

Digital Culture & Society, 11 (1): Digital Games

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The emerging field of historical game studies focuses on the representations of the past in digital games. However, aside from notable exceptions, one aspect has often been overlooked: the significant role of game production aspects in these representations. This special issue of Digital Culture & Society integrates new perspectives from History, Digital Humanities, and Game Studies to explore the epistemological, aesthetic, and political implications that arise from the practical interweaving of game development and historical knowledge. The contributions show how decision-making processes behind these games are tailored through collaboration between developers, narrative designers, and historical advisors, and illustrate the different roles of historical knowledge and popular historical narratives within the gaming industry.

Table of Contents:

Digital Games through Muddled Pasts and Modded History: Introduction

Eduardo Luersen, James Wilson

pp. 7-19

Source Material and the Problem of Authenticity in Historical Game Development

William Hepburn, Jackson W. Armstrong

pp. 23-40

Historians Making Games: Unveiling a History Game Design Ethos

Magnus Henrik Sandberg, Eirik Brazier, Ragnhild Hutchison

pp. 41-62

Enchanted Imaginings: Involving Museum Visitors in Heritage Adventures

Eva Kingsepp, Linda Ryan Bengtsson

pp. 63-81

Cultural Combinatorics and Conjured Spectres: The Representation of Culture and Cultural Hybridity through the Game Mechanics of Crusader Kings III

Michael A. Conrad

pp. 85-111

Playing Adewale: The Politics of History in Assassin's Creed Freedom Cry

Osvaldo Cleger

pp. 113-135

Historical Empathy and Player Agency in Computer Roleplaying Games: *Kingdom Come: Deliverance* and *Pentiment*

Robert Houghton

pp. 137-160

The Truth(iness) is a Lie: Historical Re-visions of the Cold War through *Call of Duty* Paratexts

victoria l. braegger, Samantha Blackmon

pp. 163-185

Queering Hong Kong: Modded History in *A Summer's End: Hong Kong 1986*

Diego Barroso Sánchez

pp. 187-210

Calculated Actions: How Game Code Makes Arguments About the Past

James Baillie

pp. 212-230

Re-Enacting 9th Century Baghdad: Interview on the Narrative and Worldbuilding Aspects of the Past, as Rendered in *Assassin's Creed Mirage*

James Wilson, Eduardo Luersen, Raphaël Weyland, Sarah Beaulieu

pp. 231-240

Reference:

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<<https://arthist.net/archive/51724>>.