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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.

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