## **Table of Contents**

**Preface and Acknowledgements** 

Martin Lorber & Felix Zimmermann | 7

Introduction.

**Approaching the Authenticities of Late Modernity** 

Felix Zimmermann | 9

## HISTORY AS TOLD BY THE GAME

Quarry - Playground - Brand. Popular History in Video Games Angela Schwarz | 25

Why History in Digital Games matters.

Historical Authenticity as a Language for Ideological Myths

Eugen Pfister | 47

Social Practices of History in Digital Possibility Spaces. Historicity, Mediality, Performativity, Authenticity Nico Nolden | 73

Tracing the Past with Digital Games. Historical Procedural Rhetorics Rüdiger Brandis | 93

## **AUTHENTICITY IN AND OF HISTORY**

History in Video Games and the Craze for the Authentic Angela Schwarz | 117

Crusading Icons.

Medievalism and Authenticity in Historical Digital Games

Andrew B.R. Elliott & Mike Horswell | 137



The Auteur and the 80s Mixtape.

Popular Music and Authenticity in METAL GEAR SOLID V:
THE PHANTOM PAIN

Andra Ivănescu | 157

Queer Authenticity in the History of Games. Experiences of Knowing, Performing and Portraying Queerness in Games throughout the Last Four Decades Lara Keilbart | 179

## THE POLITICS OF AUTHENTICITY

"If it's a fantasy world, why bother trying to make it realistic?" Constructing and Debating the Middle Ages of The WITCHER 3: WILD HUNT

Aurelia Brandenburg | 201

How to Get Away with Colonialism.

Two decades of discussing the Anno Series

Tobias Winnerling | 221

Toying with History.

Counterplay, Counterfactuals, and the Control of the Past

Angus A. A. Mol | 237

You Do Have Responsibility! How Games trivialize Fascism, why this should concern us and how we could change it Jörg Friedrich | 259

Contributors | 277