



## Session

### Gamification of cultural heritage

#### **Chairpersons:**

Elisabeth Monamy (Archeomuse / University of Bern) - Austria

Bert Brouwenstijn (Vrije Universiteit Amsterdam) - Netherlands

Daniel Stiller (Omgevingsdienst Regio Utrecht) - Netherlands

#### **Description and Motivation:**

This session will explore the intersection of cultural heritage and contemporary games, with a focus on which concessions are made on how in games cultural heritage is represented and promoted. Games are supposed to be fun and challenging, even if they are educational. For games, physical or computer-based, the question is how far can authenticity and accuracy go before it becomes a detriment of the game. Conversely, how far can developers go in altering facts or simplification before a game becomes a fictional work? If a cultural institution wants to add gamification or a game: How do the developers and patrons approach it. To what extent have games become more science-based? Is there sufficient interaction between the game developers, academic professionals, the target group and the general public?

We are seeking submissions from game developers, researchers, and industry professionals who are interested in discussing the role of cultural heritage in games, the role of authenticity, potential impact of these representations on players and concessions that have to be made. Topics include, but are not limited to:

- The use of historical settings and events in games
- The authentic portrayal of cultures and traditions in game narratives
- The challenges and opportunities of incorporating cultural heritage into game design
- The ethical considerations of cultural heritage in games

We are interested in attracting game developers to participate in this debate, as their perspective is crucial to understanding how cultural heritage can be effectively integrated into game design. We encourage developers to submit papers, case studies, or proposals for panel discussions that explore their experiences with incorporating cultural heritage into their games.

We look forward to engaging in a lively discussion on the intersection of cultural heritage and games at the conference. Thank you for considering this call for papers.

**Target Audience:**

Game developer, game industry professionals, researchers in cultural heritage, science citizen

**Keywords:**

Gamification, cultural heritage, public participation

**[Click here to make a submission!](#)**