



**London
South Bank
University**



Arts & Humanities
Research Council

War/Game

Memory, Militarism & the Subject of Play



February Workshop: Participants

- Academic

Phil Hammond, Siobhán Thomas, Paul Sinnett, Karlien Van Den Beukel, Vít Šisler, Wayne O'Brien, Kevin McSorley

- Industry

Tomas Rawlings (Auroch Digital), James Carroll (Evil Twin Artworks), Chris Birch (Modiphius Entertainment), Tamas Kiss (Slitherine Ltd./Matrix Games)

- Other

Simon Parkin (*Death by Video Game*), Jonathan Ferguson (Royal Armouries Museum), Chris Sharpe and Tara Sutin (Imperial War Museum)

February Workshop: Sessions

Welcome & Introduction to the Project

1. Critiques & Alternatives

This session aims to consider some of the problems critics have identified with mainstream war-themed video games, and how far critical anti-war/peace games offer an alternative.

2. Design Challenges

This session aims to explore some the key issues and problems that designers and developers need to address – or cannot address – when representing war and conflict.

February Workshop: Themes

1. The industry's relationship with the military
(Parkin, Ferguson, Rawlings)
2. Demands for / limits to authenticity
(Hammond, Ferguson, Carroll, Kiss)
3. Alternative / hidden histories
(Birch, IWM, Šisler)
4. Audiences and multi-perspectival narrative
(IWM, Šisler)
5. Selective realism
(Šisler, Thomas/Sinnett, Rawlings)



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