

Contents

Erik Champion and Juan Hiriart

Introduction: History's Playground or a Stab in the Dark? — 1

Marc-André Éthier and David Lefrançois

Chapter 1

Historical Video Games and Teaching Practices — 11

Chu Xu, Robin Sharma and Adam K. Dubé

Chapter 2

Discovery Tour Curriculum Guides to Improve Teachers' Adoption of Serious Gaming — 35

Ylva Grufstedt and Robert Houghton

Chapter 3

Christian Vikings Storming Templar Castles: Anachronism as a Teaching Tool — 65

Julien A. Bazile

Chapter 4

Ludoforming the Past: Mediation of Play and Mediation of History through Videogame Design — 91

Nathan Looije

Chapter 5

Exploring History through Depictions of Historical Characters in Assassin's Creed Odyssey — 107

Juan Hiriart

Chapter 6

Empathy and Historical Learning in Assassin's Creed Valhalla Discovery Tour — 133

Kevin Péloquin and Marc-André Éthier

Chapter 7

The Discovery Tour as a Mediated Tool for Teaching and Learning History — 151

Angela Schwarz

Chapter 8

Discovering the Past as a Virtual Foreign Country: Assassin's Creed as Historical Tourism — 169

Hamish Cameron

Chapter 9

Classical Creations in a Modern Medium: Using Story Creator Mode in a University Assignment — 189

Kira Jones

Chapter 10

Assassin's Creed @ The Carlos: Merging Games and Gallery in the Museum — 203

Manuel Sánchez García and Rafael de Lacour

Chapter 11

From the Sketchbook to Assassin's Creed Valhalla: An Experiment in Architectural Education — 219

Erik Champion

Chapter 12

Assassin's Creed As Immersive and Interactive Architectural History — 239

List of Contributors — 263

Index — 267