Coding Medieval Worlds 5
Power and Institutions

A workshop for historians & game developers: 22-23 feb, 2025

Power and the structures that guide it have shaped the human past and our imaginations of it alike. In medieval and medieval-fantasy game worlds, institutions and power systems may differ from or align with varied imaginaries or realities of history. States, guilds, clans, confederacies, cities and monasteries offer a range of possibilities and perspectives on power and its use. Portraying dynamic medieval worlds that explore the ways power worked in premodern societies is of interest both in academia and for the narratives and mechanics of games. Coding Medieval Worlds 5 is a workshop and discussion forum for sharing developers' and historians' perspectives on these problems, and finding out what shared solutions we can build!

When: 22nd-23rd Feb 2022, 1:30pm — 8pm Central European Time
(Optional events on evenings of 21st-23rd)

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 30 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.

ÖAW ÖSTERREICHISCHE AKADEMIE DER WISSENSCHAFTEN

EXILIAN