Workshop Programme

Digital games through muddled pasts and modded history

24-25 April 2024

24.04.2024	OPENING EVENING
17:00-17:10 CET	**Welcome Address** at the Zukunftskolleg at the University of Konstanz
17:10-18:40 CET	Round Table **"Presenting the past in Assassin's Creed Mirage"** Participants: Sarah Beaulieu - Narrative Director for Assassin's Creed Mirage; Raphaël Weyland - Historian at Ubisoft Montreal. The round table will deal with the topic of how the Narrative Directors and Historians who recently worked together for the game developer Ubisoft on Assassin's Creed Mirage (2023) managed to integrate historical content into this hugely popular computer game. The questioning line will involve questions on the representation of historical motifs in games as well as on the ground game production aspects involved in decision-making. Moderated by: Eduardo Luersen - University of Konstanz James Wilson - University of Konstanz
18:40-19:00 CET	Break
19:00-20:00 CET	**GameLab Session** C202 In this session we will have a short, collective gaming session at the GameLab at the University of Konstanz. The GameLab is a facility dedicated to promoting and shaping interdisciplinary research on computer, board and card games as well as ludic initiatives at the university. The core idea of this session is to bring researchers together to exchange ideas on the flight, as they experiment games related to the context of the workshop.
20:00-20:30 CET	Transfer to restaurant
20:30 CET	Dinner in Konstanz

25.04.2024	WORKING PAPERS*
10:00-10:15 CET	Coffee reception
10:15-10:30 CET	Workshop introduction
10:30-12:15 CET	**SESSION A** (20 minutes presentations + 15 minutes discussions) 10:30 - James Baillie, Austrian Academy of Sciences in Vienna: "Calculated actions: how game code makes arguments about the past"

	11:05 - Pedro Panhoca da Silva, Paula Souza State Centre for Technological Education: "Reading and playing with contemporary history: the gamebook Renascido" 11:40 - Ylva Grufstedt, Malmö University: "The source of wisdom? – Historians' knowledge and expertise in digital game development" Moderated by: Eduardo Luersen - University of Konstanz
12:15-13:15 CET	Lunch
13:15-15:00 CET	**SESSION B** (20 minutes presentations + 15 minutes discussions) 13:15 - Robert Houghton, University of Winchester: "Beyond 'Press F to Pay Respects': Accessing History through Empathic Games" 13:50 - William Hepburn, University of Aberdeen & Jackson Armstrong, University of Aberdeen: "Historical primary sources in videogames" 14:25 - Michael A. Conrad, University of St. Gallen: "Between Trees and Branches: The Representation of Mediterranean Culture and Cultural Hybridity in Crusader Kings III" 15:00 - Jakub Šindelář, Charles University in Prague: "Reception and negotiation of WW1 through digital games by the public(s)" Moderated by: James Wilson - University of Konstanz
15:35-15:45 CET	Break
15:45-16:00 CET	Closing remarks

*Abstracts can be read by the end of this document