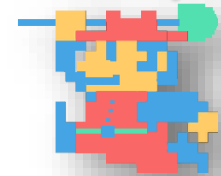




The Potential of the Past as Playground

Archaeology and Video Games



The Challenge...

Massive numbers of people have **positive** yet relatively **narrow** and **shallow experiences** with the past in today's digital playgrounds.

People want to play in and learn about **authentic pasts**, but the vast majority of play takes place **without any direct communication** with the channels that **produce knowledge** about the past.



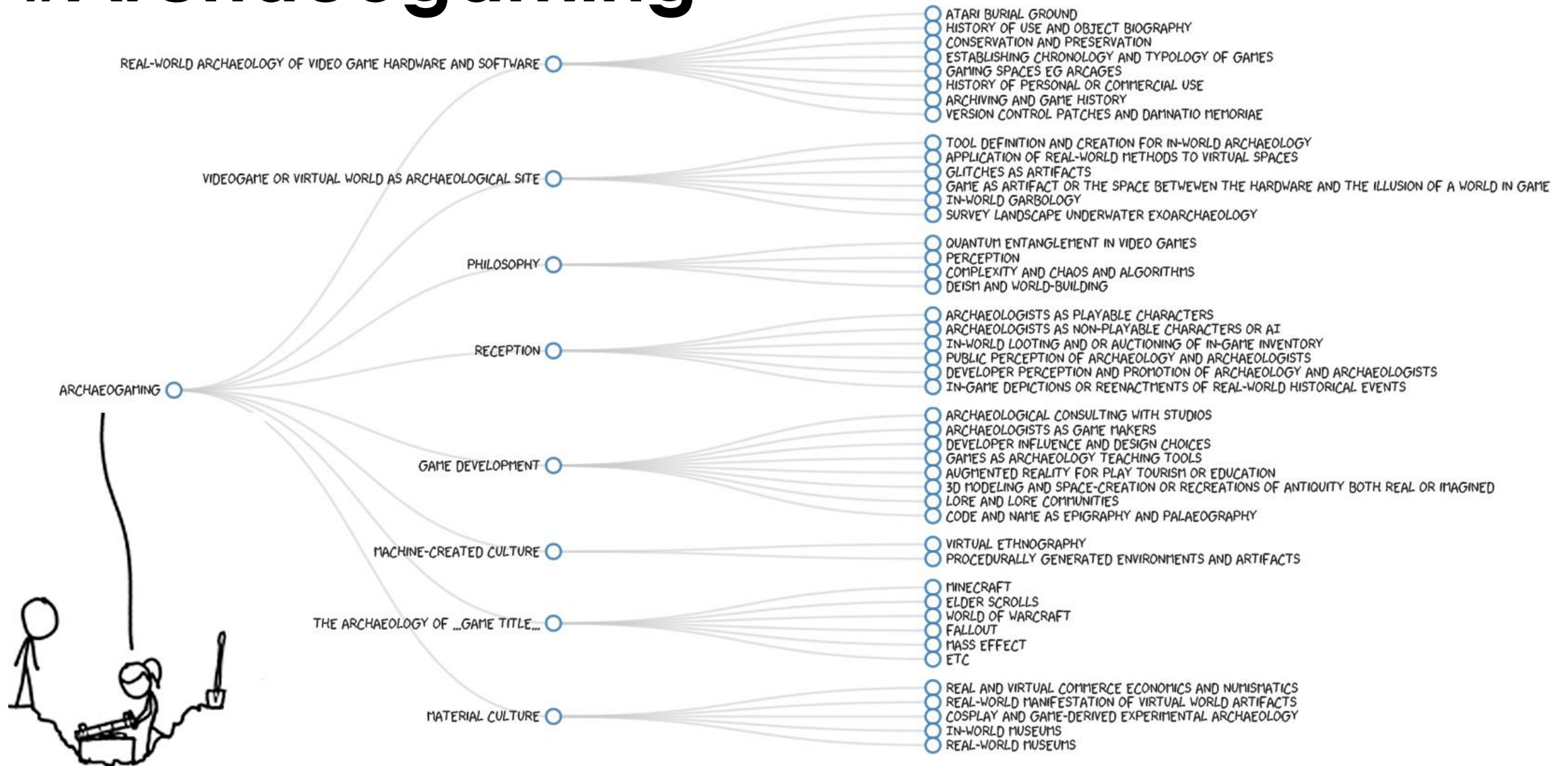
... The Opportunity

Digital playgrounds are **places** and **things** that can and need to be studied archaeologically, i.e. with an eye for human **agents**, historical **processess**, and cultural **contexts**.

Play creates an opening to drag **theory and method** out of their ivory tower comfort zones, to create a place where the **digital present** can come out to **play with our analog pasts**.



#Archaeogaming







Start of the
VALUE Project



Kickstarter
& TIPC1



RoMeinCRAFT
VALUE Foundation



Culture Arcade



RoMeinCRAFT's
publ. JCAA



TIPC3

2015



2016

2017

2018

2019

2020



VALUE starts
streaming



First publ. in
SAA record



Publ. of
The Interactive
Past



TIPC2



RoMeinCRAFT's
nomination



Publ. Return to
The Interactive
Past



The Past as a Playground



2018-2022 GLOBAL GAMES MARKET

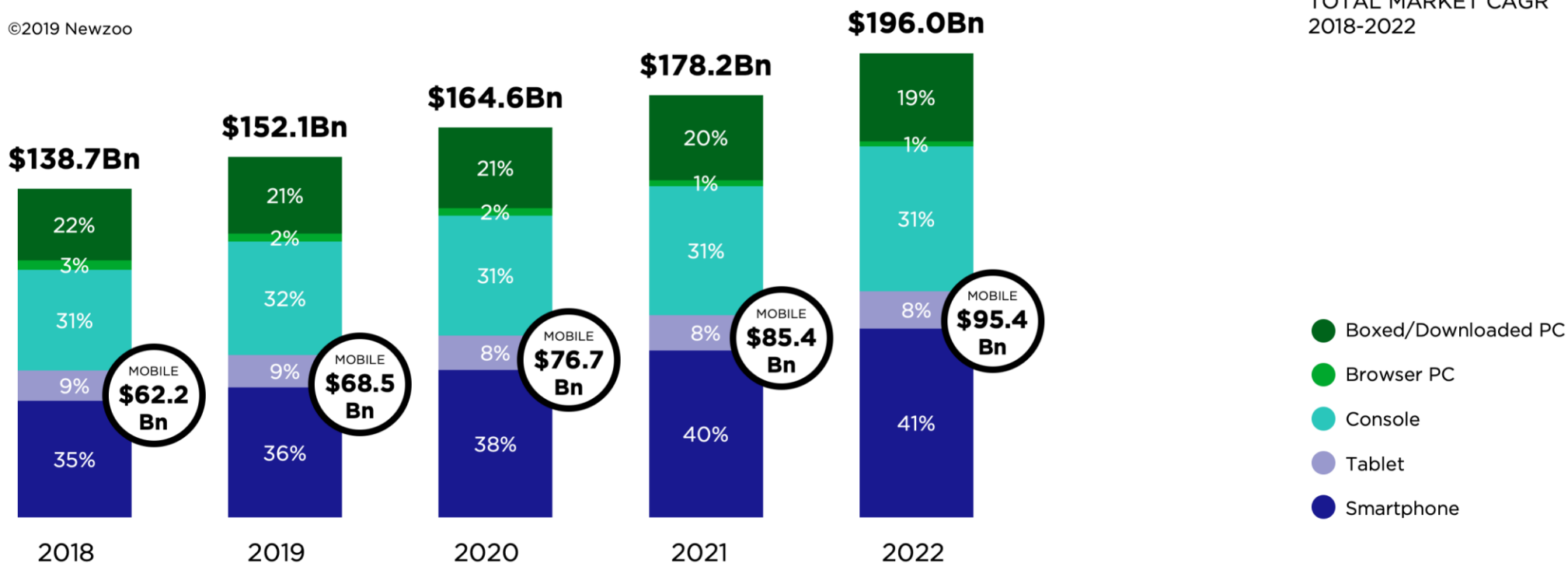
FORECAST PER SEGMENT TOWARD 2022

Video Games are big business

+9.0%

TOTAL MARKET CAGR
2018-2022

©2019 Newzoo



Everyone and their mother plays video games

A NATION OF GAMERS: WHO WE ARE

We're a nation that believes in the power of play. No matter who you are or where you're from, there's a game for everyone.



30%

of players have met a good friend, spouse or significant other through video games



Players think that video games have a positive impact on their lives

80%

say games provide mental stimulation

79%

say games provide relaxation and stress relief



40%

have met people through video games that they otherwise would not have met

63%

say games help with problem solving

57%

say games bring joy through play

55%

say games help connect with friends

50%

say games help the family spend time together



70% of kids (under 18) are video game players

51.1 MILLION

64% of adults (18 and older) are video game players

163.3 MILLION

Across all players:

59% are male

41% are female

WHY WE PLAY

Games are uniquely able to connect us, to entertain while inspiring teamwork, cooperation, and sometimes a little competition. It's not about who you are, but how you play—and anyone can play.



65%

of video game players play with others

17%

team/guild/clanmates/"online only" friends of all types

7%

parents

24%

other family members

27%

spouse/partner

Friends/Family That They Play With:



42%

friends



Adult video game players spend...

6.6 HOURS
a week playing with others online

4.3 HOURS
a week playing with others in person

Video Games are Old...

```
HAMURABI, I BEG TO REPORT THAT IN YEAR 1 :  
0 PEOPLE STARVED, AND 5 PEOPLE CAME TO THE CITY.  
THE POPULATION IS NOW 100 .  
WE HARVESTED 3000 BUSHEL AT 3 BUSHEL PER ACRE.  
RATS DESTROYED 200 BUSHEL, LEAVING 2800 BUSHEL IN STORAGE.  
THE CITY OWNS 1000 ACRES OF LAND.  
LAND IS WORTH 20 BUSHEL PER ACRE.
```

```
HAMURABI . . .  
BUY HOW MANY ACRES?
```

The Sumerian Game(1964)

```
LAND IS TRADING AT 22 BUSHEL PER ACRE.  
HOW MANY ACRES DO YOU WISH TO BUY? 100  
HOW MANY BUSHEL DO YOU WISH TO FEED YOUR PEOPLE? 200  
HOW MANY ACRES DO YOU WISH TO PLANT WITH SEED? 1100  
HAMURABI: T AGAIN. YOU HAVE ONLY 400 BUSHEL GRAIN. NOW T  
HOW MANY DO YOU WISH TO PLANT WITH SEED? 400  
YOU STARVED PEOPLE IN ONE YEAR!!!  
DUE TO THE SAME MISMANAGEMENT  
YOU HAVE BEEN THE OFFICIAL  
AND THE OFFICIAL F  
ALSO DE  
SO LONG  
READY.
```

Stream of Hamurabi (1979 BASIC)

The Intersection of the Past and Play

△ Huizinga's *Homo Ludens*

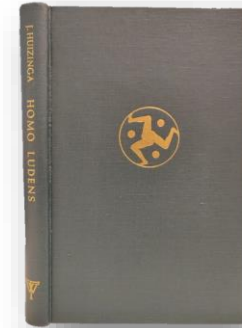
- △ 'Beschaving komt op en ontplooit zich in spel, als spel'
- △ Magic circle of play

△ Game Studies

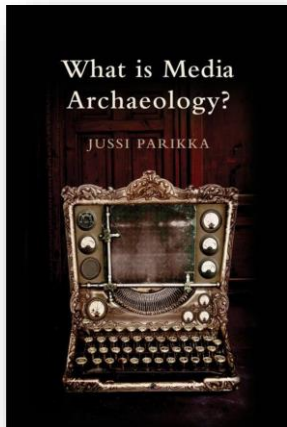
△ Game History

- △ Platform Studies and Media Archaeology

△ Games and History



Homo Ludens
(1938)



Parikka (2012)



Montfort et al.
(2012)



McCall (2011)



Chapman (2016)

PLEASURE OF EXPLORATION AND COLONIAL MASTERY IN CIVILIZATION III PLAY THE WORLD

Subille Lammes

KEYWORDS

(Post)colonialism, science, ethnicity, appropriation

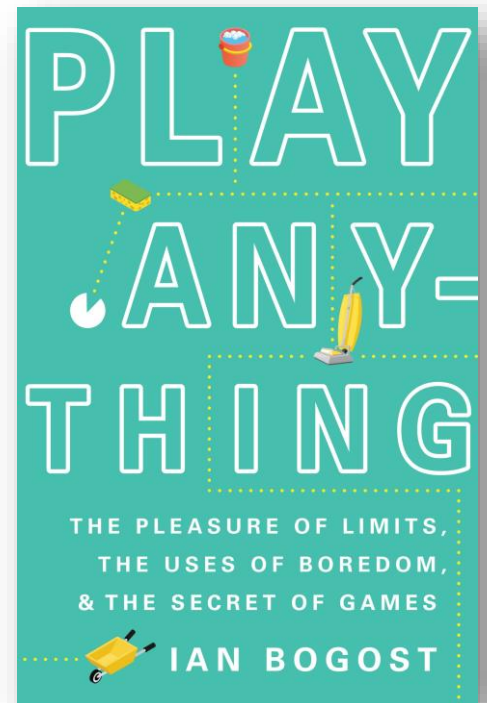
The past is always altered for motives that reflect present needs. We reshape our heritage to make it attractive in modern terms; we seek to make it part of ourselves, and ourselves part of it; we conform it to our self-images and aspirations.

(David Lowenthal, *The past is a foreign country*)[20]

Lammes 2003

Play Anything (Bogost, 2016)

- △ Playgrounds: anything with boundaries and content that is experienced as fun.
- △ Fun: any activity that is related to with commitment, attention, and care.
- △ The Past *is* a playground.



The Ivory Tower meets the Playground

- △ Playfulness
- △ Accessibility
- △ Knowledge



background picture: Liseberg playground by MONSTRUM (Göteborg, Sweden)



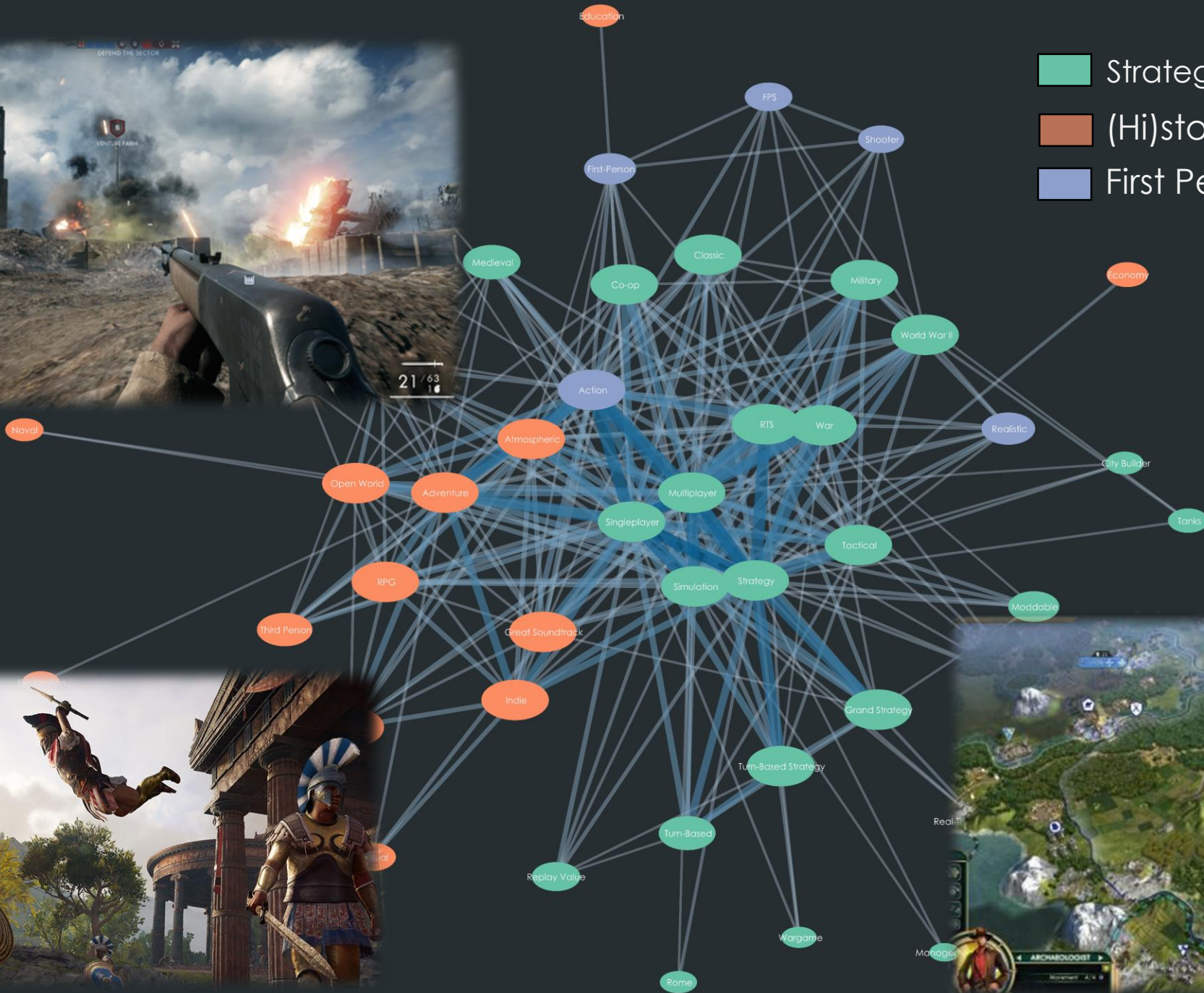
What pasts do people play?

△ Study of Tags on Steam

- △ 255 million active users
- △ Can apply descriptive tags to games

△ “Historical” Tag

- △ 227 games
- △ Average 80.000 owners per game with this tag
- △ Those who have launched a ‘historical’ game have played it on average for 3:51 hrs



Strategy

(Hi)story/Adventure

First Person Shooter



Goal

Through an interactive, playful and creative approach involve an audience of all ages in the re-creation of the Roman Limes in the Netherlands

Aim

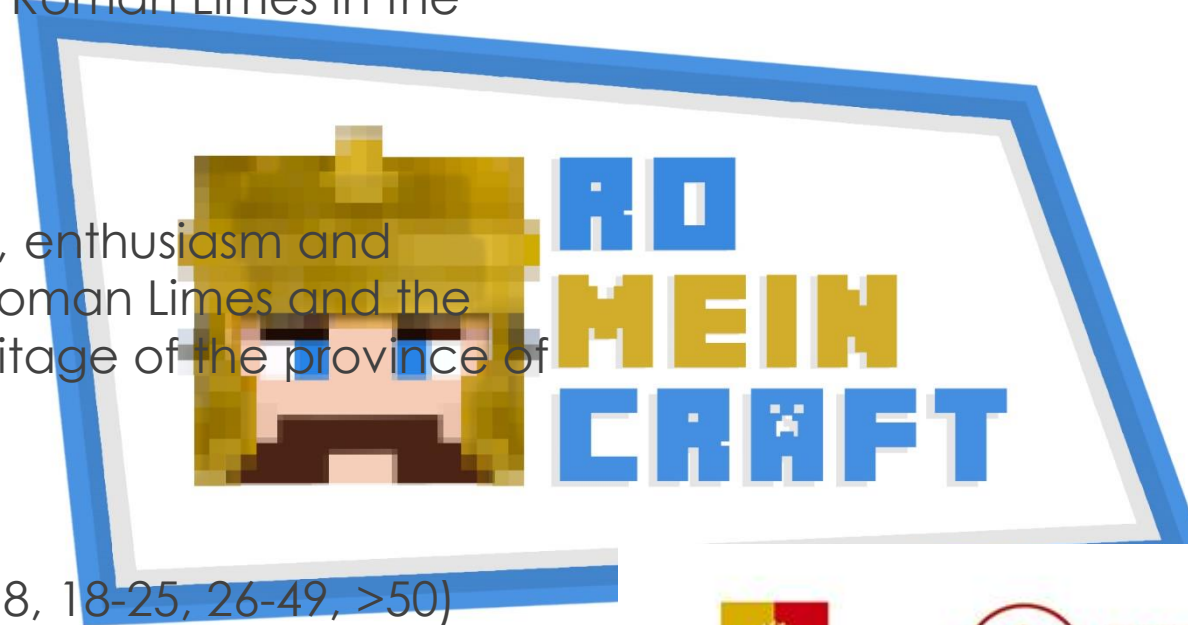
To create knowledge, enthusiasm and appreciation of the Roman Limes and the archaeology and heritage of the province of South Holland.

For who?

People of all ages (<18, 18-25, 26-49, >50)

Where?

Seven locations in the province of South Holland



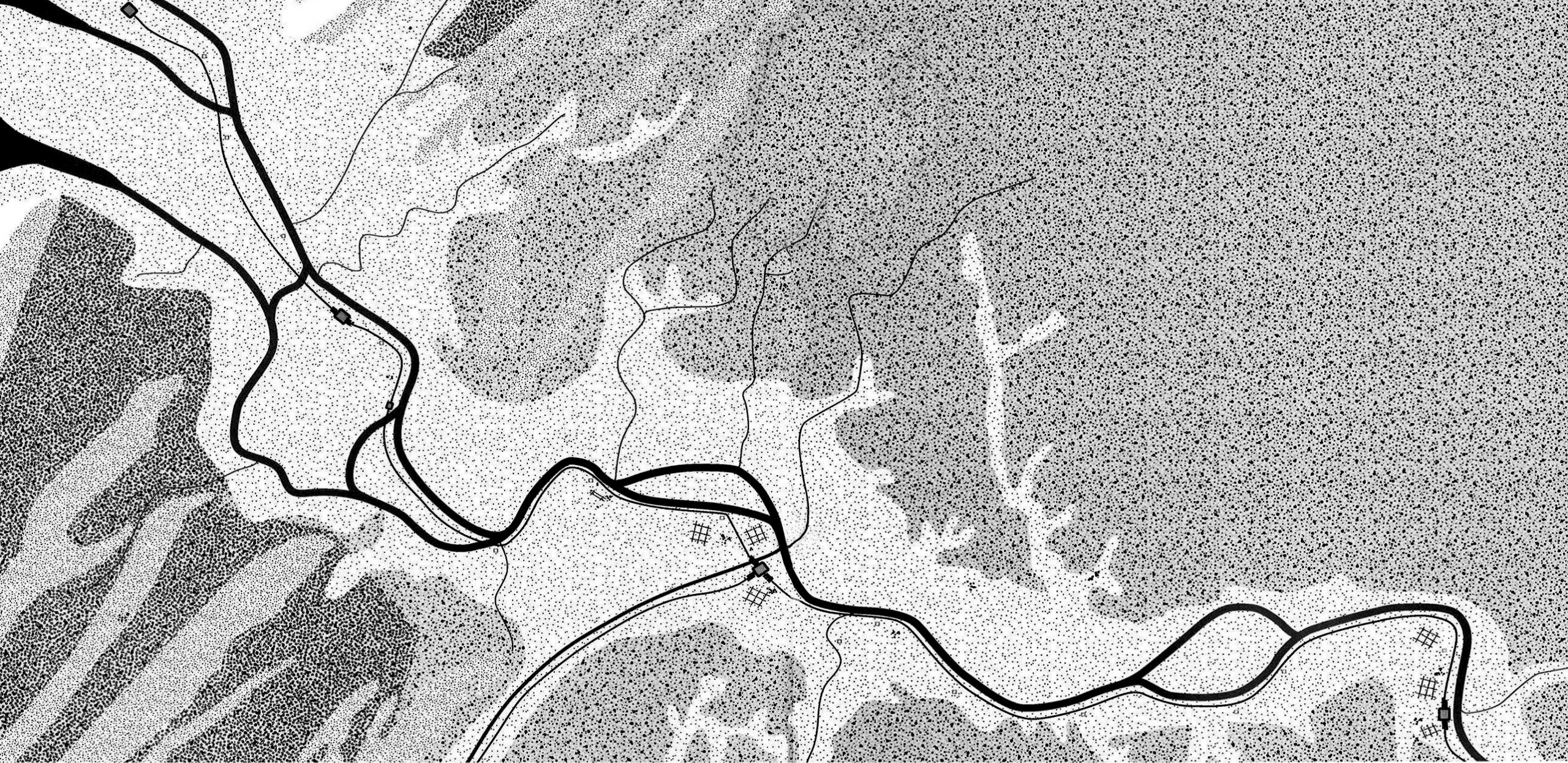






3 Gaming PCs
1 VR Station
1 Laptop
1 Server
Projector and Screen
Router for hosting

Total costs approx. 9000 euros
Mobility: fits in a large car
Set up time: 20-30 minutes

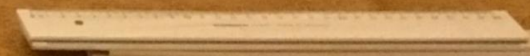
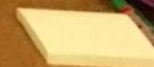
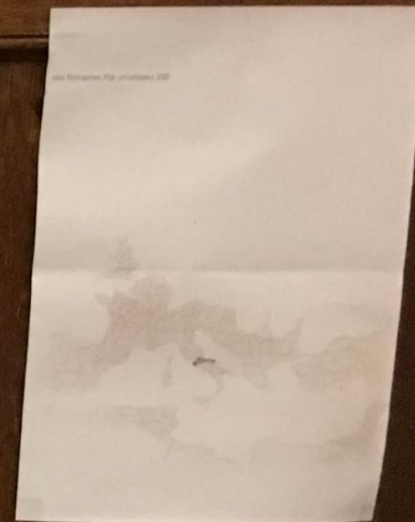
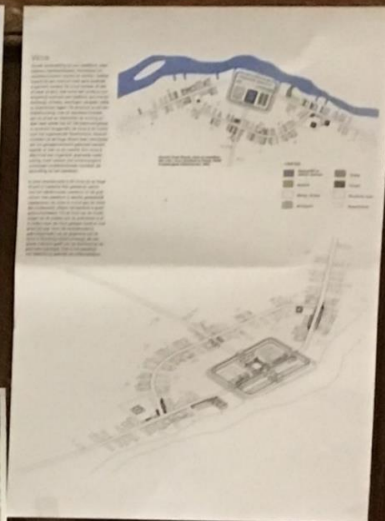
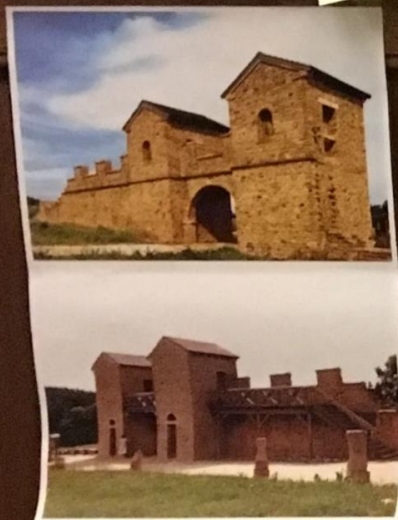


Greyscale map of South Holland 200AD (Limes Atlas)











- Planning and preparations for a structured event
- Scholarship of chaotic play
 - Play and *counter-play*
- Re-thinking the role of the scholar
- The digital playground as a place for research and education

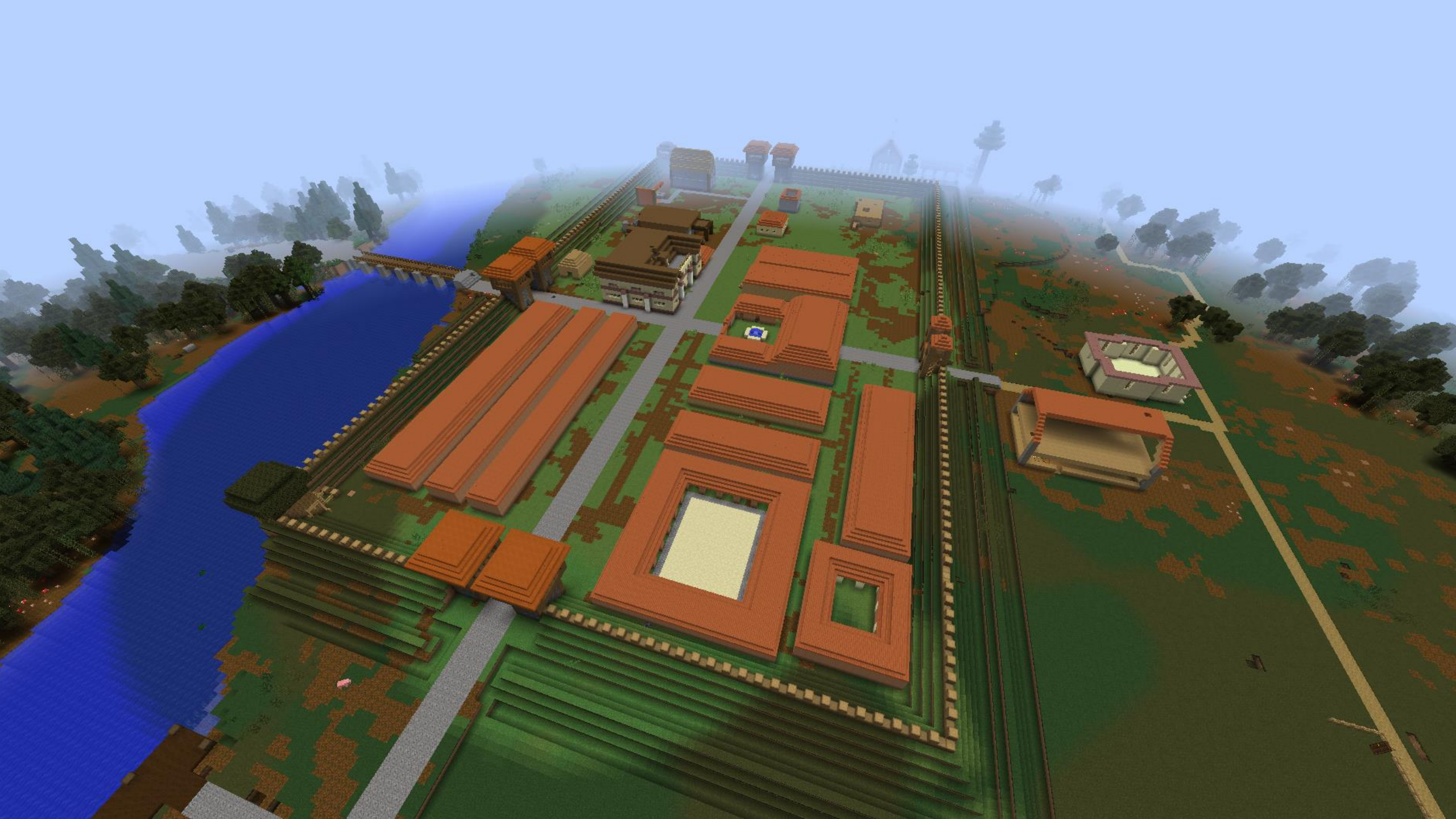
Scholars at Play!



Rollercoasters!







Playing with the Past

We play with the past...

- Popularity of Play
- Commercialization of the Past
- Politics of the Past

... the past plays with us

- The past provokes play
- Repeating past mistakes
- Our playgrounds are bound by our histories

Thank you!



Come and play with us @ www.interactivepasts.com



Like us @ facebook.com/valuefnd



Tweet us @ [valuefnd](https://twitter.com/valuefnd)



Follow us @ [value_fnd](https://www.instagram.com/value_fnd)



Watch us @ twitch.tv/valuefnd



Watch us @ youtube.com/valuefnd



Slack with us: send an e-mail to info@value-foundation.org
and we'll invite you to our community channel.



The Past-at-Play Lab

Who: Sybille Lammes, Angus Mol, Aris Politopoulos

What: Data-driven research into playful experiences of the past

Where: Leiden University

When: 2020-2022 (Open for the public: November 2020)