



THE INTERSECTION BETWEEN ARCHAEOLOGY AND GAMING

SECOND ANNUAL ARCHAEOGAMING CON
AUGUST 6-7, 2021

#ArGaCon21

WHAT IS ARCHAEOGAMING?

Very briefly, archaeogaming is the study of humans via games. Archaeology studies humans through material culture and games are quite certainly that. However, games and game worlds are so much more. They are human-created worlds, interactive stories, and they impact the real world in real ways. Real-world human ideas go into the creation of and interaction with games and game materials, and then that game world and its material interact with human ideas in the real world. This makes games an interesting kind of human artifact in that they are both archaeological sites and portable artifacts, and they can be studied as both at the same time.

WHAT CAN ARCHAEOGAMING STUDY?

Anything archaeology studies, so can archaeogaming; it's just all filtered through a man-made lens. Everything in a game or game world is intentional. It has a purpose, from the trash in a dignity Street Fighter game to the particular color of a pixel in a highly rendered character face. What can this intentionality tell us about the minds that created this game, wrote the story, designed the character, the city, the tools, the code, and so on.

Games are both social criticism and time capsules. A game from the 90's predicting the grungy hardcore cyber world of the imagined 2020s is both a peek into social constructs and expectations of the '90s as well as a snapshot of world views and social ideologies. In this we can use games to help us understand what was important to the past, via the emphasis of certain themes in games during a time period.

Games can show us shifting social roles, growth, and maintenance of economies, the spread of cultures across borders, and even the changing political beliefs of various groups of people. Games can synthesize the rise and fall of civilizations by mimicking global situations, pandemics, climate change, resource scarcity, and the effects of war. Games can also give us a glimpse of what peace and cooperation can look like by simulating real-life socialization, community, education, and sharing.

WHAT IS ARCHAEOGAMING CON (ARGACON)?

In 2020, Sara Head, host of the ArchyFantasies Podcast, brought together a group of like-minded ArchaeoGamers to create a one-of-a-kind event: A gaming convention and archaeological conference to share ArchaeoGaming research and gameplay with a virtual audience.

The second annual ArGaCon takes place on August 6th and 7th, 2021, with discussions, seminars, and gameplay streamed live through Twitch and YouTube. Archaeology has both influenced and existed in games for many years. ArGaCon aims to broach this intersection academically and to make the subject matter accessible to all. In doing so, archaeologists and gamers will be able to create an engaging and inclusive space where the fields can coexist.

WHERE TO WATCH?

Twitch: https://www.twitch.tv/archaeogaming_con

YouTube: <https://www.youtube.com/channel/UCv-69nIRpU7JW9kWHDS6oow>

2021 CONFERENCE VOLUNTEERS

The ArchaeoGaming Conference is Organized by a Team of Outstanding Volunteers

Founder

Sara Head

Moderators

Jacob Coffey

Anna Coon

Organizers

Bill Auchter

Sara Head

Krystiana Krupa

Sara Head

Krystiana Krupa

Bryandra Owen

Amy Shannon

Program Committee

Anna Coon

Sara Head

Krystiana Krupa

Amy Shannon

Web Designer

Anna Coon

Graphic Designers

Anna Coon

Daryl Basarte

Sara Head

Amy Shannon

Public Relations

Anna Coon

Logo Designer

Anna Coon



SCHEDULE

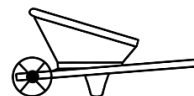
All Times in Eastern Standard Time

Friday, 6 August 2021

- 2:00 When Two Worlds Collide: Archaeology and Video Games
Dr. Megan Victor and Sara Head
- 4:00 Green Hell, Lost Tribes, and Tropical Pandemics
Sara Head
- 6:00 The Future (Re)Creates the Past: Interpreting the Past is Creative
Dr. Anthony Masinton
- 8:00 Friday Night Spooktacular
Jacob Coffey, Anna Coon, Sara Head, Bryandra Owen, Amy Shannon and Gunnar Werhan

Saturday, 7 August 2021

- 10:00 (De)Contextualizing Lyson of Hermione: A Cyberepigraphy of Latin and Greek Inscriptions in Recent Ubisoft Games
Alexander Vandewalle
- 12:00 A Mission of Repatriation: How Red Dead Redemption Creates a Platform to Introduce the Public to Archaeology
Bryandra Owen
- 2:00 Pothunting and Play: Games and Archaeological Looting
Dr. Michael Zimmerman
- 4:00 Odin is With Us: Assassin's Creed Valhalla
Jacob Coffey and Kate Minniti
- 6:00 Archaeology's Mass Effect: Exploring the Importance of the Past in Video Games
Rhianna Bennett
- 8:00 Welcome to Goblin Town (An ArchaeoGaming D&D Campaign)
Daryl Basarte, Lisa Cipolla, Anna Coon, Bryandra Owen and Dr. Michael Zimmerman



Please join the ArchaeoGaming Con [Discord Server](#) to participate in post-session discussions, to ask questions of the panelists, and to meet and interact with other participants of the con!

SESSION ABSTRACTS

In Order of Appearance

WHEN TWO WORLDS COLLIDE: ARCHAEOLOGY AND VIDEO GAMES

What does archaeology have to do with video games? As an archaeologist, Dr. Megan Victor examines the physical remains of everyday life through examinations of 18th and 19th century taverns and saloons, but also through archaeogaming - the intersection of archaeology and video games. As an avid gamer herself, Victor loves the ways that her passion for archaeology, research, and gaming can all intersect in her work! But also how archaeology plays a huge role in video games, and how they are developed!

Presenters: Dr. Megan Victor and Sara Head

GREEN HELL, LOST TRIBES, AND TROPICAL PANDEMICS

Presenter: Sara Head

THE FUTURE (RE)CREATES THE PAST: INTERPRETING THE PAST IS CREATIVE

How do we balance what we know with what we don't? Join the debate as we play through part of the upcoming game 'The Resurrection' with developer and archaeologist Dr. Anthony Masinton.

Presenter: Dr. Anthony Masinton

FRIDAY NIGHT SPOOKTACULAR

A ghost hunting competition for the ages! Witness the first ever ArchaeoGaming-sponsored e-sports event, as Spectral Survey Inc. goes up against the PolterGuys LLC for a spooktacular showdown! Two teams of archaeologists will go several rounds in Phasmophobia to determine which team has a future in paranormal investigation!

Presenters: Jacob Coffey, Anna Coon, Sara Head, Bryandra Owen, Amy Shannon and Gunnar Werhan

(DE)CONTEXTUALIZING LYSON OF HERMIONE: A CYBEREPIGRAPHY OF LATIN AND GREEK INSCRIPTIONS IN RECENT UBISOFT GAMES

Ubisoft is a studio known for its detailed reconstructions of historical settings. This presentation will examine Latin and Greek inscriptions found in recent Ubisoft games and point to the interesting ways in which these ancient texts are transformed in a virtual environment.

Presenter: Alexander Vandewalle

A MISSION OF REPATRIATION: HOW RED DEAD REDEMPTION CREATES A PLATFORM TO INTRODUCE THE PUBLIC TO ARCHAEOLOGY

In the 2018 video game, Red Dead Redemption 2, gamers continued their ventures in the fictional late 19th Century - early 20th Century American West first created by Rockstar Games in 2010. While dealing with a fictional version of the United States, the game makes an effort to include thoughtful reflections of real American history as well as archaeology. As the outlaw Arthur Morgan players can choose how they interact with the history of this world and the other people who inhabit it. A main story mission within the

game, titled Archaeology for Beginners, sends the player on a quest to help a Native American recover stolen artifacts important to his tribe. This paper will discuss how this mission can be used to teach the public about archaeology, tribal consultation, and the importance of repatriation.

Presenter: Bryandra Owen

POTHUNTING AND PLAY: GAMES AND ARCHAEOLOGICAL LOOTING

In this session, we're going to explore some of the stereotypes perpetuated by video games such as Tomb Raider and Uncharted, and board games such as Archaeology and Fortune & Glory, examine how they may contribute to real-life pothunting, and how some archaeologists are working to turn these stereotypes on their heads.

Presenter: Dr. Michael Zimmerman

ODIN IS WITH US: ASSASSIN'S CREED VALHALLA

Set predominantly in the late 800s, Valhalla is the newest installment in the Assassin's Creed franchise. We will be exploring the game in their depictions of historical as well as Norse mythological representation. This open panel will discuss the game, the franchise, and gaming trends of historical fiction's influence in pop culture on gamers and observers.

Presenters: Jacob Coffey and Kate Minniti

ARCHAEOLOGY'S MASS EFFECT: EXPLORING THE IMPORTANCE OF THE PAST IN VIDEO GAMES

The events of Mass Effect take place hundreds of years in our future, but its story is irrevocably linked to the past. Join archaeologist Rhianna Bennett play through the Mass Effect franchise and discover ways in which archaeology and material culture impact the story.

Presenter: Rhianna Bennett

WELCOME TO GOBLIN TOWN (AN ARCHAEOGAMING D&D CAMPAIGN)

A special game session from the home brew campaign "Welcome to Goblin Town." The game will specifically highlight an archaeological or cultural artifact through the lens of Dungeons & Dragons. There may be an analysis of the game at the end.

Presenters: Daryl Basarte, Lisa Cipolla, Anna Coon, Bryandra Owen and Dr. Michael Zimmerman