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ARCH 0785

# OF DICE AND MEN: GAMES IN HUMAN SOCIETIES PAST AND PRESENT

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Fall 2018

Joukowsky Institute for Archaeology and the Ancient World  
Brown University

## Syllabus

**Schedule:** Mondays, Wednesdays, and Fridays 1:00-1:50

**Location:** Rhode Island Hall, Room 108

**A course with** Carl Walsh, Postdoctoral Research Fellow in Archaeology, Joukowsky Institute for Archaeology and the Ancient World

**Teaching Assistant:** Allie McCoskey, Graduate Student, Department of Egyptology and Assyriology

**Carl's Office Hours:** Mondays 2-4 and Fridays 2-4

**Carl's Office:** Room 207, Rhode Island Hall

**Carl's E-mail:** carl\_walsh@brown.edu

**Allie's email:** allison\_mccoskey@brown.edu

## Course Description and Learning Outcomes

Almost every human society has played games, from dice and board games to hunting and sport. But why are games such a universal human phenomenon? What exactly do games

accomplish and what are their roles in societies? This course explores the concept of 'gaming culture' and seeks to develop and expand ideas on the role of games as a distinct human cultural phenomenon. We will explore games through the lenses of multiple fields, from anthropology and archaeology to sociology, psychology, and philosophy. We will actually play games, ancient and modern, in order to take a hands on and experimental approach in exploring themes and topics. Through such approaches and reflections, this course will equip students to more readily question how games are important and essential parts of human lives, in ways that are not entirely obvious or expected. Start your turn and see where the dice land!

### **Class Structure and Accessibility**

Classes will be run three times a week, with the Monday and Wednesday sessions usually being a hybrid lecture/seminar structure and Fridays being an activity class, often involving playing games and discussing readings and thematic topics. Please inform me if you have a disability or other condition that might require some modification of any of these course procedures, especially as some of the games involve physical activity. You may speak with me after class or during office hours. For more information, contact Students and Employee Accessibility Services at 401-863-9588 or SEAS@brown.edu.

### **Canvas**

The Canvas course page will be the main tool for checking on announcements, view set weekly readings, view assignments, and post and respond to questions. Please make sure you have set yourself as receiving announcements for the course page and make sure you check it regularly for important information like rooms changes etc. Blog post and podcast submission and management will also be through Canvas.

### **Course Requirements and Expectations**

Over 14 weeks, students will spend 2 hours 30 mins per week in class (35 hours total). Required reading is expected to take up approximately 5 hours per week (75 hours total). In addition, research, writing, and recording for the blogs and podcast is estimated at total of approximately 40 hours over the course of the term.

Each student is expected to do the weekly readings thoroughly, participate in activities and discussions, and take extensive notes during class lectures and discussions. It is strongly recommended that you keep detailed notes as you do your weekly readings and during lectures and class discussions, as well as noting down your own thoughts and ideas on concepts. Remember that this course is meant to encourage you to contribute to scholarship! Throughout the semester, students will be asked and expected to act as discussants of selected articles and posing relevant discussion questions to the class during the Friday activities and discussions.

## **Assessment**

**The breakdown of course assessment is as follows:**

- **Attendance and participation (25%)**
- **Weekly Blogs (5%x10 = 50%)**
- **Final Project Group Podcast (25%)**

## **Weekly Blogs**

Students will keep weekly blog entries on the course blog site starting in Week 4 till the end of Week 14, regarding the weekly topic and activities. These blog entries are intended to help the student reflect and express opinions on topics and material covered in each week, and develop ideas and reflections in order to contribute toward their final project podcasts. These entries are vital in developing the student's academic voice and experience of activities. Weekly entries should be between 400-500 words (though there is no maximum), include a picture which will be featured in the blog, reference any readings discussed, include the authors name, and be submitted through a URL link into the assignment on Canvas. Blog entries will be due by the end of Saturdays and read by Carl ready to comment and discuss at the start of class on Mondays. Students are encouraged to read each other's blog entries and comment to stimulate discussion. A short introduction to writing and posting blog entries will be given on Wednesday's class in Week 4.

URL for the Course Blog: <https://blogs.brown.edu/arch-0785-s01-2018-fall/>

## **Podcast**

The final assessment will be based on the construction of a 20 minute podcast building on a topic of the student's group choice. Students will work in groups of three to four, to develop a topic discussing wider questions, themes, and theories on the role of games in human societies, based on research covered throughout the semester and the student's interests and reflections in the weekly blog. A transcript of the podcast will accompany the final submission along with a bibliography of works used in the discussion.

The structure of the podcasts should be a group discussion and conversation, in which each member of the group participates equally. Groups should choose a group chair, who can introduce the topic and discussants, and help keep timings, guide discussion through planted questions, and wrap up the podcast. Podcast topics can relate to any aspect of gaming culture in both past and present human societies, developing further on the topics and case studies in class. Students may want to discuss a broad thematic topic such as the role of power or identity in gaming, or may want to focus on a particular game case study in which to discuss larger questions or themes. Each group should come and discuss their topic ideas with Carl in the midterm period. It is strongly advised that groups prepare and rehearse podcasts well in advance of recording so as to be comfortable in their discussion. Writing a script and notecards are useful to help focus and structure the discussion, but reading directly from a script should not be done, as it detracts from the flow of conversation. A written transcript of the podcast will be submitted through Canvas assignments which includes a bibliography of at least 10-15 primary works used in research for the podcast. Transcripts should reference primary works

using the Harvard style in texts (see below), but detailed references do not need to be included in the podcast discussion. In the podcast discussions should refer to scholar's work by their name but do not need to mention full details of works. Podcasts will be posted on the blog for the class to listen to.

After submission, podcasts will be constructively peer reviewed by other student groups, who will come together in a series of roundtable discussion on the podcasts at the end of the semester. Options to exhibit students work through an online medium, probably as a podcast series, will be explored in order to allow students the chance to contribute their research to wider scholarship and audiences.

Podcasts can be constructed using Adobe Audition, freely available through Adobe Cloud at Brown. A workshop on how to use this software in constructing and editing podcasts will be organized with the Brown Multi-media labs after shopping period in order to give students enough time and practice in using the software and being able to craft their podcasts. The multimedia labs have recording equipment that can be booked out to record your podcasts, so no equipment needs to be purchased. While creating a podcast may seem complex, it is a relatively simple process that will not require a great deal of effort and time to pick up. The multimedia labs also encourage you to get in touch with them directly for any additional questions or support, and have a walk in hours every week for you to be able to work through any issues with someone.

### **Referencing, Research Resources, and Recommended Textbook**

The preferred referencing style for the blogs and podcast transcripts are Harvard, which is the most common style used in Archaeology and Anthropology. These consist of in text citation (author, date, page numbers) followed by a detailed citation of the publication in the bibliography. Footnotes can be used in transcripts of the podcasts.

Students are also reminded that using libraries is essential. While readings will be made available online, it is also important you expand your reading into other works and scholars. A useful tip is to use the bibliographies of the provided readings, but be aware of the dates of publications. Students are also warned that older publications, roughly pre 1975, may be quite out of date and to use caution when using the opinions and interpretations of scholars who are the product of their times!

In addition, online resources like academia.edu and researchgate are important repositories of scholarly research. Students are encouraged to use these sites to broaden their reading and familiarize themselves with looking up scholars and their research.

Particularly relevant journals relating to this course are *Games and Culture* and *Board Game Studies*. No particular textbook covers all the topics and societies in this course. However, a book that is particularly covered in the reading is B. Voorhies (ed.) *Prehistoric Games of North American Indians: Subarctic to Mesoamerica*. Salt Lake City: University of Utah Press.

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## Weekly Schedule

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- **Introduction: Starting Your Turn**

- Wednesday 5<sup>th</sup> September: Start your Turn! Games in Human Societies
  - Voorhies, B. (2017) Introduction. In B. Voorhies (ed.) *Prehistoric Games of North American Indians: Subartic to Mesoamerica*. 1-18. Salt Lake City: University of Utah Press.
- Friday 7<sup>th</sup> September: Play and Discuss an Ancient Game: The Royal Game of Ur
  - Becker, A. (2007) The Royal Game of Ur. In I. Finkel (ed.) *Ancient Board Games in Perspective*. 11-15. London: British Museum Press.
  - The Royal Tombs of Ur. In J. Aruz and R. Wallenfels (eds.) *Art of the First Cities, The Third Millennium B.C. from the Mediterranean to the Indus*. 93-101. New York: Metropolitan Museum of Art.

- **Week 1: The Concept of Play**

- Monday 10<sup>th</sup> September: The Concept of 'Play'
  - Huizinga, J. (1950) *Homo ludens: A Study of the Play-element in Culture*. Boston: Beacon Press. Chapter 1.
  - Renfrew, C. (2018) Introduction: Play as the Precursor of Ritual. In C. Renfrew, I. Morley, and M. Boyd (eds.) *Ritual, Play, and Belief in Evolution and Early Human Societies*. Cambridge: Cambridge University Press.
- Wednesday 12<sup>th</sup> September: Play in Archaeology
  - Reading Bexter, J. E. (2005) *The Archaeology of Childhood: Children, Gender, and Material Culture*. New York: Altimira Press. Chapter 2.
  - Crist, W. (2016) *Games of Thrones: Board Games and Social Complexity in Bronze Age Cyprus*. PhD Thesis, Arizona State University. Chapter 2.
  - De Voogt, A. (2017) Strategic games in society: the geography of adult play. *International Journal of Play*, 6(3): 308-318.
- Friday 14<sup>th</sup> September: Play and Discuss an Ancient Game: The Egyptian game of Senet
  - Crist, W. De Voogt, A., Dunn-Vaturi, A-E. (2016) *Ancient Egyptians at play: board games across borders*. London: Bloomsbury Academic. 41-52.
  - Tyldsley, J. (2007) *Egyptian Games and Sports*. Princes Risborough: Shire Publications. 2-19.

- **Week 2: What Are Games?**

- Monday 17<sup>th</sup> September: Defining a Game
  - Voorhies, B. (2017) Introduction. In B. Voorhies (ed.) *Prehistoric Games of North American Indians: Subarctic to Mesoamerica*. 1-18. Salt Lake City: University of Utah Press. – Review this reading from the introduction class again as we will be discussing it in class!
  - Juul, J. (2003) The Game, the Player, the World: Looking for a Heart of Gameness. In M. Copier and J. Raessens (eds.) *Level Up: Digital Games Research Conference Proceedings*. 30-45. Utrecht: Utrecht University.
  - Malaby, T. (2007) Beyond Play: A New Approach to Games. *Games and Culture* 2(2): 95-113.
- Wednesday 19<sup>th</sup> September: Competition, Cooperation, and Perceptions of Games
  - Nguyen, C. T. (2016) Competition as Cooperation. *Journal of the Philosophy of Sport*. 123-137.
  - Ewoldsen, D. R., Eno, C. A., Okdie, B. M., Velez, J. A., Guadagno, R. E., & DeCoster, J. (2012). Effect of playing violent video games cooperatively or competitively on subsequent cooperative behavior. *Cyberpsychology, Behavior, and Social Networking*, 15 (5), 277-280.
- Friday 21<sup>st</sup> September: Play and Discuss an Ancient Game: Petteia or Polis
  - Hansen, M. (2002) The Game Called Polis. In. T. Nielson (ed.) *Even More Studies in the Ancient Greek Polis*. 9-15.
  - Kurke, L. (1999) Ancient Greek Board Games and How to Play Them. *Classical Philology* 94(3): 247-267.

- **Week 3: The Games Revolution: Modern Gaming**

- Monday 1<sup>st</sup> October: World Building: Video Games and Virtual Reality
  - Nguyen, C. T. (in Press) *Games: Agency as Art*. Oxford: Oxford University Press. Chapter 1.
  - Wolf, M. (2012) *Building imaginary worlds: the theory and history of subcreation*. New York: Routledge. 1-15.
  - Schulzke, M. (2014) The Critical Power of Virtual Dystopias. *Games and Culture* 9(5), 315 – 334.
- Wednesday 3<sup>rd</sup> October: Game Arenas: Esports
  - Bányai, F., Griffiths, M., Király, O. and Demetrovics, Z. (2018) The Psychology of Esports: A Systematic Literature Review. *Journal of Gambling Studies*.
  - Seth, J., R. Maning, M. Keiper, and T. Olrich (2017) Keiper Virtual(ly)

Athletes: Where eSports Fit Within the Definition of "Sport". *Quest* 69(1): 1-18.

- Kirstin, H. (2018) eSports – Competitive sports or recreational activity? *Sport management review* 21(1): 14.
- Friday 5<sup>th</sup> October: Mobile and Online Gaming
  - Ganzert, A. (2017) In the Footsteps of Smartphone-Users Traces of a Deferred Community in Ingress and Pokémon Go. *Digital Culture and Society*, 3(2): 41-58.
  - Students to bring in mobile games and play free online games and present on what they play and discuss.

**First Blog Entries due in via Canvas by end of Saturday 6<sup>th</sup> October**

- **Week 4: Games in the Material and Bodily World**

- Monday 24<sup>th</sup> September: Body Techniques for Games
  - Mauss, M. (1973) Techniques of the body. *Economy and Society*, 2: 70-88.
  - Spencer, D. (2009) Habit(us), Body Techniques and Body Callusing: An Ethnography of Mixed Martial Arts. *Body and Society*, 15 (4): 119-143.
  - Guitierrez, G. (2017) Acrobatic Dances and Games of Mesoamerica as Ritual-Entertainment. In B. Voorhies (ed.) *Prehistoric Games of North American Indians: Subartic to Mesoamerica*. 235-258. Salt Lake City: University of Utah Press.
- Wednesday 26<sup>th</sup> September: Materiality of Gaming Equipment -
  - Ingold, T. (2007) Materials against Materiality. *Archaeological Dialogues*, 14(1): 1-16.
  - Janetski, J. (2017) Gaming in Fremont Society. In B. Voorhies (ed.) *Prehistoric Games of North American Indians: Subartic to Mesoamerica*. 119-138. Salt Lake City: University of Utah Press.
  - Malafouris, L. (2018) Play and Ritual: Some Thoughts from a material-Culture Perspective. In C. Renfrew, I. Morley, and M. Boyd (eds.) *Ritual, Play, and Belief in Evolution and Early Human Societies*. 311-15. Cambridge: Cambridge University Press.
- Friday 28<sup>th</sup> September: Play and Discuss an Ancient Game: Mesoamerican Ball
  - Leyenaar, T. (1992) "Ulama", the Survival of the Mesoamerican Ballgame Ullamalitzli. *Kiva* 58(2):115-153
  - Hill, W. and J. Clark (2001) Game Sports, Gambling, and Government: America's First Social Compact? *American Anthropologist* 103(2): 331-345

- **Week 5: Games and Identity**

- Monday 8<sup>th</sup> October: Indigenous Peoples' Day, No Class
- Wednesday 10<sup>th</sup> October: Building the Self: From Live Action Roleplay to Avatars
  - Belmonte, J. (2013) Identity and through Free Choice? The Frontier of Gender and Sexuality in Computer Games. In B. Bigl and S. Stoppe (eds.) *Playing with Virtuality, Theories and Methods of Computer Game Studies*. 285-295. Frankfurt am Main: PL Academic Research.
  - Vorobyeva, O. V. (2016) Constructing of Group Identity During Live-Action Role-Playing Games. *Russian Social Science Review*, 57(3): 181-193.
  - Kafai, Y., Fields, D., and Cook, M. (2010) Your second selves: avatar designs and identity play in a teen virtual world. *Games and Culture*, 5(23): 2-9.
- Friday 12<sup>th</sup> October: Ancient Gamers
  - Tait, W. J. (2007) Were there gamers in Ancient Egypt. In I. Finkel (ed.) *Ancient Board Games in Perspective*. 46-53. London: British Museum Press.
  - Weiss, O. (2001) Identity Reinforcement in Sport, Revisiting the Symbolic Interactionist Legacy. *International Review for the Sociology of Sport*, 36(4): 393-405.

- **Week 6: Game of Thrones: The Performance of Power**

- Monday 15<sup>th</sup> October: Games as Tools for Power
  - Golden, M. (2008) *Greek Sport and Social Status*. Austin: University of Texas Press. Chapter 3.
  - Papakonstantinou, Z. (2014) Sport, Victory Commemoration and Elite Identities in Archaic and Early Classical Athens. *Classica et Mediaevalia*, 65: 87-126.
  - Walker, R. (2007) Mancala game boards as African Emblems of Status. In I. Finkel (ed.) *Ancient Board Games in Perspective*. 250-55. London: British Museum Press.
- Wednesday 17<sup>th</sup> October: Negotiating Status: Risks and Rewards
  - Golden, M. (2008) *Greek Sport and Social Status*. Austin: University of Texas Press. Chapter 2.
  - Moskowitz, Marc L. (2013) *Go Nation: Chinese Masculinities and the Game of Weiqi in China*. Berkley: University of California Press. Chapter 2.
- Friday 19<sup>th</sup> October: Arenas of Power: Mesoamerican Ball Games
  - Fox, J. G. (1996) Playing with Power: Ballcourts and Political Ritual in



Southern Mesoamerica. *Current Anthropology*, 37(3):483-509.

- Stoll, M., and Anderson, D. (2017) Sport and Ritual as Social Bonding. In B. Voorhies (ed.) *Prehistoric Games of North American Indians: Subartio to Mesoamerica*. 219-234. Salt Lake City: University of Utah Press.

- **Week 7: Game Cults: Ritual and Religion**

- Monday 22<sup>nd</sup> October: The Relationships between Ritual, Belief, and Games
  - Marinatos, N. (2018) Bull Games in Minoan Crete: Social and Symbolic Dimensions. In C. Renfrew, I. Morley, and M. Boyd (eds.) *Ritual, Play, and Belief in Evolution and Early Human Societies*. Cambridge: Cambridge University Press.
  - Morgan, L. (2018) Play, Ritual and Transformation: Sports, Animals and manhood in Egyptian and Aegean Art. In C. Renfrew, I. Morley, and M. Boyd (eds.) *Ritual, Play, and Belief in Evolution and Early Human Societies*. Cambridge: Cambridge University Press.
  - Taube, K. (2018) The Ballgame, Boxing and Ritual Blood Sport in Ancient Mesoamerica. In C. Renfrew, I. Morley, and M. Boyd (eds.) *Ritual, Play, and Belief in Evolution and Early Human Societies*. Cambridge: Cambridge University Press.
- Wednesday 24<sup>th</sup> October: Senet: Egyptian Ritual Game?
  - Kendall, T. (1978) Passing Through the Netherworld: The Meaning and Play of Senet, An Ancient Egyptian Funerary Game. Belmont, MA: Kirk Game Company.
  - Piccione, P. (2007) The Egyptian game of senet and the migration of the soul. In I. Finkel (ed.) *Ancient Board Games in Perspective*. 54-63. London: British Museum Press.
- Friday 26<sup>th</sup> October: Sports Cults: Fans, Societies, and Clubs
  - Baker, J. (2007) Playing with god, religion and modern sport. Cambridge, Mass: Harvard University Press.

- **Week 8: Place Your Bets**

- Monday 29<sup>th</sup> October: Social Side of Gambling
  - Weiner, R. (2018) Sociopolitical, ceremonial, and economic aspects of gambling in ancient North America: A Case Study of Chaco Canyon. *American Antiquity*, 83 (1): 34-54.
  - Deboer, W. (2001) Of dice and women: Gambling and exchange in native North America. *Journal of Archaeological Method and Theory*, 8(3): 215-268.
  - Yanicki, G. (2017) Reinventing the Wheel Game, Prestige Gambling on the Plains/Plateau Frontier. In B. Voorhies (ed.) *Prehistoric Games of North*

*American Indians: Subartic to Mesoamerica*. 104-18. Salt Lake City: University of Utah Press.

- Wednesday 31<sup>st</sup> October: The Dark Side of Gambling
  - Adachi, P. and Willoughby, T. (2013) Demolishing the Competition: The Longitudinal Link between Competitive Video Games, Competitive Gambling, and Aggression. *Journal of Youth and Adolescence*, 42(7): 1090-1104.
  - Cameron, C. and Johansson, L. (2017) The Biggest Losers: Gambling and Enslavement in Native North America. In B. Voorhies (ed.) *Prehistoric Games of North American Indians: Subartic to Mesoamerica*. 273-285. Salt Lake City: University of Utah Press.
- Friday 2<sup>nd</sup> November: Play an Ancient Game: Patolli
  - Walden, J. and Voorhies, B. (2017) Ancient Maya Patolli. In B. Voorhies (ed.) *Prehistoric Games of North American Indians: Subartic to Mesoamerica*. 197-218. Salt Lake City: University of Utah Press.
- **Week 9: Games Across Borders**
  - Monday 5<sup>th</sup> November: Games in Cross Cultural Encounters: Walter Crist to come in as guest discussant.
    - Crist, W., De Voogt, A. and Dunn-Vaturi, A-E. (2016) Facilitating Interaction: board games as social lubricants in the ancient Near East. *Oxford Journal of Archaeology*, 35(2):179-196.
    - De Voogt, A., Dunn-Vaturi, A-E., Eerkens, J. (2013) Cultural Transmission in the Ancient Near East: twenty squares and fifty-eight holes

**Guest Lecture: Walter Crist will present his current research in an evening lecture at the Joukowsky Institute.**

- Wednesday 7<sup>th</sup> November: Transmitting Games: Egyptian Senet in Nubia
  - Reisner, G. (1923) *Excavations at Kerma Parts IV-V*. Cambridge: Harvard University. Game Pieces and Casting-Rods, Boxes and Box-Inlays, 261-265.
  - Kendall, T. (1997) *Kerma and the Kingdom of Kush 2500-1500 B.C.* Washington D.C.; Smithsonian Institution. 45-51.
- Friday 9<sup>th</sup> November: Play an Ancient Game: Mancala
  - De Voogt, A., (2000) Mancala rules and cultural changes in Maldivian history. *Journal of Indian Ocean Studies*, 7(2-3): 174-182.
  - Russ, L. (1997). An overview of Mancala Rules and Variations. In I. Finkel (ed.) *Ancient Board Games in Perspective*. 242-49. London: British Museum Press.

- **Week 10: Social Spaces for Games**

- Monday 12<sup>th</sup> November: Graffiti and Glyphs: Games in the Community
  - Hillbom, N. (2005) *Minoan Games and Game Boards: An Archaeological Investigation of Game-related Material from Bronze Age Crete*. VDM Verlag Dr. Müller.
  - Crist, W. (2016) Playing Spaces: The Sociality of Games in Bronze Age Cyprus. *Ancient Cyprus Today: Museum Collections and New Research, Studies in Mediterranean Archaeology and Literature*, 184: 261-272.
  - Wanyerka, P. (1999) Pecked Cross and Patolli Petroglyphs of the Lagarto Ruins, Stann Creek District, Belize. *Mexicon, News and Studies on Mesoamerica*, 21: 108-112.
- Wednesday 14<sup>th</sup> November: Spectacular Gaming Spaces
  - Scott, M. (2014) The Social Life of Greek Athletic Facilities (other than Stadia). In P. Christesen and D. Kyle (eds.) *A Companion to Sport and Spectacle in Greek and Roman Antiquity*. Chichester: John Wiley and Sons. Chapter 19.
  - Stoner, W. (2017) Watching the game: viewership of architectural Mesoamerican ball courts. *Latin America Antiquity*, 28: 409-430.
- Friday 16<sup>th</sup> November: Imaginary Spaces: Ethnography of Live Action Roleplay
  - Have a watch of *Monster World*, a 2007 documentary film about live action roleplay. We will be discussing some of the film in class, it's both entertaining and informative!

- **Week 11: Creating Games**

- Monday 19<sup>th</sup> November: Guest Lecture: Theodore Kalaitzidis on The Role of Learning in Game Design
  - Squire, K. (2006). From Content to Context: Videogames as Designed Experience. *Educational Researcher*, 35(8): 19-29.
  - Hunicke, R., M. Leblanc and R. Zubek (2004) MDA: A Formal Approach to Game Design and Game Research. *AAAI Workshop - Technical Report. 1*.
- Wednesday 21<sup>st</sup> November: Guest Lecture on Game Design TBC
  - Sky LaRell Anderson (2013) Start, Select, Continue: The Ludic Anxiety in Video Game Scholarship, *Review of Communication*, 13(4), 290-301.
  - Nyman, E. and R. Lee Teten (2015) Lost and Found and Lost Again: Island Utopias and Dystopias in the BioShock Series, *Games and Culture* 13(4), 370 – 384.
- Friday: Thanksgiving Break, No Class.

- **Week 12: Games as Tools for Learning**

- Monday 26<sup>th</sup> November: Games in Learning about Cultural Heritage and Archaeology
  - Anderson, E.F., McLoughlin, L., Liarakis, F. (2010) Developing Serious Games for Cultural Heritage: A State-of-the-Art Review. *Virtual Reality* 14(4): 1-33.
  - Mol, A., Ariese-Vandemeulebroucke, C., Boom, K., and Politopoulos, A. (2017) Tutorial: An introduction to archaeology, heritage, and video games. In A. Mol, C. Ariese-Vandemeulebroucke, K. Boom, and A. Politopoulos (eds.) *The Interactive Past, Archaeology, Heritage, and Video Games*. 7-18. Lieden: Sidestone Press.
  - Huffer, D. and Oxenham, M. (2015) How Much Life do I Lose from the Plague? Educational Board Games as Teaching Tools in Archaeology and Ancient History Courses. *Public Archaeology*, 14(2): 81-91.
- Wednesday 28<sup>th</sup> November: Games as tools for Museums
  - Nikonanou, N. and Venieri, F. (2014) Museums as Gameworlds: The Use of Live Action Role Playing Games in Greek Museums. *International Journal of the Inclusive Museum*, 6(3): 67-76.
  - Squire, K. (2005) Mystery at the museum: a collaborative game for museum education.
- Friday 30<sup>th</sup> November: Guest Lecture: Christian Casey on Assassin's Creed as Educational Source on Ancient Egypt.
  - <https://wccftech.com/everything-about-assassins-creed-origins/>
  - <http://nilescribes.org/2018/03/31/game-review-assassins-creed-origins-part-1/>
  - <http://nilescribes.org/2018/04/07/game-review-assassins-creed-origins-part-2/>

- **Week 13: The Last Turn: Reflections of Future Avenues of Research**

- Monday 3<sup>rd</sup> December: Student Suggested Topic of Discussion
  - This class will be reserved for a topic of the classes choosing, led by Carl but taking point on student contributions.

**Monday 3<sup>rd</sup> December: Hand in date for Podcasts via Canvas**

- Wednesday 5<sup>th</sup> December: Podcast Roundtable Discussion
- Friday 7<sup>th</sup> December: Podcast Roundtable Discussion

- **Week 14: Roundtable Discussion of Podcasts**

- Monday 10<sup>th</sup> December:
  - Student Podcast Discussion

**Monday 10<sup>th</sup> December: Final blog entries due via Canvas**