THE INTERACTIVE PASTS
CONFERENCE 3

24- 26 May 2023 | Faculty of Archaeology, Leiden

Program Booklet

Organized by

VALUE

In collaboration with

HGN
HISTORICAL
GAMES
NETWORK

Supported by

PAST-AT-PLAY

PlayTime

Hosted by

Universiteit
Leiden
The Netherlands

Wednesday 24 May 2023

12:30

Interactive Narrative (Twine)
By VALUE

Most of us are familiar with writing linear narratives, but have less experience with creating branching, non-linear narratives. Yet, this structure can be great for thinking about possible pasts, or for designing stories that are engaging and interactive. This workshop will provide a basic introduction into the use of the open-source tool Twine for creating non-linear, interactive narratives. We will talk about reader involvement through designing a series of interesting decisions and you will make your own small Twine. No knowledge of coding is required.

Materials
We suggest you bring your own laptop.

Venue
Room 1.07
P.J. Veth Building
Leiden University

17:00

Play as Research Method
By Historical Games Network

The Historical Games Network introduces using play and games as a way of analyzing and exploring history, historical data, contexts, and scenarios to generate playful insights during this workshop. By the end of this workshop, you will be able to: consider how historical data sets are used, explored and played with to generate a greater understanding of the subject area, describe and experience approaches to organizing and presenting complex information in playful and accessible ways, and be able to translate game design principles and play into their own research. In short, you will learn more about how abstraction and game mechanics can be used in understanding history.

Materials
None.

Venue
Room B0.07
Arsenaal Building
Leiden University

Reverse Engineering
By John Aycock

Want to study how digital artifacts work and how they were constructed? Of course you do. In this workshop you'll learn about reverse engineering digital artifacts from the archaeogaming point of view. I'll begin with some examples of how we've used reverse engineering within archaeogaming and how the process can be viewed akin to archaeological fieldwork. Then it's your turn: using a simple computer language, you'll experience the principles of reverse engineering computer code and data. A computer or tablet with a modern web browser and ideally a keyboard is recommended for hands-on activities.

Materials
Please bring a laptop or tablet with a modern web browser. A keyboard is recommended.

Venue
Room 1.31
Lipsius Building
Leiden University

12:30

Streaming
By VALUE

Video games and live streaming are two interlinked things in contemporary internet culture. Hundreds of thousands of users watch people play video games at any given moment. Streaming offers a great opportunity to communicate scientific knowledge to a wider audience. However, conducting a live stream can feel daunting and the required tech set-up a difficult barrier to overcome. This workshop will provide a hands-on introduction to streaming video games to the public over Twitch, the most popular gaming streaming platform.

Materials
None.

Venue
Room 1.06
P.J. Veth Building
Leiden University

14:30

Thursday 25 May 2023

9:00 — Registration / Coffee and tea

9:20 — **Welcome**

9:30
Playing with Wisdom Tree: Christian Games in the Early 1990s
Frank G. Bosman

A Digital Hajj: Developing an Educational Game Presenting the Ottoman Pilgrimage to Mecca
Tyler Kynn

The Archaeology Awakens: Archaeogaming as a New Learning Tool
Amanda Daltro de Viveiros Pina

10:30 — Break

11:00
Playing the Most Ancient Games: AI and the Archaeological Record of Play
Walter Crist & Cameron Browne

Replaying Early Videogame History: The Channel F
Matthew Michaud, Shankar Ganesh, John Aycock, Katie Biittner & Carl Therrien

Using the Tools of the Present to Explore the Past through Digital Interactive Narrative Design
Sahar Mirhadi, Callum Deery, Florence Smith Nicholls, Sunny Thaicharoen & Amy Smith

12:00 — Lunch

13:00
Game Devs Panel: The Use of Archives and Archiving Development
Chella Ramanan, Jennifer Schneidereit & Gregorios Kythreotis
Chaired by *Florence Smith Nicholls*

14:00
"It's NOT in the Game": Commerce and Commemoration in EA Sports FIFA Franchise
Iain Donald

Professional Wrestling Fans and the Use of Video Games to Challenge Official Narratives
Aris Emmanouloudis

14:45 — Break

15:15
Playing Dress-Up in the Past: Using Digital Dress-up Dolls to Display Historical Textile Collections Online
Alexandra Rive

A Virtual Memorial for the Lack of Physical Ones: The Development of *13 Rosas*, a Game about the Horrors of Fascism and the Spanish Civil War
Casilda de Zulueta

Government Funding and Developing Entertaining Games Based on Political History
Rüdiger Brandis

16:15 — Break

16:30 — Remote
Historical Discourses Through Multi-perspective Narratives in Video Games: When the Many Are Used to Represent Only One Past
Juan F. Belmonte

"This Is the Will of Allah!": Simulating the Crusades and Political Ideology in Ancestors Legacy (2018)
Juan Manuel Rubio Arévalo

Archaeogaming: Twine as Medium for Communicating Archaeological Research to the Public
Despoina V. Sampatakou

17:30 — **Game Exhibit**

18:00 — Pizza Party

Friday 26 May 2023

9:30 — Registration / Coffee and tea

9:45 — **Research by VALUE**

10:00

This is the Way: Memory and Ancient Geography in *The Forgotten City*
  Samantha Sink

Mapping Empires in *Victoria 3*
  Alexander Vos

Spatiality of Violence as Seen in the Digital Representation of Ancient Greek World (5th c. BCE): *Assassin's Creed Odyssey*
  Foteini Tsigoni

11:00 — Break

11:30

On Wings of History: Playing with the Past in *Microsoft Flight Simulator*
  John-Alan Pascoe

"As You Write Your Odyssey...": An Empirical Study of Classics Students' Play Interests and Ergodic Characterization in Historical Video Games
  Alexander Vandewalle & Richard Cole

The Girl and The Fox: Past-play and Identification in *Never Alone*
  Keerthi Sridharan

12:30 — Lunch

13:30 — **Historical Games Network Panel: Alternates**

15:00 — Break

15:30

Putting Games In a Museum In a Game
  Johnnemann Nordhagen

"Tribunal Révolutionnaire": Depicting Oppression and Upheaval in *We. The Revolution*
  Andrew Reid

Valiant Hearts 2's Coming Home to Netflix Mobile Games: WW1-era Video Games' Next 'Big Thing'?
  Jakub Šindelář

Mechanics of Revolution: The Freedom of Being Bounded in Historical Playgrounds
  Sybille Lammes, Angus Mol & Aris Politopoulos

17:00 — **Closing**

19:00 — Dinner [Only for speakers]

Locations
Wednesday 24 May 2023

Play as Research Method
Room B0.07
Arsenaal Building
Leiden University

Address
Arsenaalstraat 1
2311 CT Leiden

Reverse Engineering
Room 1.31
Lipsius Building
Leiden University

Address
Cleveringaplaats 1
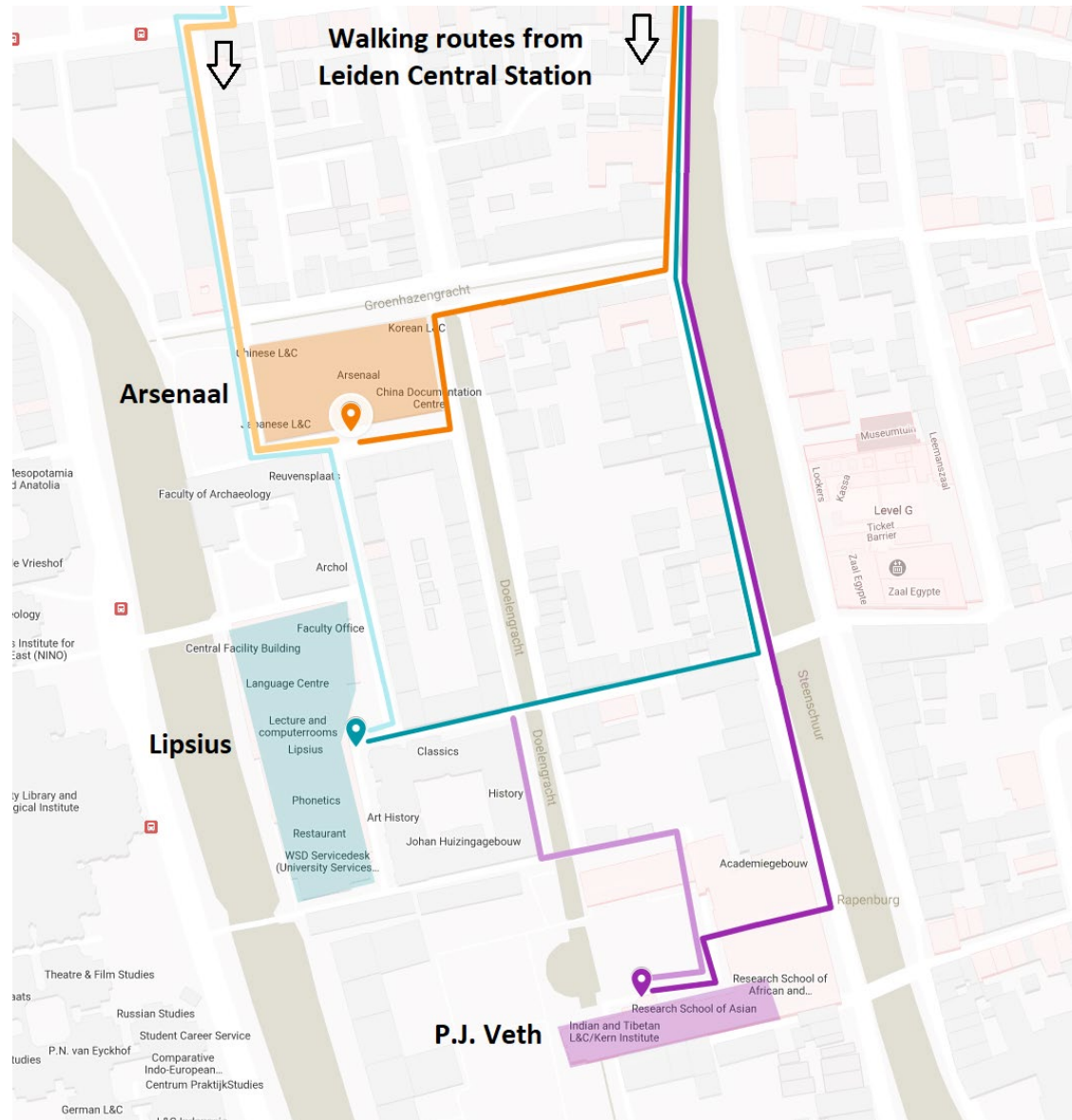2311 BD Leiden

Interactive Narrative (Twine)
Room 1.07
P.J. Veth Building
Leiden University

Streaming
Room 1.06
P.J. Veth Building
Leiden University

Address
Nonnensteeg 1-3
2311 VJ Leiden
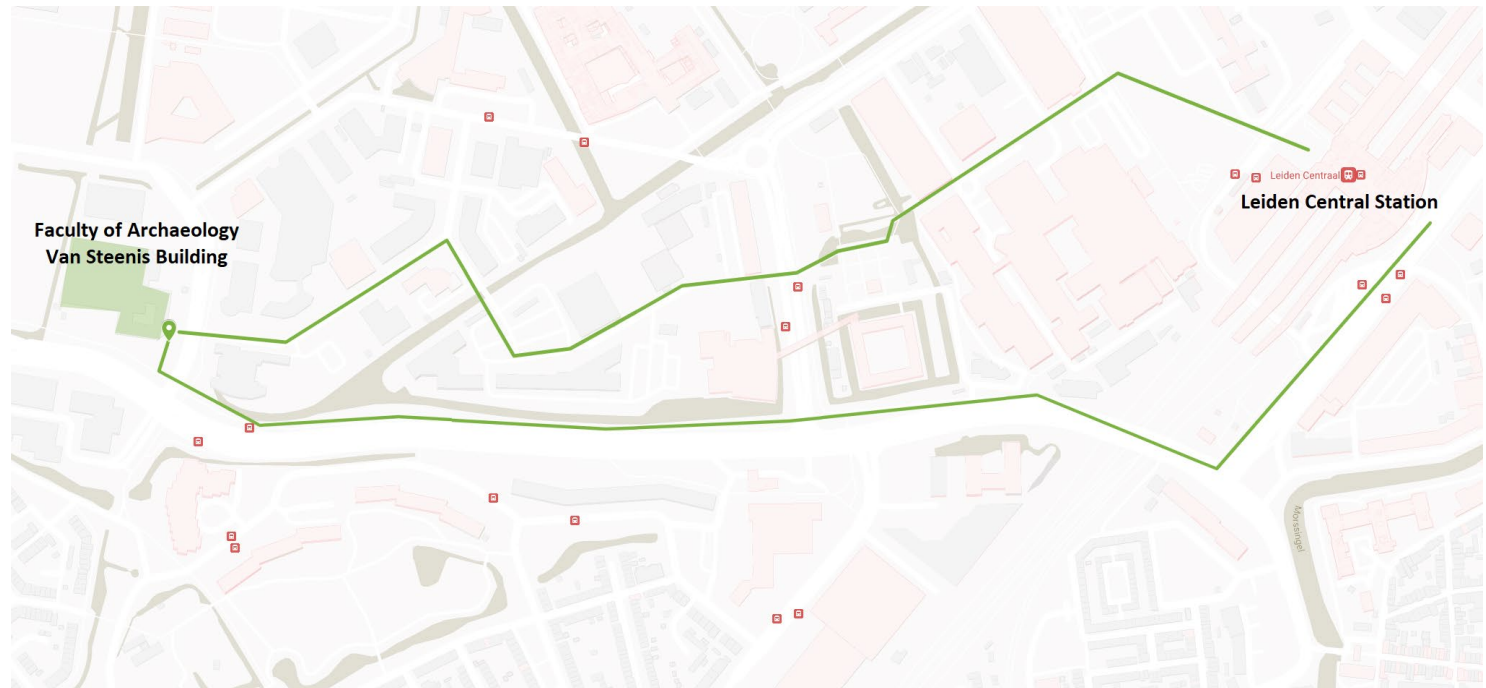

Walking routes from
Leiden Central Station

Locations
Thursday 25 May 2023 – Friday 26 May 2023

**Conference Sessions, Panels &
Game Exhibit**
Main hall
Faculty of Archaeology
Van Steenis Building
Leiden University

Address
Einsteinweg 2
2333 CC, Leiden

Faculty of Archaeology
Van Steenis Building

Leiden Central Station

Speakers' Dinner
Trattoria Italiana City Hall

Address
Stadhuisplein 3
2311 EJ, Leiden