

A Video Game for Byzantine History

Phivos Mylonas (fmylonas@ionio.gr), Anna Sotiropoulou (annasoti@ionio.gr), Klio Stamou (h18stam@ionio.gr)

Department of Informatics & Department of History, Ionian University,
7, Tsirigoti Sq., P.C. 49132 Corfu, Greece

Most Greek elementary and high schools students are not interested in Byzantine history, as they do not consider it as modern or attractive. To intrigue them into attending and deepening their knowledge in this historical period, we propose a Byzantine history-based video game. Students will use their smartphones and tablets to interact with aspects of everyday life (e.g. nutrition, clothing, woman's position etc), military organization, and actual public administration, through digitized copies of artifacts, so as to endorse and resemble a regular Byzantine life, e.g., as a commoner, a soldier, a high-level official, or even an emperor.

The primary purpose of the implementation of an educational video game that is based on real cultural data and metadata will be the development of historical thinking and social awareness to the student. This will allow her/him to understand the historical facts, to link causes & results, to interpret human behavior through time with the aim of realizing that the modern world is a continuation of the past and that it is directly connected with her/his life. By proposing an educational video game on the subject of the actual study of Byzantine History, we aid the fundamental goal of every teacher, which isn't other than the actual course to become more interesting and effective to the students; the latter will guide them towards self-energy and discovery of knowledge through the investigation of the aforementioned historical period. Finally, application of such methodology ensures the students' ability to identify factors, causes, and consequences, and in addition it allows them to correlate, compare, draw conclusions, and exercise in the approximation of historical knowledge, thus nurturing their historical thinking.

The research was conducted within the project "Development of technologies and methods for cultural inventory data (ANTIKLIA)" under the EPAnEK 2014-2020 Operational Programme Competitiveness, Entrepreneurship, Innovation.

Index words: byzantine history, education, videogames.