Bringing things to life: understanding everyday life through the procedural representation of material culture in historical video games

Hiriart, JFV

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Bringing Things to Life

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What does it mean to *inhabit* a historical game world?
James J. Gibson

- Theory of ecological perception
- Affordances

“The affordances of the environment are what it offers the animal, what it provides or furnishes, either for good or for ill” (Gibson, 1979 p.127)
Theory of ecological gameplay (Linderoth, 2011)

explorative actions
“actions that has as its goals to discover affordances”

acting or transforming on salient features of the environment

player / learner

GAME ENVIRONMENT
Timothy Ingold

- The hylomorphic model
- The “leaking” of objects
“the forms of things are not imposed from without upon an inert substrate of matter, but are continually generated and dissolved within the fluxes of materials across the interface between substances and the medium that surrounds them” (Ingold, 2007 p. 1)
Lines

- “Life is open-ended: its impulse is not to reach a terminus but to keep on going” (Ingold, 2010 p. 10)
Bruno Latour

- Actor Network Theory (ANT)
Mrs. Disraeli through the slum
Do not get detected by thugs in the slum

Do you know this gentleman is a... oh what was it? Yes, a "costermonger" of all the things. Remarkable how the working
My model

**CONFLICTS**
- translation of historical meanings into challenges/actions

**FICTION**
- presentation of the world (geometry, textures, sounds, etc.)
- historical narratives and events

**VIRTUAL**
- world simulation including physics, AI, sound, object interaction, etc.

**REAL**
- personal experiences in the real world
- previous conceptions on “how the world works”

**ludo-narrative dissonance**

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- **VIRTUAL**
- **REAL**

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- **FICTION**
SIGNIFICANT THINGS
Potion of Fortify Enchanting
Potion of Fortify Enchanting (30)
Potion of Fortify Restoration (49)
Potion of Fortify Restoration (33)
Potion of Fortify Smithing (21)
Potion of Fortify Smithing
Potion of Fortify Smithing (9)
Tim O'Brien

THE THINGS THEY CARRIED

"A marvel of storytelling... a vital, important book — a book that matters not only to the reader interested in Vietnam, but to anyone interested in the craft of writing as well." — NEW YORK TIMES
Thanks!
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