

Coding Medieval Worlds

A workshop for historians & game developers: 6-7 feb, 2021

Game design and perceptions of the medieval world have been in a feedback loop in recent decades: the use and misuse of representations of the Middle Ages is a concern for both historians and developers in everything from the communities that form around games to the codebases that model medieval worlds. In this workshop, we invite a mixture of medievalists and game developers to work on common challenges, share perspectives, and find new ways of tackling historical problems in game development settings.

When: 6th Feb & 7th Feb 2021, 1:30pm — 8pm Central European Time

Where: Wherever you can connect to a video call!

How to participate:

Email exilian@exilian.co.uk or james.baillie@univie.ac.at by December 20th with your name and a sentence or two on your background and interest.

We have a limit of around 20-30 people to make this workshop manageable, half reserved for developers and half academics (independent scholars, early career researchers, and hobbyist & indie developers are all welcome & included within that). We will look over 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.

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