

7/30	Session Author: Title	Session Summary	7/31	Session Author: Title	Session Summary	8/1	Session Author: Title	Session Summary	8/2	Session Author: Title	Session Summary
8:00 AM EST	Sara Head: The Tamriel Archaeological Guild	Real archaeology in a Game world.	8:00 AM EST	VALUE: Microscope One-shot	We'll play a one-shot of Microscope, the historytelling RPG built on the fractal system. More info on the game here .	8:00 AM EST	Sara Head: Folk Horror and Archaeology, a Barrow Hill Playthrough	Let's play through the Archaeology inspired Folk Horror game Barrow Hill and looks at how elements of both folk lore and archaeology are woven together to create a compelling story line with a dark twist.	8:00 AM EST	Ashleigh Morgan: Myth and Legend: Exploring Mythologies within Blockbuster Games	An examination of representations of ancient mythologies within AAA video games, such as Tomb Raider, Assassin's Creed, God of War and Uncharted. How true are these depictions to the source content, and what aspects of the mythologies are sacrificed in order to create an often-award-winning game?
10:00 AM EST	Bili Aucher: Are Orcs the problem or is it Tolkien? Panel discussion about racism and representation in TTRPG	I'm putting together a panel to discuss race and representation in TTRPG. This will go from historic examples of implied racism and racial stereotypes. Looking at you D&D. To modern examples of the same. Still looking at you D&D. Also, modern designers will be highlighted who have taken on the challenge of correcting the past or forging new futures without these tropes.	10:00 AM EST	Sara Head, Bili Aucher: Skin Walker Ranch Season One Wrap Up Live Watch	Join bill and Sara as they wrap up their own adventures at the Skinwalker Ranch as they live watch the final episode of season one	10:00 AM EST	Andrew Reinhard: Mobile Homes in the Multiverse: An Archaeological Safari into Fallout 76 and its Human Habitations	Twitc live-stream archaeological safari of temporary human settlements in <i>Fallout 76</i> .	10:00 AM EST	Testimony, LLC: Post-Pandemic: Society in Days Gone, a Future Dystopia Survival Perspective	We are going to host a live stream and live discord chat for anyone who wants to join while we play Days Gone, a survival horror game set in a post-apocalyptic pandemic world. We plan to discuss the dynamic groups of enemies and how the characters interact with the altered version of our society.
12:00 PM EST	Krystiana Krupa: Plunder or Perish: Professional Archaeology in <i>The Elder Scrolls Online</i>	Watch me stream Elder Scrolls Online and excavate artifacts using the game's new Antiquities system. We'll talk about how this compares to real-world archaeology, plus my current project focusing on the representation of women in ESO's professional archaeological organization.	12:00 PM EST	Angus Mol: The Association for Playful Pasts (TAPP)	An open discussion meeting to gauge interest in this group and gathering ideas on how to move forward with the founding of an international association for everyone who loves the past and who loves to play, provisionally named TAPP. Go to https://playfulpasts.com/ for a bit more info and a contact form on how to contribute.	12:00 PM EST	JonJon The Wise: CyberPunk Red Beta One-Shot	Pre-recorded one-shot adventure in the Cyberpunk Red Beta ruleset.	12:00 PM EST	Elyse Bromser-Kloeden: Let's Make a Game: Archaeology Edition	Archaeology is a huge source of inspiration for many games. We'll talk about how game developers do research to make both historically based and entirely fictitious game worlds. Then using freely available tools and data we'll make our own archaeological inspired game live.
1:30 PM EST	Daniele Salvoldi, Kate Minniti: AC Origins' Alexandria: Between Greeks and Egyptians	We will explore Alexandria at the end of the Ptolemaic period highlighting elements of Greek and Egyptian culture in the city and how AC can be a powerful tool for learning this complex and fascinating period	1:00 PM EST	Tisa Loewen: The Bioarchaeology Mission: AC:O	Assassin's Creed Odyssey Story Creator Mode allows you to make custom missions for others to play. Join me, a bioarchaeologist, on a mission discussing burial practises in the Mediterranean—500 BCE. We'll talk about using the Story Creator & educational features of AC games.	2:30 PM EST	Mark Norman: Folklore in Gaming	A discussion on the value of folklore and our social history as a mechanism for immersive roleplaying games. Mark Norman, the creator and host of The Folklore Podcast, talks to "the Gentleman Gamer" Matthew Dawkins of Onyx Path Publishing and Tom Murr, a GM from Germany, on their recommendations for folklore-rich adventures.	2:00 PM EST	ARISE (Alex Martire, Tomás Partiti): Sambaquis – A History before Brazil	"Sambaquis – A History before Brazil" is a game produced by the research group ARISE (University of Sao Paulo). The game, developed entirely by archaeologists, is a Point & Click based on the culture of the shellmound people of the Brazilian coast around 3000 years ago.
3:30 PM EST	VALUE, Anna, Colleen Morgan: Archaeology 101 in Minecraft	We will explore the Archaeology 101 map, made by Archaeologist (Anna) in Minecraft Education based on Catalhoyuk. We will be joined in this stream by Anna herself as well as Colleen Morgan (York University)	4:00 PM EST	Michael Zimmerman: Games and Gamification as Transformative Pedagogy in the Archaeology Classroom	This will be a panel on games and gamification in the archaeology classroom, often considered an effective tool for student engagement. However, games can also create elements of transformative pedagogy which empowers students to "examine their beliefs, values, assumptions, prior knowledge and critical discourse."	4:00 PM EST	Jared Hansen: No Space Like Home: A Study of Player Made Cities in Star Wars: Galaxies	A survey of a player-made city from SWG, an older MMORPG. I map out the buildings, their function, & explore their interiors. I hope to expand upon this & continue to map out player housing on the server, exploring how players conceive space/urban design in a retro sandbox game.	4:00 PM EST	Rhianna Bennett: Archaeology in The Sims 4: Jungle Adventures	This presentation will be a playthrough of the Sims 4 Expansion Pack, <i>Jungle Adventure</i> . We will look at what the pack does right, does wrong, and how can they improve in the future of presenting archaeology to the public.
6:00 PM EST	Purgatory Archaeological Survey: Keep Purgatory's Past Alive: Historic & Archaeological Discussion of the Ghost River Triangle.	Join PAS for an overview of Purgatory's archaeology & history including discussions about archaeological sites common in the GRT. Learn how you can be a good steward of the past. Finally, I will discuss my public outreach project, #FlatResearchWaverly & how you can get involved!	6:00 PM EST	Rhianna Bennett: The Importance of Material Culture in Overwatch	This presentation will explore how archaeology is integral to the game of Overwatch by exploring maps and lore. We will also approach how everyday gamers can utilize archaeological methods to further understand maps and settings within gaming environments.	6:00 PM EST	Rhianna Bennett: An Archaeologist Plays: Uncharted 1	Selected Episodes from my YouTube series "An Archaeologist Plays" where I complete a playthrough of Uncharted: Drake's Fortune and critique the games presentation of Archaeology to the public.	6:00 PM EST	ARISE (Amanda Viveiros, Mathus Cruz): The Brazilian Research Group ARISE - Interactive Archaeology and Electronic Simulations	The Research Group ARISE (Interactive Archeology and Electronic Simulations) at the University of Sao Paulo aims to promote academic analysis of interactive electronic medias and produces several contents (including games) about archaeogaming, digital simulation and digital humanities, aimed at scientific dissemination for the general public and for museological and educational institutions.
8:00 PM N/A	N/A	N/A	8:00 PM	K.T. Katzmann: Feet of Clay: Golems in Myth and Pop Culture	A history of the Golem, from the Jewish myth to the gaming table.	8:00 PM	Harusakiemon: Murder of the Goblin Guild Leaders	D&D one-shot game. Klaarg hosts a large goblin population. One of the community goblin leaders has been found dead or at least what's left of them. It's up to our heroes to solve the mystery before the killer strikes again. Goblin Town may not survive without its leaders.	8:00 PM	Krystiana Krupa, Jake Coffey, Meghan Dennis, Elyse Bromser-Kloeden, Renee Nejo, Tisa Loewen: Representation for Whom? Racism in Video Gaming	Join us as we chat about representation in video games, including race, gender, disability, and more! We have specific games in mind to focus on, but are open to discussing games brought up by viewers if we're familiar with them.