



Ca' Foscari
International
College



Università
Ca' Foscari
Venezia



Special On...

Erik Champion

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Serious Games for History & Heritage: Learning from Triumphs & Disasters

Aula Magna "Silvio Trentin"

Dorsoduro 3825/D - Venice

October 3rd, 2016 Venice

h. 10 am

Professore di Cultural Visualisation presso la Facoltà di Scienze Umane della Curtin University, Perth (Scuola di Media Culture and Creative Arts) e titolare della Cattedra UNESCO in Cultural Visualisation e Visualisation, esperto di digital heritage e gaming culturale, Erik Champion promuove col suo lavoro di ricerca la visualizzazione nelle discipline umanistiche. Ha pubblicato tre monografie sulle tematiche di game design e virtual heritage: *Playing With The Past*, *Game Mods: Design, Theory and Criticism* e *Critical Gaming: Interactive History and Virtual Heritage*.



Programme

H. 10.00 am

Welcome Address

Agar Brugiavini

Head of Ca' Foscari International College

Erik Champion

Special On...

Serious Games For History & Heritage: Learning From Triumphs & Disasters

In conversation with

Fabio Pittarello

Master in Digital Humanities, Ca' Foscari University

Massimo Warglien

Creative Arts, Cultural Heritage and Digital Humanities Team, Ca' Foscari University

Arianna Traviglia

Master in Digital Humanities, Creative Arts, Cultural Heritage and Digital Humanities Team, Ca' Foscari University

Abstract

The Games Industry. In 2016, will reputedly become a 100 billion USD industry with mobile games overtaking PC and game consoles for the first time. While the year before, in 2015 Minecraft became the second highest selling game of all time, at \$54 billion USD (GameCentral for Metro.co.uk, 2015; Mojang, 2016). And the year before that, in 2014, Microsoft bought Minecraft for 2.5 billion US dollars. So surely it would make sense to appropriate game design to the purposes of the humanities, especially to history and heritage? In this talk I will examine the promise of serious games and the related global industry for communicating aspects of the past, but I will also outline key issues that have hindered the employment of games for education and dissemination, and provide examples of serious games and virtual heritage projects that I have worked on over the last fifteen years.