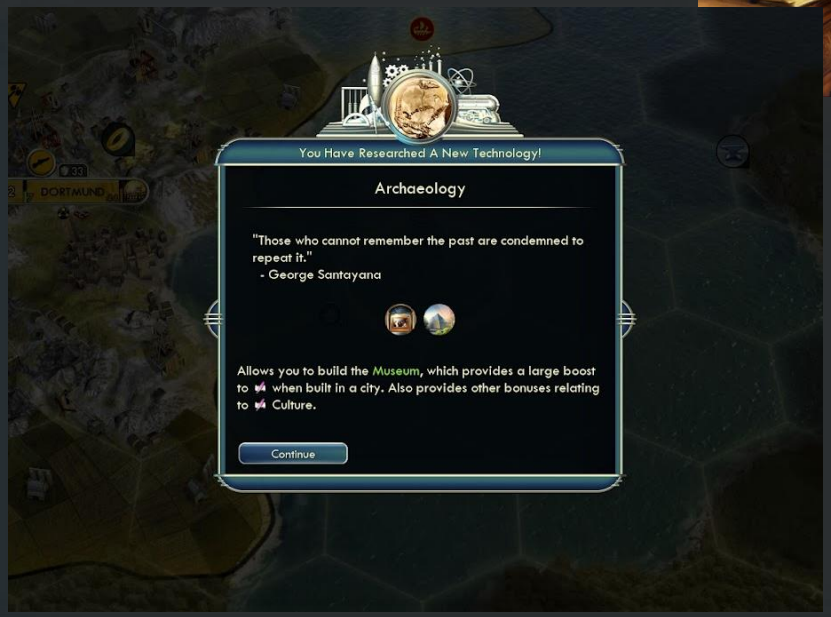


Hamurabi: 1978





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 VI: Techtree

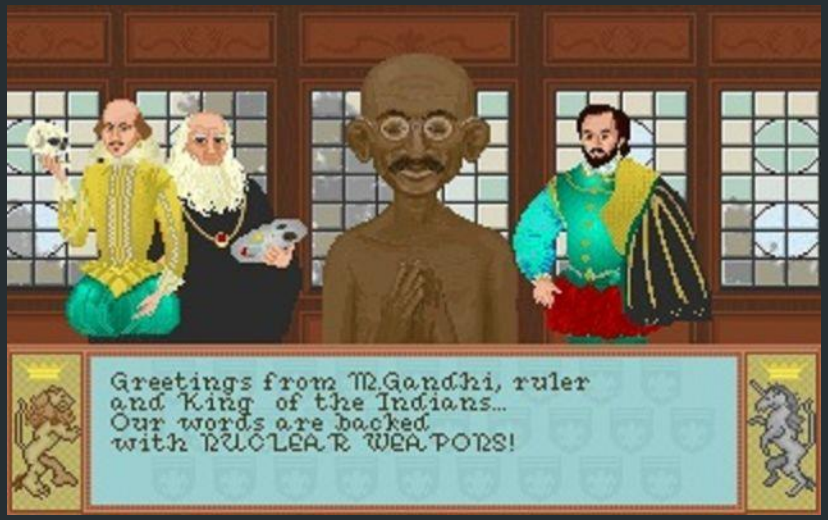
Civ as a-political project

"[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)

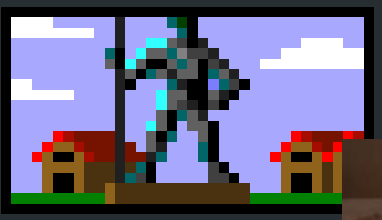
The Darker Side of Civilization

- 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

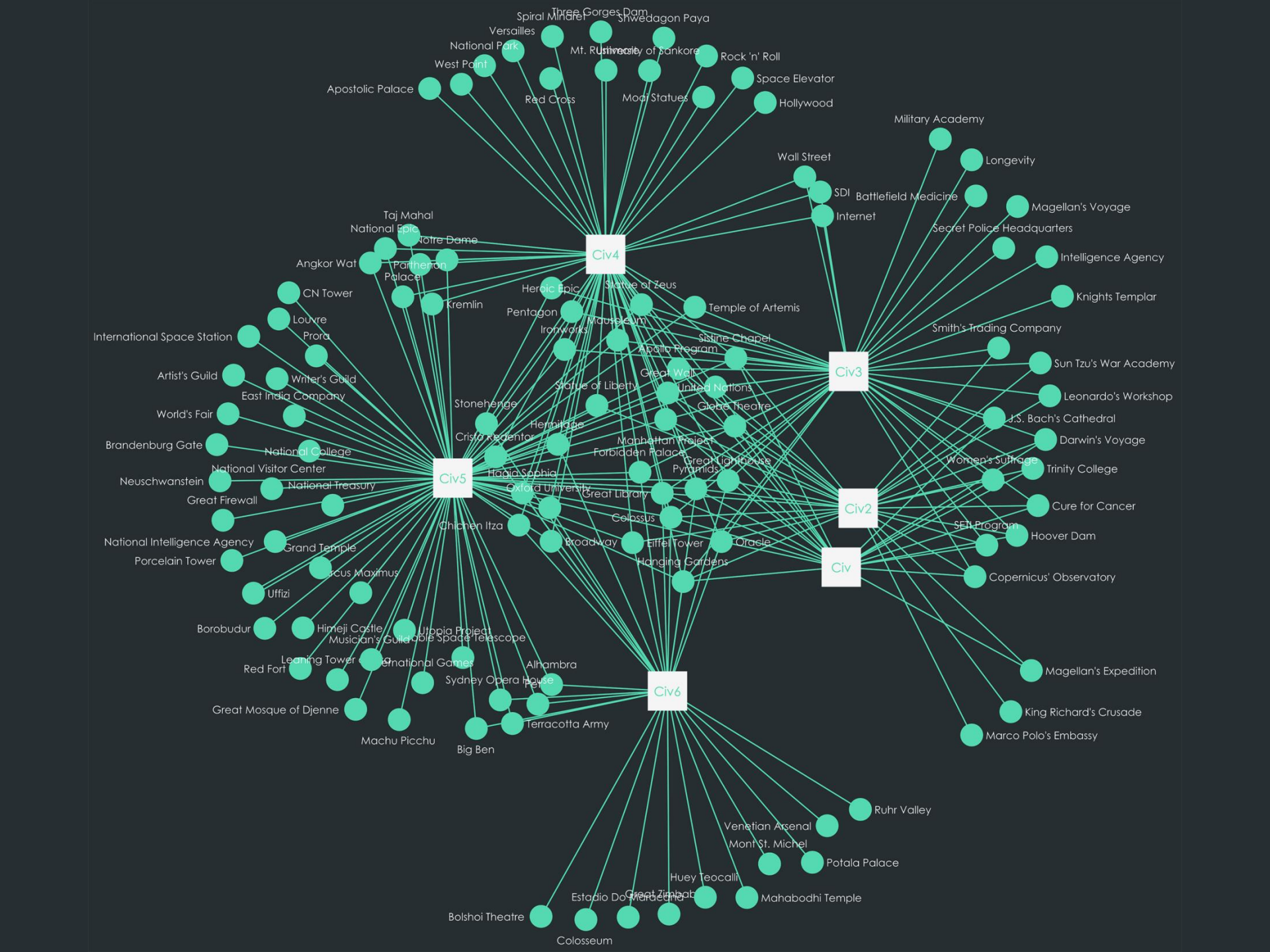
Civ 4

Pentagon

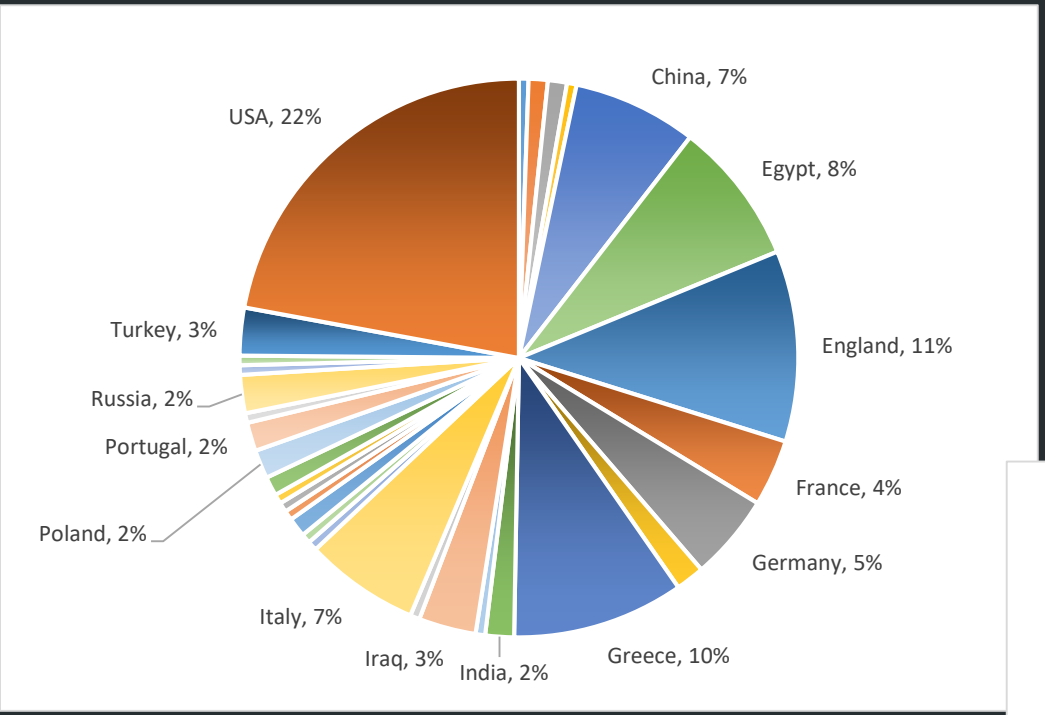
Civ 5

Est. do Maracaña

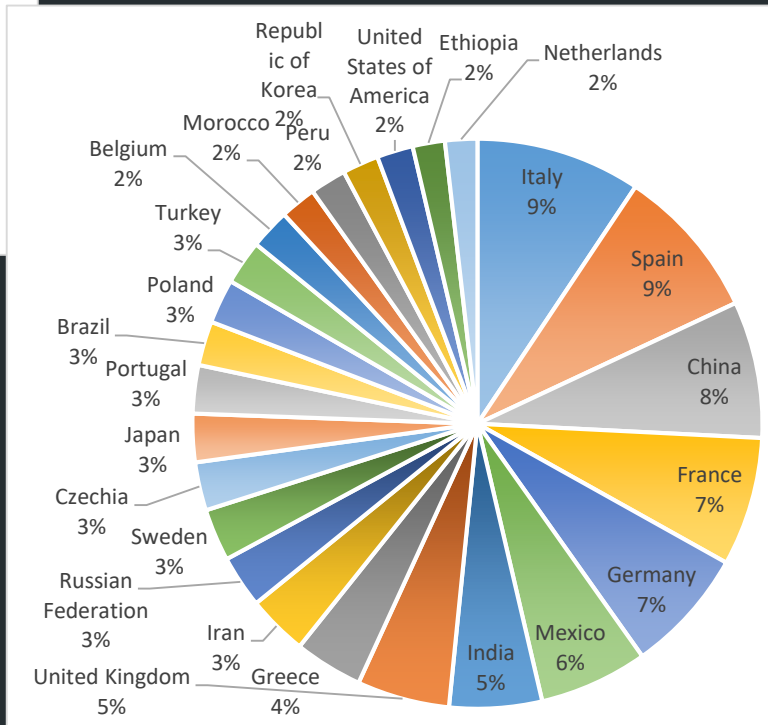
Civ 6


Civ4
Civ5
Civ3
Civ2
Civ
Civ6
Three Gorges Dam
Spiral Minaret
Shwedagon Paya
Versailles
National Park
Mt. Rushmore
University of Sankore
Rock 'n' Roll
West Point
Space Elevator
Apostolic Palace
Red Cross
Moai Statues
Hollywood
Military Academy
Wall Street
Longevity
SDI
Battlefield Medicine
Internet
Magellan's Voyage
Taj Mahal
National Epic
Secret Police Headquarters
Notre Dame
Intelligence Agency
Angkor Wat
Partheno
Palace
Knights Templar
CN Tower
Heroic Epic
Statue of Zeus
Kremlin
Pentagon
Temple of Artemis
Louvre
Mausoleum
Smith's Trading Company
International Space Station
Prora
Ironworks
Sistine Chapel
Apollo Program
Sun Tzu's War Academy
Artist's Guild
Writer's Guild
Great Wall
East India Company
Statue of Liberty
United Nations
Leonardo's Workshop
Stonehenge
Globe Theatre
World's Fair
Hermitage
J.S. Bach's Cathedral
Cristo Redentor
Darwin's Voyage
Brandenburg Gate
Manhattan Project
National College
Forbidden Palace
Women's Suffrage
National Visitor Center
Great Lighthouse
Pyramids
Trinity College
Neuschwanstein
Hagia Sophia
National Treasury
Oxford University
Great Library
Great Firewall
Cure for Cancer
Colossus
SETI Program
Chichen Itza
Hoover Dam
National Intelligence Agency
Broadway
Eiffel Tower
Oracle
Grand Temple
Hanging Gardens
Porcelain Tower
Copernicus' Observatory
Uffizi
Borobudur
Himeji Castle
Utopia Project
Musician's Guild
Hubble Space Telescope
Leaning Tower
National Games
Red Fort
Alhambra
Sydney Opera House
Magellan's Expedition
Great Mosque of Djenne
Terracotta Army
King Richard's Crusade
Machu Picchu
Big Ben
Marco Polo's Embassy
Ruhr Valley
Venetian Arsenal
Mont St. Michel
Potala Palace
Huey Teocalli
Estadio Do Maracanã
Great Zimbabwe
Mahabodhi Temple
Bolshoi Theatre
Colosseum

Wonders: Geo-cultural spread

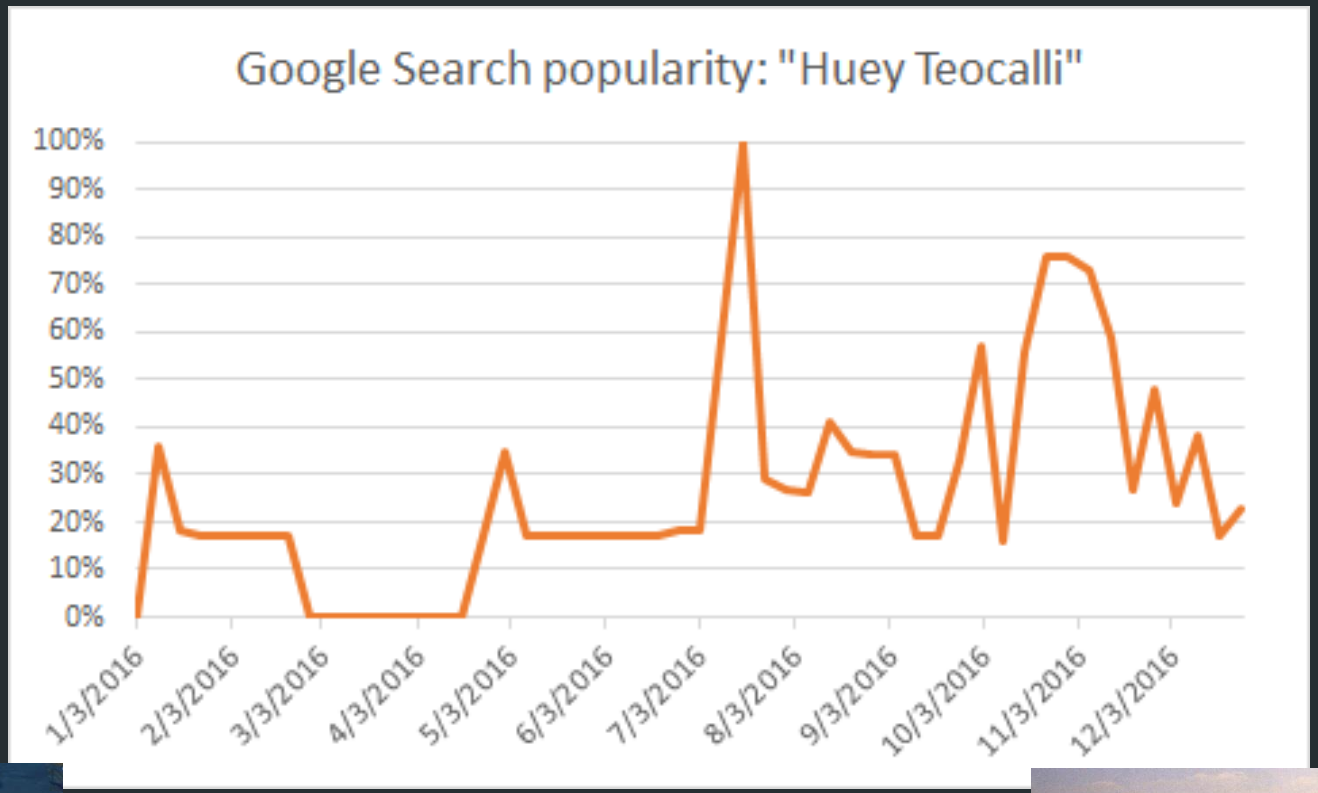


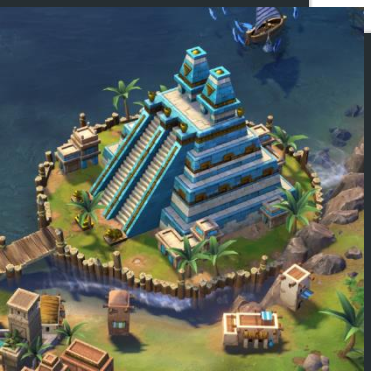
Wonders by actual world country: Civ1-5 (1991-2012)



Top 25 countries by number of World Heritage Site Inscriptions up to 2012 (UNESCO World Heritage List, 2016)

Wonder engagement: *Huey Teocalli*





Wonderful modding

Diwali Wonder Pack
by Pouakai

Rockefeller Center Wonder
by Pouakai

Petronas Towers Wonder
by Pouakai

Haigerloch Wonder
by Freiherr von Konigstein

Batcave Wonder
by thealchemist

Borobudur Wonder
by Pouakai

Madain Saleh Wonder
by Pouakai

Dome of the Rock Wonder
by Pouakai

Buddhas of Bamiyan Wonder
by Pouakai

NO World Wonders
by asura-223

Broadway Wonder
by Pouakai

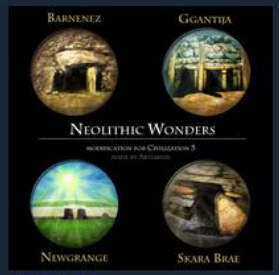
NHL Wonder
by Dirtmonkey

Churches of Lalibela Wonder
by Pouakai

Gobekli Tepe Wonder
by Pouakai

Puukohola Heiau Wonder
by Pouakai

NFL (Wonder)
by Dirtmonkey



Neolithic Wonders
by artisanix

Vijayanagara Wonder
by Freiherr von Konigstein

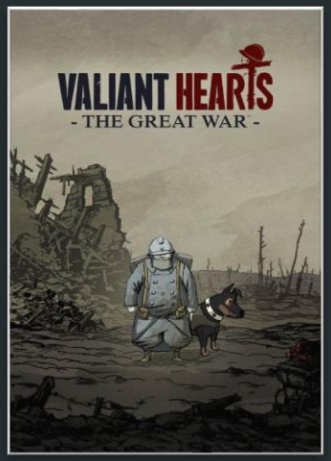
Take-away points

- 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

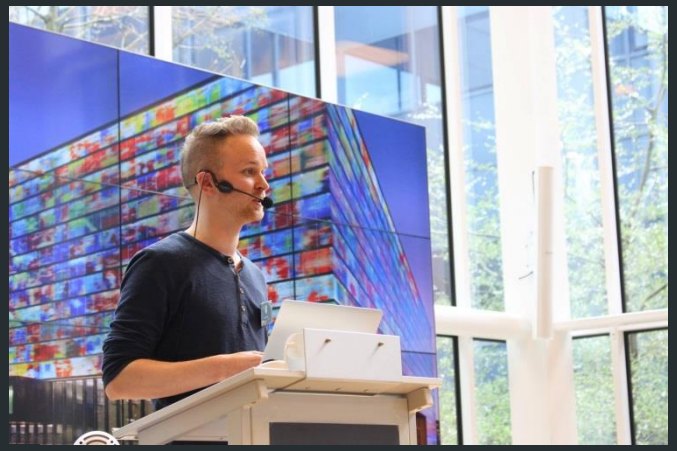


Valiant Hearts (Ubisoft)

Never Alone
(Cook Inlet Tribe)

RO-MEIN CRAFT

RoMeincraft:
Zuid Hollandse Limes
October 2017-May 2018



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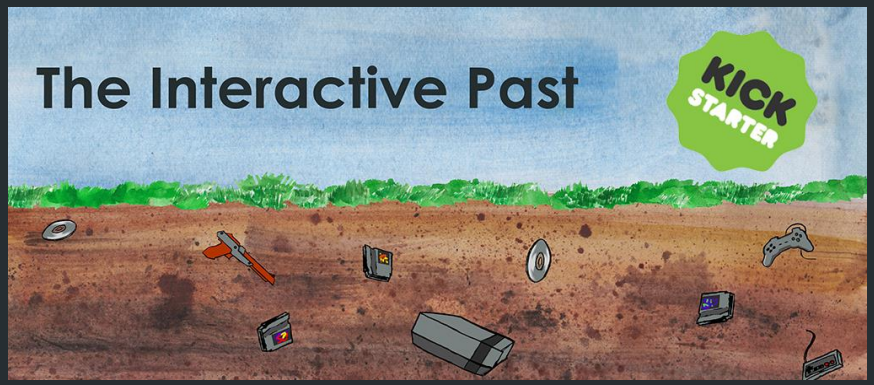
VALUE
Videogames and Archaeology at Leiden UnivErsity

Streaming the Past — Monthly



The Interactive Past: Kickstarted, Open Access Edited Volume

Thank you for listening and…
Let's play more!

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