

Programme: 'Antiquity in Simulation: Global Receptions of the Classical World in Video Games'

9:15 - 10:15: 'Journeys to the West: Mediterranean Antiquity in Japanese Video Games'. Dr Dunstan Lowe (University of Kent). Chair: Alex MacFarlane (University of Birmingham)

10:15 - 10:30 Break

10:30 - 12:00 PANEL 1: Epic & Divinity. Chair: Edward Hammond (University of Bristol)

10:30 - 11:00 'The Epic Turn: Scale, Transmediality, and Classicism in Online Gaming Culture'. Kevin Wong (Harvard University)

11:00 - 11:30 'Creators & Controllers: Puppeting the Past in *Raji: An Ancient Epic*'. Sanjana Ramanathan (University of Michigan, Ann Arbor)

11:30 - 12:00 'Gods of the Command System: Machinic Sovereignty and Divine Infrastructure in *Fate/Grand Order's Lostbelt No.5*'. Mario Valori (University of Pisa)

12:00 - 12:15 'Future Directions in Antiquity Game Studies'. Dr Richard Cole (University of Bristol)

12:15 - 13:30 Lunch

13:30 - 14:30 PANEL 2 Environment. Chair: Sarah Marshall (University of Oxford)

13:30 - 14:00 'Alea Iacta Est in Ash: Caesar's Rubicon and Ecological Catastrophe in *Armored Core VI*'. Dr Jiawen Zhu (UCL)

14:00 - 14:30 'Hyrule Histories: The Legend of Zelda's Use of Graeco-Roman Architecture'. Margaret Daily (KCL)

14:30 - 14:45 Break

14:45 - 15:45 PANEL 3 Pocket Classics. Chair: Clare Chang (University of Oxford)

14:45 - 15:15 'Philosophical Vesselisation: An Alternative Mode of Classical Reception in *Honkai: Star Rail's Amphoreus Arc*'. Haoran Jin/Existential XP (Independent)

15:15 - 15:45 'Love stronger than the player's affection: Circe, Europa, and Artemis in *Fate/Grand Order*'. Dr Maria Szafrńska-Chmielarz (University of Warsaw)

15:45 - 16:00 Break

16:00 - 17:00 '(Re)constructing Ancient Egypt in non-Western Video Games'. Dr Jennifer Cromwell (Manchester Metropolitan University). Chair: Dr Pantelis Michelakis (University of Oxford)

17:00 onwards Drinks Reception

