

The Middle Ages in Modern Games

ASYNCHRONOUS CONFERENCE:
GLOBALITIES AND REGIONALITIES



MIDDLEAGESINMODERNGAMES.NET

WEDNESDAY 4 JUNE – FRIDAY 6 JUNE 2025
#MAMG25

Image Source: 'Raja's of Asia' Mod, *Crusader Kings III* (Paradox Interactive, 2021)

EXILIAN



UNIVERSITY OF
WINCHESTER
CENTRE FOR MEDIEVAL AND
RENAISSANCE RESEARCH



SLITHERINE

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ALL TIMES UTC+1

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WEDNESDAY 4 JUNE



Opening Address - 10:00

First Keynote - 12:00

- 12:00: Playing with the Past: Cultural Integrity in Narrative Gaming - Stevan Anastasoff (Independent Game Designer)

Interview with Field of Glory Developers (AGEOD and Slitherine Games) - 14:00

Sponsored Session: *Field of Glory: Kingdoms* - 16:00

- 16:00: Authority in *Field of Glory: Kingdoms*. Mechanics, referents, and possible developments - Arturo Mariano Iannace (IMT Lucca)
- 16:20: Religious coexistence and Rough Tolerance in *Field of Glory: Kingdoms* - Juan Manuel Rubio Arévalo (Central European University)
- 16:40: The Caucasus in *Field of Glory Kingdoms* - James Baillie (Austrian Academy of Sciences)

Game Design - 18:00

- 18:00: Gamifying Landuse: The Birds and the Bees in Lombard Law-Scape - Thom Gobbitt (University of Graz)
- 18:20: Visualizing Knowledge: Medieval Art and Learning in Game Design - Baykar Demir (Istanbul Bilgi University)
- 18:40: *DropCaps*. A Word Game with a Medievalist Spin - Jessie Contour and Kelcey Gray (University of Texas at Austin)

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THURSDAY 5 JUNE

Global Perspectives - 10:00

- 10:00: Prosuming Regional Medievalisms - depictions, perceptions and imaginations of Rus' in Russian-language computer games - Kristina Wittkamp (Universität Passau)
- 10:20: William Adams: A Monogatari Samurai Hero - Fictionalisations of Japanese History in Rekishi-Monogatari Games - Benjamin Dorrington Redder (Ritsumeikan University)
- 10:40: Chivalric Quests and Nostalgic Aesthetics: *Final Fantasy IX* as Global Medieval British Romance - Enrique Torres-Hergueta (University of Extremadura)
- 11:00: Gnosticism in the Medievalist Game *Genshin Impact* - Emilienne Parchliniak (Sorbonne Nouvelle University)

Eurocentric Globalism - 12:00

- 12:00: Harnessing Nature by Men: An Ecofeminist Critique of *Age of Empires II* - Shu Wan (University at Buffalo)
- 12:20: Pixel to Parallax: Low-Poly Cartographies of Medieval Spatial Narrative in Games - Xinyu Kang (Peking University) and Yuantong Yun (Tsinghua University)
- 12:40: How *Civilization V* Brings Historical Nations to the Global Stage: Analysis of the Game's Majapahit-Era Indonesia - Pratama Wiryatmaja, Andreas Nugroho Sihananto, and Gedy Christian Hendrawan Putra (University of Pembangunan Nasional "Veteran" Jawa Timur, Indonesia)

Alternative Approaches to Globalism - 14:00

- 14:00: A Left-Coast Medieval: Progressive Values in *Age of Empires IV* - Robert Rouse (University of British Columbia)
- 14:20: Stranger in a Strange Land: Eivor's Encounter with the Mohawk Culture in *Assassin's Creed: Valhalla* - Renata Leśniakiewicz-Drzymala (Jagiellonian University)
- 14:40: Gaming Beyond the 'Commons': Counter-Hegemonic Readings of Medievalist Tropes - Vinicius Marino Carvalho (Universidade Estadual de Campinas)

Participatory Heritage - 16:00

- 16:00: Social Media is *Dungeons & Dragons* - Stephen Yeager (Concordia University)
- 16:20: Teaching the 16th Century with *Pentiment* - Lucas Haasis and Patrick Heike (Gamelab 'Villa Geistreich' in Oldenburg)
- 16:40: We can be heroes, just for one day: Concepts of history in LARP - Merle Stratmann (Carl von Ossietzky-University Oldenburg)

Race and Culture - 18:00

- 18:00: Globalities and Regionalities in Roleplaying across Culture and Race in *Black Desert Online* - Johansen Quijano (Tarrant County College, Trinity River Campus)
- 18:20: L'era dei rumors e il razzismo - *Kingdom Come: Deliverance II* - Simone Vitolo (University of Modena)
- 18:40: Framing the Other Within: Sebhat of Sadai, Narrative Legibility, and Ethiopian Manuscript Aesthetics in *Pentiment* - Blair Apgar (Kutztown University)

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FRIDAY 6 JUNE

Fantasy Medievalism in *The Witcher* – 10:00

- 10:00: Female Voices in a Medieval-Inspired Universe: a Brief Comparative Study of the Representation of Women in *The Witcher* Books and Video Games – Jéssica Iolanda Costa Bispo (NOVA University Lisbon)
- 10:20: *The Witcher 3* un viaggio nel tempo e nello spazio dell'Europa medievale – Simone Fleres
- 10:40: Dungeons & Distortions: The Pseudo-Norse berserker in *The Witcher 3: Wild Hunt* – Roderick Dale and Markus Mindrebo (University of Stavanger)

Globalism and Religion – 12:00

- 12:00: Religious Tensions: The Itatehyōzu Shrine in *Assassin's Creed Shadows* – Hirohito Tsuji (University of East Anglia)
- 12:20: „Denn häufig haben sich auf seinem Wink und Befehl viele von ihnen von einer hohen Mauer hinunter gestürzt [...]“: Die Tradierung des mittelalterlichen Mythos der Nizari Ismailis in Narration und Gameplay in *Assassin's Creed* – Ron Heckler (Deutschen Gesellschaft e. V.)
- 12:40: The Eternal Presence of Holy War: The Procedural Rhetoric of Jihad and Crusade in *Total War: Medieval 2* – Juan Manuel Rubio Arévalo (Central European University)

Second Keynote – 14:00

- 14:00: Making *Raja's of India* – William Chen (Modder)

Closing Remarks – 16:00



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WILL RETURN...

MAMO:

24-26 JUNE

LEEDS IMC:

6-10 JULY

ASYNCHRONOUS

CONFERENCE:

2026

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