

Coding Medieval Worlds 6

Manuscripts and Mechanics

A workshop for historians & game developers: 20-22 feb, 2026

A core challenge of making more interesting medieval worlds in game formats is sharing and building the different processes needed to create them. Historians and game developers have different ways of representing, exploring and constructing the material we get from medieval sources. How, then, should we approach this, and how can we share and synthesise our different methods? How do we take the particular affordances of games and engines and how do we develop mechanics and systems to best present historically inspired material in them? Coding Medieval Worlds 6 is a workshop and discussion forum for sharing developers' and historians' perspectives and finding solutions to these shared problems!

When: Main Sessions 21th-22nd Feb 2026, 1pm — 8pm CET

Evening Events 20th, 21st, 22nd Feb 8:30pm-10pm CET

Where: Wherever you can connect to a video call!

How to participate:

Email exilian@exilian.co.uk or james.baillie@oeaw.ac.at by **December 31st** with your name and a sentence or two on your background and interest.

We have a limit of around 40 people, half spaces for developers and half for academics (independent scholars, early career researchers, and hobbyist & indie developers are all welcome). We examine all applications and ensure places are available for scholars & developers from diverse & marginalised backgrounds.

Do get in touch with any enquiries at the above email addresses.