

Panel Schedule

April 21st

11:00-12:30

Opening Keynote Lecture.

Katherine J. Cook. *Whose Middle Ages?*

14:00-15:30

The Digital Middle Ages and Internet Culture.

Gaia de Palma. *The Memed Ages: Medieval Art and History through the Lens of Internet Humour.*

Olga Makridina. *From memes to books: the public group "Suffering Middle Ages" (Stradayushchee Srednevekov'e) as a mediator between academic community and public.*

Paul Csillag. *"Dislike = No Valhalla, Mate" – The Reception of the Series Vikings in a Digital Ritualistic Discourse.*

16:00-17:30

Digital Medieval Fantasy.

Peter Faerberboeck. *Pressing keys, holding buttons, and literally throwing spells: The performative act of casting black magic spells.*

Shreya Prasad. *Neomedieval Fantasy in the Age of New Media.*

Kevin Hoffman. *What is Fantasy Good for? Fantasy and the Historical Imagination.*

April 22nd

9:00-10:30

Creating and Designing Medieval Digital Experiences.

James Bailie. *The Making of a Princely Man: Programming A Medieval Society.*

Acer Lewis. *Maps in Medieval Video games.*

Muhammad Abdul Karim. *Producing Glory of Srivijaya in Dato of Srivijaya.*

11:00-12:30

Gaming the Middle Ages.

Olga Kalashnikova. *Digital Middle Ages and emotional design: Experiencing penance in Blasphemous.*

Raquel Miranda, Gerardo Rodríguez. *The medieval-themed video game as a sensory experience.*

Robert Houghton. *Getting into Character: The Place of Roleplay in Medievalist Strategy Games.*

14:00-15:30

(Re)constructing the Middle Ages in Popular Media.

Pavel Bychkov. *Soviet Medievalism in Cinema and Music of the Stagnation Period (1964-1985).*

Madeline Sterns. *Rome and Oribos: The Eternal Cities.*

Ben Redder, Gareth Schott. *Modalities of Knowledge in Representing Medieval History Within Video Games: Animations of the Past through Gameplay Scholarship.*

Organized by:

**Department of Medieval Studies
Central European University**



See the previous conference on our YouTube channel at *Medievalisms on the Screen.*



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Join us online from April 21st-23rd 2022 and listen to our panelists and lecturers! **Please note that the conference will take place in Central European Time (CET).**

For more information, check our website: <https://medievalstudies.ceu.edu/>

You can pre-register for free at <https://forms.office.com/r/d0kMdPqxea>

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16:00-17:30

Accuracy and Authenticity in Medieval Digital Experiences.

Marija Blaskovic. *Who Needs Accuracy? Continuing Dialogues in Hispanic Neomedievalism.*

Jan Kremer. *"God be With You": The Portrayal of the Catholic Church in Kingdom Come: Deliverance.*

Jordan Voltz. *Medievalism, Meta-Narratives, and the Database Theory of Media.*

April 23rd

9:00-10:30

Medieval Digital Humanities I.

Helena Langreen. *How to solve a two-hundred-year hold controversy in Japanese medieval History of the image with measurement software.*

Matteo Maselli. *Digital Processes for Dantean Research. Examples of archiving, digitization and text management.*

Andrea Radošević, Sandra Pozar. *The Novak Missal: from a popular to an academic project.*

11:00-12:30

Medieval Digital Humanities II.

Francis Mickus. *The Invisible Image.*

Matthew Davis. *"Made in wyse of balade": Using the Digital to Complicate the Lines between Codex and Performance in the Works of John Lydgate.*

Christos Stavrakos. *Bessarion: A "modern" portable byzantine intellectual for the donor inscriptions from the byzantine and post-byzantine monuments of Epirus.*

14:00-15:30

The Pedagogy of Digital Middle Ages.

Jonathan Doberski. *The Selective Engagement of 'Assassin's Creed: Valhalla's' Educational Content.*

Petra Kolesaric. *Croatian History Students' use of Digital Medieval Content.*

Iskren Velikov. *Digital Experience for the Bulgarian Middle Ages in Museum Environment.*

16:00-17:30

Closing Keynote Lecture.

Josh Carney. *The middle of what?: Dis-orienting visions and re-sieved wisdom in Turkish "historical" TV drama".*

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