

Scientific cultural mediation between gamification and new technologies

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This roundtable has the background of combining scientific cultural education with new technologies, especially the methodology of gamification. All contributions are welcome that deal with the mediation of archaeology and cultural heritage in schools, museums and other places of activity. Specifically, representations of cultural heritage at archaeologically relevant sites in games and films will be compared with reality. How are historically or archaeologically interesting sites and investigations represented in films and (computer/video) games? What advantages do the “new media” have in this representation? What playful approaches are needed to present archaeology in an exciting and interesting way to a broader population? What studies or surveys exist in this regard? How big is the influence or what influence do archaeological findings have on the modern video game industry? Are historically accurate games in demand or rather the exception? Do historically accurate board games find a similar popularity? How can role-playing games benefit from the scientific findings of archaeology and cultural heritage? Assuming that computer games represent an art form – how are archaeological findings directly implemented in the games? Can computer games in this form serve education? And: Where do the makers of computer games get their information?

This roundtable aims to bring together the interfaces between scientific research as well as modern cultural mediation in the form of games of all kinds, to enable an exchange and to make new formats of knowledge mediation possible!

#gamification #cultural mediation