

The Middle Ages in Modern Games

ASYNCHRONOUS CONFERENCE: COOPERATION AND CONFLICT

[MIDDLEAGESINMODERNGAMES.NET](https://middleagesinmoderngames.net)

TUESDAY 4 JUNE – FRIDAY 7 JUNE 2024

#MAMG24

Image Source: *King of the Castle* (Tributary Games, 2023)

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TUESDAY 4 JUNE

Field of Glory Day 2024

16:00

Join us on
twitch.tv/slitherinety

Claire Kennan and Robert Houghton discuss the Historical Context of *Field of Glory: Kingdoms*

Alberto Casulini and Neil McKenna showcase gameplay strategies and highlight features

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WEDNESDAY 5 JUNE

Opening Address - 9:00

- 9:00: Markus Mindrebø (University of Stavanger)

First Keynote - 12:00

- 12:00: Medieval Borders in the Context of Video Games - Juan Francisco Jiménez Alcázar (Universidad de Murcia)

Sponsored Session: *Field of Glory: Kingdoms* - 15:00

- 15:00: More than a Wargame: Introducing *Field of Glory: Kingdoms*
- 15:15: The Art of *Field of Glory: Kingdoms*
- 15:30: Making Friends and Enemies: Interpersonal and International Relations in *Field of Glory: Kingdoms*
- 15:45: Alliances, Schemes and Betrayals: Multiplayer Cooperation and Conflict in *Field of Glory: Kingdoms*

Empathy and Roleplay - 18:00

- 18:00: Binary Dynamics in *A Plague Tale: Innocence* - Jéssica Iolanda Costa Bispo (Nova University of Lisbon)
- 18:15: Modeling Medieval Mentalities - Some Promising Trends in Historical Games - Adam Bierstedt (Ludohistory)
- 18:30: A Collaborative Crime Against Humanity: Creating the Siege and Sack of Constantinople in *The Remaking of the Medieval World, 1204* - John Giebfried (University of Vienna)
- 18:45: How Information Moves: Character Networks in Role-playing Games - James Baillie (Austrian Academy of Sciences)

Warfare and Violence - 21:00

- 21:00: Warriors of the Virtual Past: Unravelling Historical Conflicts in *Assassin's Creed: Valhalla* - Enrique Torres-Hergueta (University of Seville)
- 21:15: The Iberian struggle as a structuralist representation of the Reconquista in *Crusader Kings III* - Arthur Antônio Soares de Oliveira (Federal University of Espírito Santo)
- 21:30: From History to Fantasy: Exploring the Dynamics of Medieval Warfare in Gaming - Johansen Quijano (Tarrant County College)

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THURSDAY 6 JUNE

Culture, Chronology and Fantasy – 9:00

- 9:00: For the Divines, the Emperor, and the Tribunal: East-West Cultural Cooperation and Conflict in *The Elder Scrolls III: Morrowind* - Pratama Wirya Atmaja* Andreas Nugroho Sihananto, and M. Afdal Susilo Aji (University of Pembangunan Nasional "Veteran" Jawa Timur)
- 9:15: Palimpsestic Fantoms in *Assassin's Creed: Revelation* – A Reading on cooperation and conflict through encounters between Early Modernity and Medievalism - Yujia (Flavia) Jin (University of Glasgow)
- 9:30: Analyzing the Grimdark Neomedieval Chronotope in *The Witcher* Game Series - Homeira Baghbanmoshiri (Kobe University)

Game Development – 12:00

- 12:00: Fall of Gelgel Empire: Root of Bali's Warring Era in *Fall of Bali* - Muhammad Abdul Karim (Sengkala Dev)
- 12:15: Legal Disputes as a Game Mechanism in *The Knight & the Maiden* - Andreas Kjeldsen (Stark Raving Sane Games)
- 12:30: *Virtù*, Humours, and the psychology of the renaissance soldier: Modelling decision-making in skirmishes through *Force of Virtue* - Samuel Gassman (Masterstroke Games)

Aesthetics – 15:00

- 15:00: Fables of Friendship and Fury: How *Tails of Iron* and *Inkulinati* Explore Cooperation and Conflict Through Medievalist Aesthetics - Baykar Demir (Istanbul University)
- 15:15: Cognitive-Visual Reasoning of Medieval Space in Modern Video Games - Emilija Vuković (University of Belgrade)

Aesthetics (cont.)

- 15:30: The Sword as Symbol of Chivalry in *The Witcher 3* - Katie Vernon (University of York)
- 15:45: Cooperation, conflict, and more-than-human agencies in medieval games - Vinicius Marino Carvalho (State University of Campinas)

Interplayer Conflict and Cooperation – 18:00

- 18:00: The Group Over the Self or Vice-Versa: How Hunting Monsters Reflects the Spirit of Cooperation and Conflict from the Middle Ages - Johansen Quijano (Tarrant County College)
- 18:15: Survival Strategies in LARPs: Conflict or Cooperation? - Anastasija Ropa (Latvian Academy of Sport Education) and Edgar Rops (Independent Scholar)
- 18:30: Feudalism and Intercommunity Feuds: A look at the rivalry between the Overwatch and Valorant Community - Shashvat Singh (Uppsala University)

Art History and Historiography – 21:00

- 21:00: Renaissance Magic Against a Medieval World: An Art-Historical Reading of *Elden Ring's* Raya Lucaria Academy - Mikael Sebag (University of California, Irvine)
- 21:15: History is Written by the House Leader: Perspectivism in *Fire Emblem Three Houses* - Quinn Bouabsa-Marriott (University of St Andrews)
- 21:30: Nobunaga's Ambition and contemporary Japan: History of medieval historiography, medievalism, and historical subcultures - Hirohito Tsuji (University of East Anglia)

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FRIDAY 7 JUNE

Il Medioevo nei Giochi Moderni - Italian Perspectives -

9:00

- 9:00: *World of Warcraft*, l'evoluzione di un MOORPG dal sapore medievale - Luigi D'Anto'
- 9:15: Conflitto e Cooperazione negli Imperi Romani, Occidentale e Orientale, in *Attila: Total War* - Simone Divincenzo (University of Genoa)
- 9:30: Alleanze e intrighi: la diplomazia in *Age of Empires II* - Simone Vitolo (University of Turin)
- 9:45: Beyond the Battlefield: medieval war and RTS games - Simone Fleres

Rebellion, Networks and Law - 12:00

- 12:00: Beyond Feudalism: how modern games can handle internecine conflicts in early medieval polities - Arturo Mariano Iannace (IMT School for Advanced Studies, Lucca)
- 12:15: Relationships in crisis: Visualising and analysing the breakdown of medieval aristocratic networks with *Crusader Kings* - Markus Mindrebø (University of Stavanger)
- 12:30: Law as Violence: Langobard Laws & Tabletop Roleplay Games - Thom Gobbitt (Austrian Academy of Sciences)

Inclusivity, Exclusion and Dehumanisation - 15:00

- 15:00: Returning to an Imagined Past: How Game Mods Reinforce Anachronistic Medieval Fantasy - Blair Apgar (Elon University)
- 15:15: The 'Playersexuality' Debate: Love, Romance, Identity, and Player Perceptions of Baldur's Gate 3 and the Dragon Age Series - Christine Tomlinson (University of California, Irvine & University of Southern Denmark)
- 15:30: Bandits and thieves in RPGs : dehumanization and heroification of the criminal - Albert Leparç (Paris-Sorbonne University)
- 15:45: Who is the Real Enemy? The Races of Elves and Giants in *God of War* (2018) - Renata Leśniakiewicz-Drzymala (Jagiellonian University, Kraków)

Second Keynote - 18:00

- 18:00: The Sonic Environments of Medieval(ist) Games - Karen Cook (University of Hartford)

Closing Remarks - 21:00

- Robert Houghton (University of Winchester)

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WILL RETURN...

LEEDS IMC:

1-4 JULY 2024

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3-6 JUNE 2025

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