



# THE INTERACTIVE PASTS CONFERENCE4

8-10 OCTOBER | FDA LEIDEN

## Program Booklet

Organized by



Supported by



Hosted by



**Universiteit  
Leiden**  
The Netherlands

# Wednesday 8 October 2025

## Workshops

12:30

### **Ancient Game Reconstruction** *By Walter Crist*

The rules for many games have been lost to us through time, but various methods exist to identify snippets of the rules. This workshop will review what we know about ancient and historical board games as well as the methods available to us for turning what we know into something playable. You'll then try your hand at reconstructing the rules for an ancient game!

**Venue**  
Room 2.07  
Lipsius Building  
Leiden University

### **Playful Teaching** *By Aris Politopoulos*

In this interactive, playful workshop we will explore, reflect on, and play with different ways of using playful methods for formal and informal education.

**Venue**  
Room 3.07  
Lipsius Building  
Leiden University

### **Guided Play 'Wherever Books Are Burned'** *By Fiona S. Schönberg*

Exhibiting a proprietary game developed concurrently with my phd thesis, this workshop intends to explore the narrative potentials of game mechanics for the mediation of subaltern experience and proactive historiography in Tabletop Roleplaying Games as well as the unique ways in which those games in particular are suited for the implementation of the proposed formal 'alignment of concerns' game design concepts. This workshop will include a guided play section, and a discussion to reflect upon the exhibition.

**Note**  
Players (max. 4) will be contacted in advance, proper RPG safety tools will be observed. Previous ttrpg experience will be helpful, but is not required.

**Venue**  
Room B2.03  
Arsenaal Building  
Leiden University

13:00

### **Here There Be Dragons? Crafting Historical Fantasy in Ink** *By Playful Time Machines*

Join us as we host a historical fantasy-themed game jam, because we believe in wish fulfillment, creativity, and putting dragons in Ancient Rome. We'll walk you through everything you need to make your own historical fantasy hypertext game. We'll start with a tutorial of ink, a scripting language designed by inkle studios (80 Days, Overboard!, A Highland Song). Once you're equipped with your hypertext writing toolkit, you'll be able to start crafting your historical fantasy adventure, either on your own or with a team. We'll end the day with an informal presentation and playtesting session to show off everyone's arcane creations!

**Note**  
We suggest you bring your own laptop, if possible. Otherwise, one can be provided.

**Venue**  
Room 0.09, Digital Lab  
Johan Huizinga Building  
Leiden University

17:00

17:30

# Thursday 9 October 2025

Main hall, Van Steenis Building, Faculty of Archaeology, Leiden University

9:30

Registration  
Coffee and tea

9:50

Welcome

10:00

Masks, Motorbikes, and Mosquitoes: Observations on African Cultural Heritage in African Games

*Ivan Anderegg*

Preserving Scotland's Heritage through Games

*Andrew Reid [presenter], Martin Zeilinger, Gareth Robinson, Luke Allen, Rian Hamill, Keiran Holtom, Connor Pegg, Oli Thom, Iris Ilesan, Setareki Ligaiviu, Yu-Che Lin, Martin Taylor, Daniel Szablowski & Huarong Yuan*

When Games Met the Library: What Industry Expertise Can Do for the Digitization of Kinetic Cultural Heritage

*Casilda de Zulueta & Zoe Schubert*

11:00

Break

11:30

*No Stone Left Unturned: An Archaeologist's Journey into Game Design*

*Louise Bedford*

Archaeogaming and Indigenous Representation: Designing Immersive Gaming Experiences of the Southern Jê

*Juan Hiriart & Priscilla Ulguim*

Beyond the Backdrop: Representing Scotland's Cultural Heritage in Games

*Kayleigh Macleod*

12:30

Lunch

13:30

Game Developers Panel

*Leyla Johnson, Roy van der Schilden & Cole Wehrle*  
Chaired by *Angus Mol*

14:30

Break

15:00

The Clothes Make the Man? Functional Cross-Dressing in Ancient Rome Games

*Kate Cook*

Assassinate the Narrative: Depictions of Ancient Games in *Assassin's Creed*

*Walter Crist*

Low-Poly Photogrammetry: Having Archaeology Match the Art Style

*Katrine Haydock*

16:00

Break

16:30

I Have an Axe to Grind: Immersive Historical Literacy and Interactive Pasts Through Co-play

*Erik Champion*

Graffiti Games as Rock Art: An Exploration of Cultural and Archaeological Significance

*Ashwini Gawli & Raamesh Gowri Raghavan*

Developing a Digital Field School in *Minecraft Education Edition*

*Oscar Poulsen*

Hybrid

17:30

Game Exhibit

18:00

Pizza Party

# Friday 10 October 2025

Main hall, Van Steenis Building, Faculty of Archaeology, Leiden University

9:30

Registration  
Coffee and tea

9:50

Welcome

10:00

Past ♥ Play: Bringing Heritage to Life through Play  
*Csilla Ariese, Sybille Lammes, Angus Mol & Aris Politopoulos*

Petronostalgia and Cosiness in Driving Games  
*Bettina Bódi*

One, Two, Three, Four, I Declare a *Robot War*  
*John Aycock, Katie Biittner & Hailey Sikstrom*

11:00

Break

11:30

The Polyvalence of (Historical) Empathy: How *Valiant Hearts* and *Disco Elysium* Demonstrate it Is Much More than 'an Asset'  
*Jakub Šindelář*

Insights into the Past: Meaningful Historicized Gameworld Interfaces in Historical Video Games  
*Simon Hagemann*

Intertextual Ruins: An Off-modern Reading of Intertextual References in *Fallout: New Vegas*  
*Filip van Dijk*

12:30

Lunch

13:30

Playful Archaeology Panel

*Walter Crist, Colleen Morgan & Despoina Sampatakou*  
Chaired by *Aris Politopoulos*

14:30

Break

15:00

"Mead is My Lifeblood": Understanding the Mechanics of Vikings  
*Corine Gerritsen*

History Is Written by the Losers: The Perpetuation of World War II Myths through Game Design  
*Fiona S. Schönberg*

Spectres of the Past: The Practice of Historiography in *Kentucky Route Zero*  
*Rüdiger Brandis*

16:00

Break

16:30

Hamlet in the Hypertext: Counterplay as Improv in *Elsinore* and *To Be or Not To Be*  
*Keerthi Sridharan Vaidehi*

Hacking the Big Smoke: Alternate Reality Games and London's Archaeology  
*Maki Wardle*

Alternative Pasts in Videogames: The Cases of *Pentiment*, *Heaven's Vault* and *SEASON: A Letter to the Future*  
*Ian Regueiro-Salcedo & Xavier Rubio-Campillo*

17:30

Closing

19:00

Dinner  
[Only for speakers]

## Locations Wednesday 8 October 2025

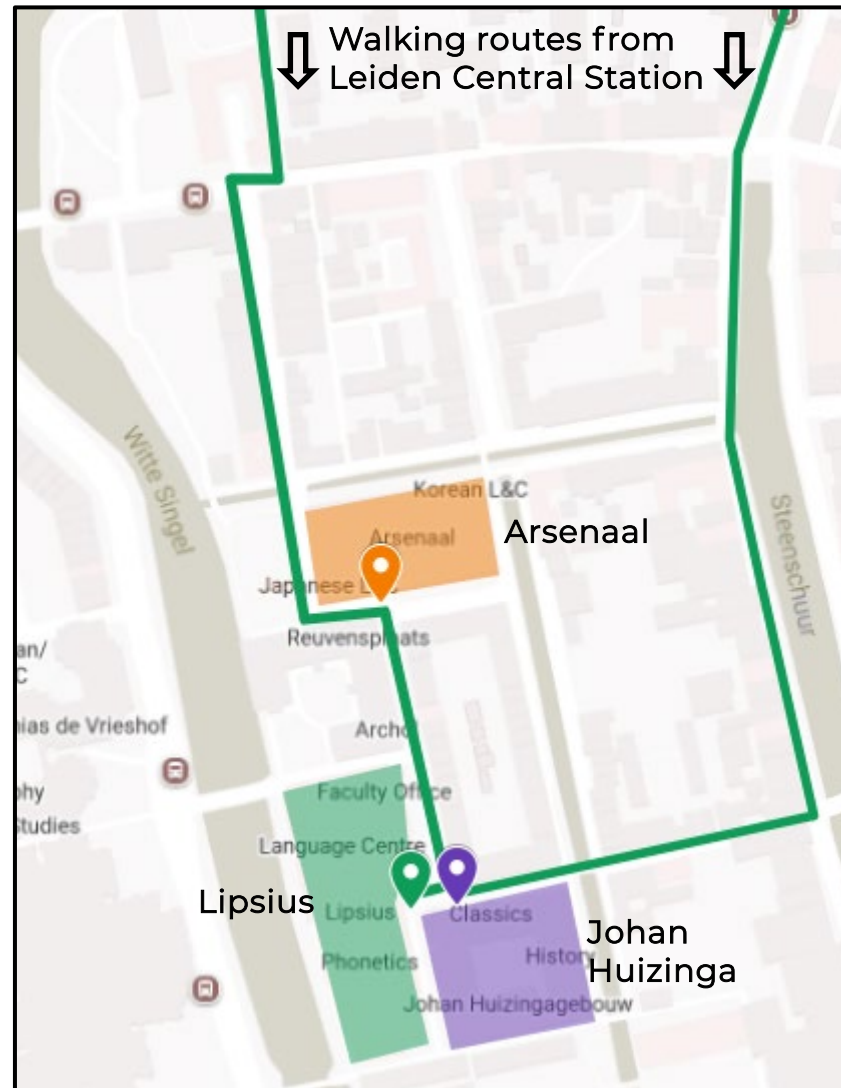
**Ancient Game Reconstruction**  
Room 2.07  
Lipsius Building  
Leiden University

**Playful Teaching**  
Room 3.07  
Lipsius Building  
Leiden University

**Address**  
Cleveringaplaats 1  
2311 BD Leiden

**Here There Be Dragons?  
Crafting Historical Fantasy in  
Ink**  
Room 0.09, Digital Lab  
Johan Huizinga Building  
Leiden University

**Address**  
Doelensteeg 16  
2311 VL Leiden



**Guided Play 'Wherever Books  
Are Burned'**  
Room B2.03  
Arsenaal Building  
Leiden University

**Address**  
Arsenaalstraat 1  
2311 CT Leiden

## Locations

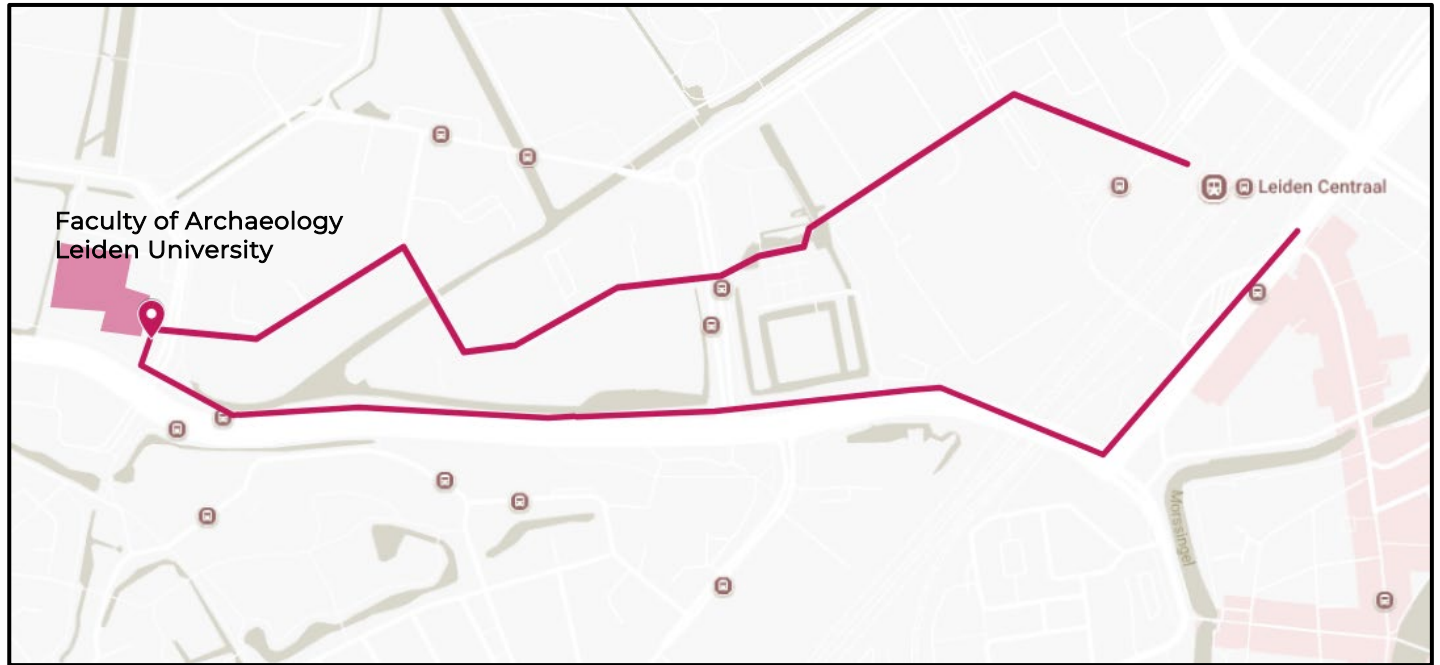
### Thursday 9 – Friday 10 October 2025

#### Conference Sessions, Panels & Game Exhibit

Main hall  
Faculty of Archaeology  
Van Steenis Building  
Leiden University

#### Address

Einsteinweg 2  
2333 CC, Leiden



#### Speakers' Dinner

Trattoria Italiana City Hall

#### Address

Stadhuisplein 3  
2311 EJ, Leiden

