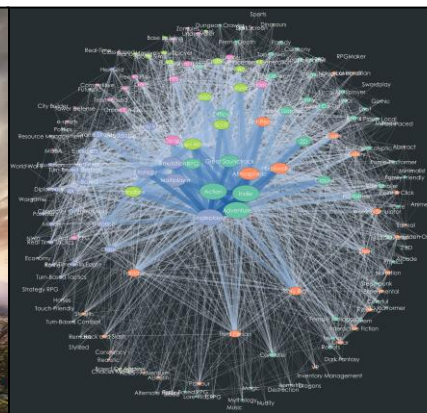# Digital Approaches to Historical Inquiries
3rd Class

# Some facts about Steam (August 2017)

- **Entertainment platform** by Valve which offers gaming, streaming and social networking
- Released in **2003**
- Contains **15822** games in their database for download
- On average, **users own 11 games** on steam
  (about 1/3 free to play and 2/3 paid games)
- In total, **255 million active users**
- In the last two weeks of August, steam had **43,5** million active users
- **13 million** of these might be **active** at any given time
- These active users have spent a **total playtime of 9,7 million years** or **on average 333 hours per user**.
- "Historical" games.
  - 227 games
  - Average 80000 owners per game with this tag
  - Those who have launched a 'historical' game have played it on average for 3:51 hrs

Data from: Steam Spy (www.steamspy.com)

Images from: Steam (www.steampowered.org)

Tags

- Applied to games
- Introduced in 2014
- Community-driven:
  - Initially, anyone could tag any game
  - Tags are moderated and based on minimum threshold, relevance can be voted on
- Used for Steam search and recommender system
- 338 total tags
  - Tags which are applied to the most games: indie, action, adventure, casual
  - Tags which are most often voted for by users: action, indie, adventure, multiplayer
- On average, a tag has 23285 votes
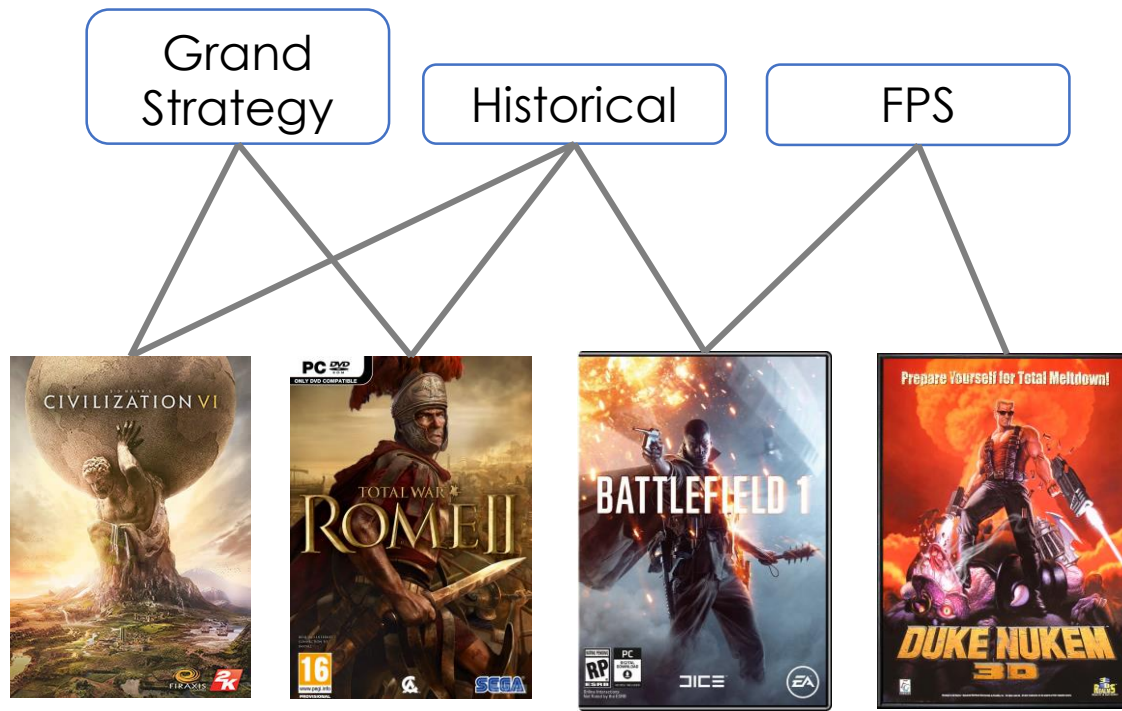- Cross-connections between tags can be used to define and identify game "families"
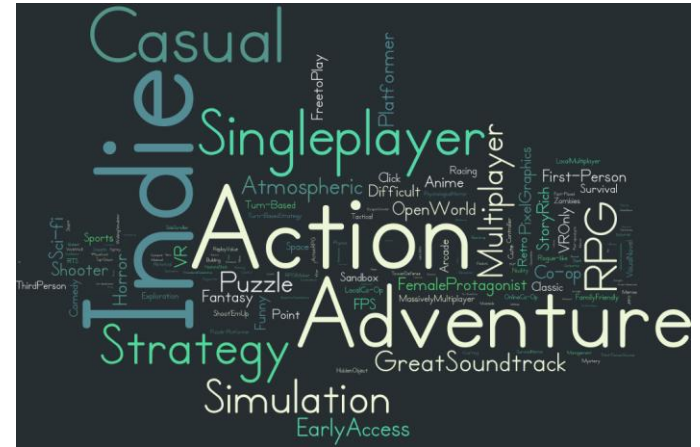
Bi-partite networks: Member to groups
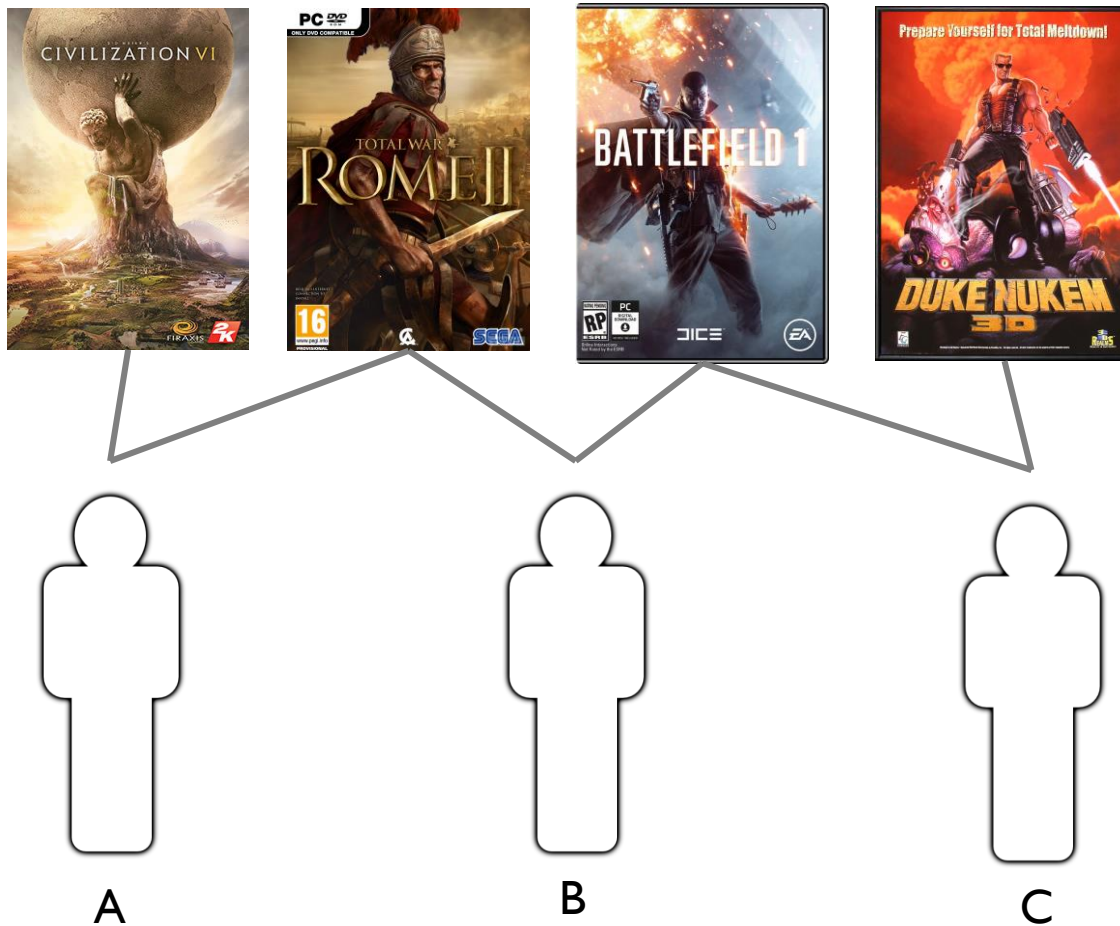
Bi-partite networks: games to tags

ID/Group	GS	Hist	FPS
Civ	1	1	0
TW:R2	1	1	1
BF1	0	1	1
DN3D	0	0	1

Grand Strategy Historical FPS

Bi-partite to Affiliation networks

$$a_{ij} = \sum_k x_{ik} x_{jk} \text{ or } A = XX'$$

a_{ij} = the number of groups that both *i* and *j* are members of

Tag networks as game families

*"[T]he result of this examination is: we see a complicated **network of similarities** overlapping and criss-crossing: sometimes **overall similarities**, sometimes **similarities of detail**. I can think of no better expression to characterize these similarities than **'family resemblances'**; for the various resemblances between members of a family: build, features, colour of eyes, gait, temperament, etc. etc. **overlap and criss-cross** in the same way."*
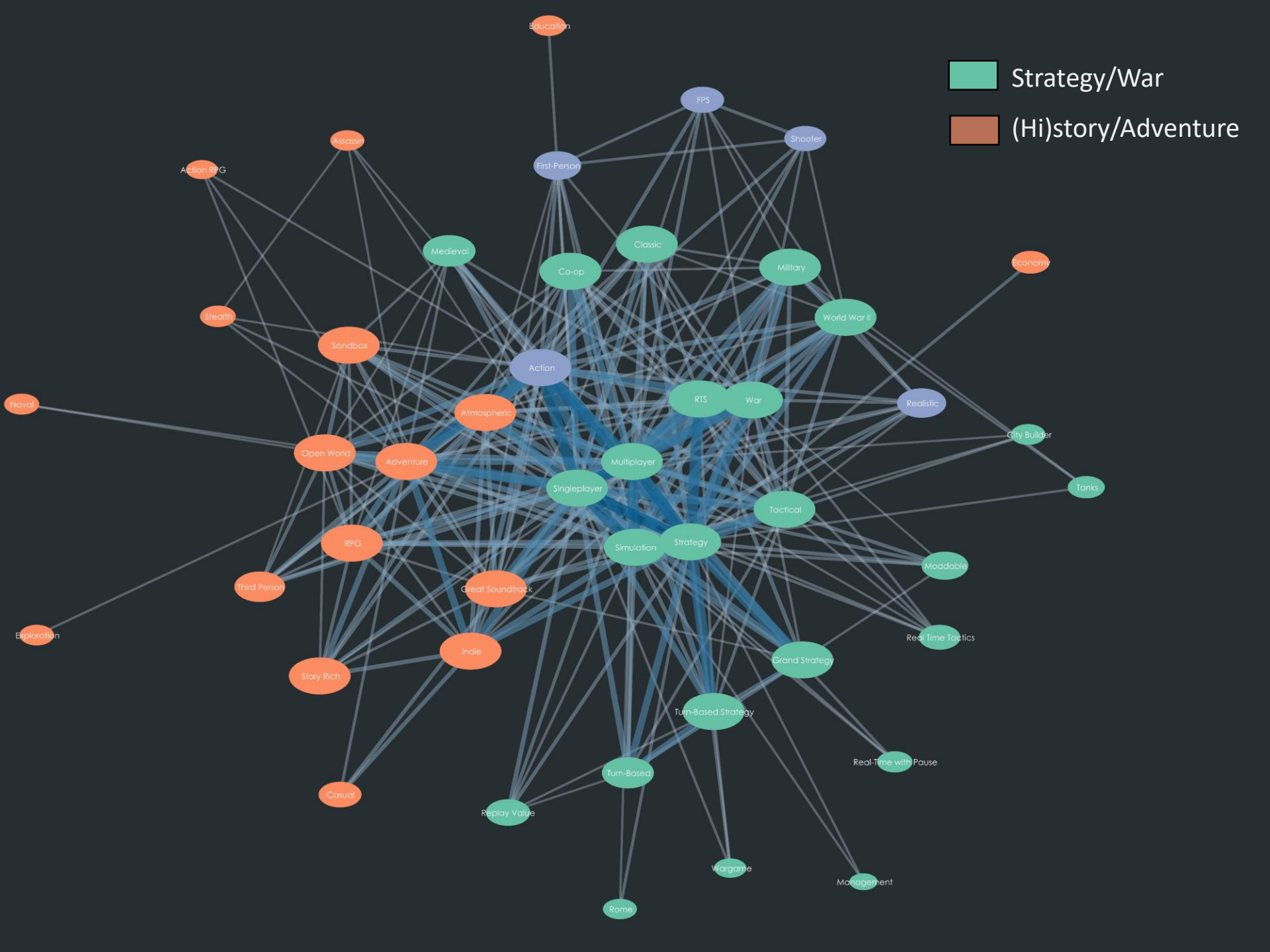
~Ludwig Wittgenstein

Statement 67, *Philosophical Investigations, 1953*

top-selling games 2016

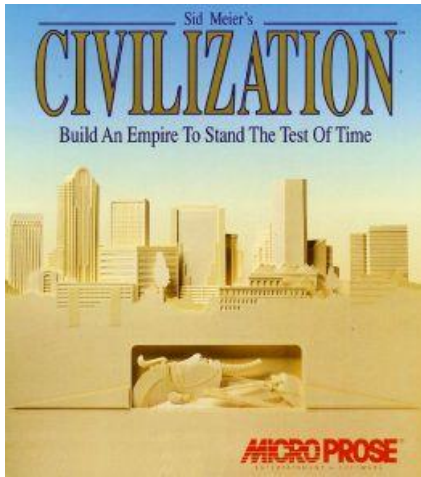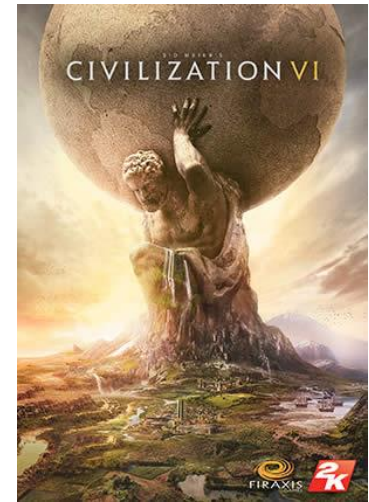Legend:
- Strategy/War
- (Hi)story/Adventure
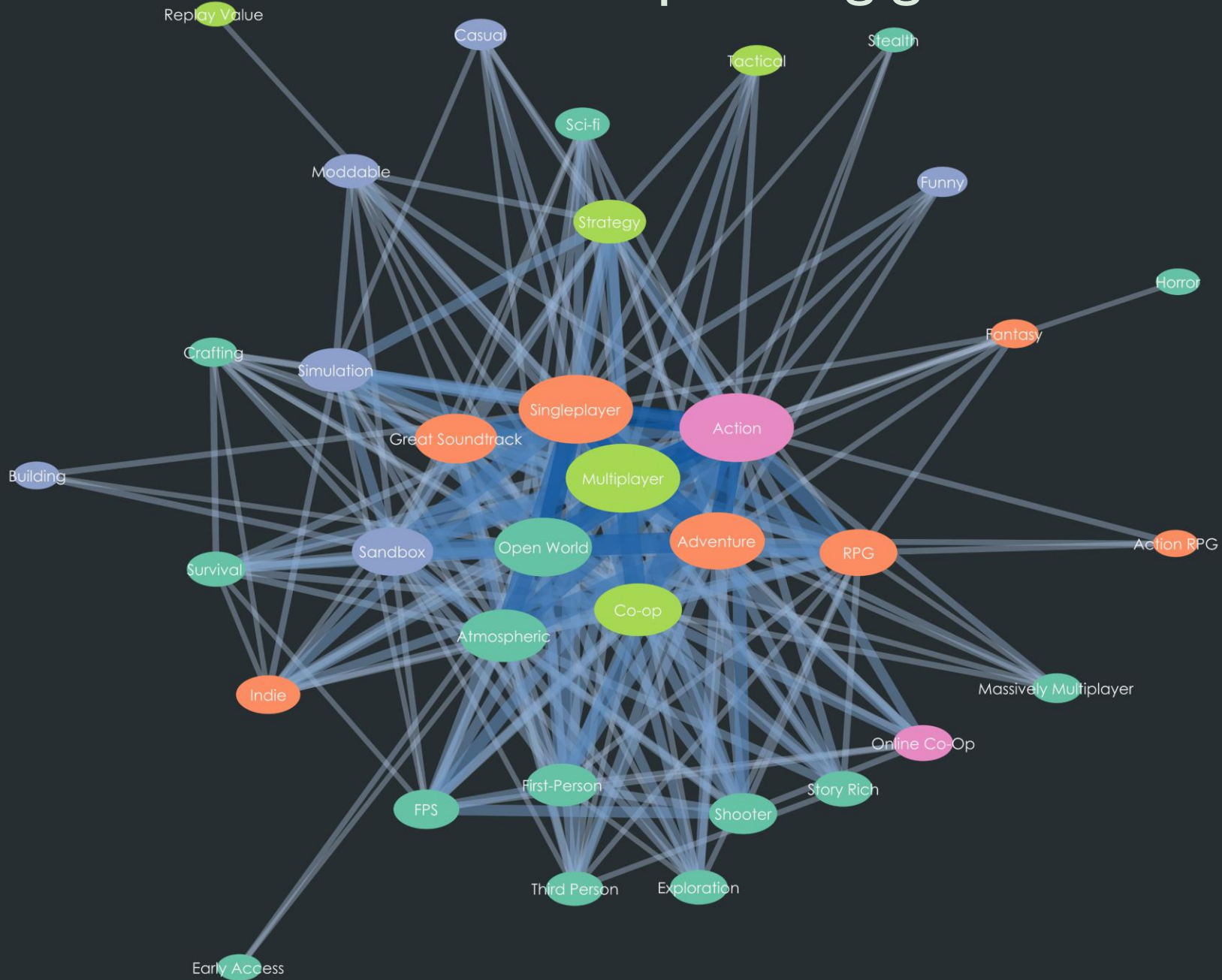
A Video Game about Civilization

What do you think?

"One of our fundamental goals was not to project our own philosophy or politics onto things" (Sid Meier, 2017)

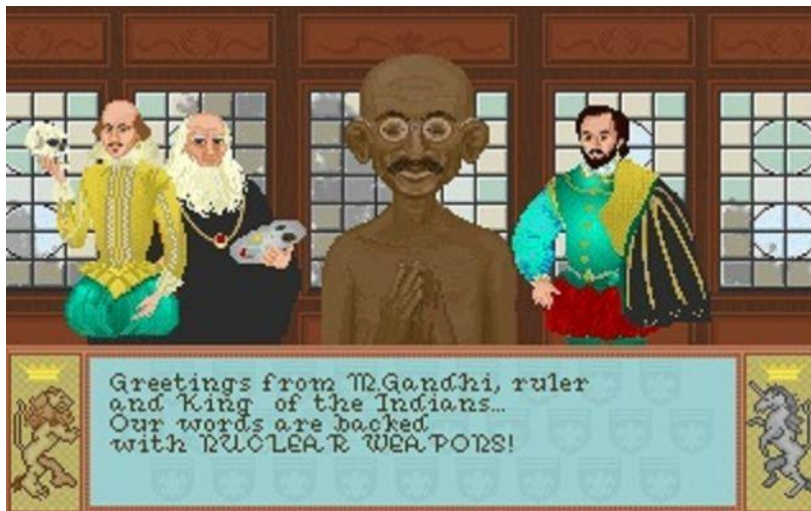1991 ----------------------------1.000.000.000 hours ----------------------------- 2016

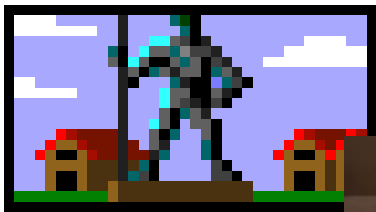# The Darker Side of Civilization

- Civ is a 4X game:
  - eXplore
  - eXpand
  - eXploit
  - eXterminate
- Civ's histories are:
  - Teleological
  - Euphemistic

Apolitical Civilization?

- Wonders: pinnacles of civilization
  - Analogous to World Heritage Sites
  - 117 unique buildings across 6 games
  - Representation reveals games' underlying ideology

- Data: http://civilization.wikia.com/
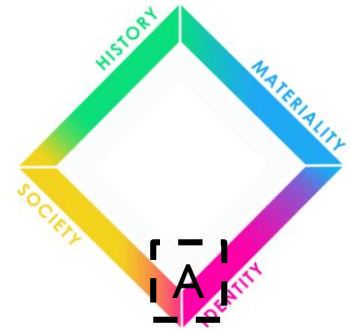
Colossus

Civ 1

Pyramids

Civ 2

Sistine Chapel

Civ 3

Taj Mahal

Civ 4

Louvre

Civ 5

Est. do Maracaña

Civ 6

Wonders and Endangered World Heritage

City of Potosí
(Cerro de Potosi)

Djenné('s mosque)
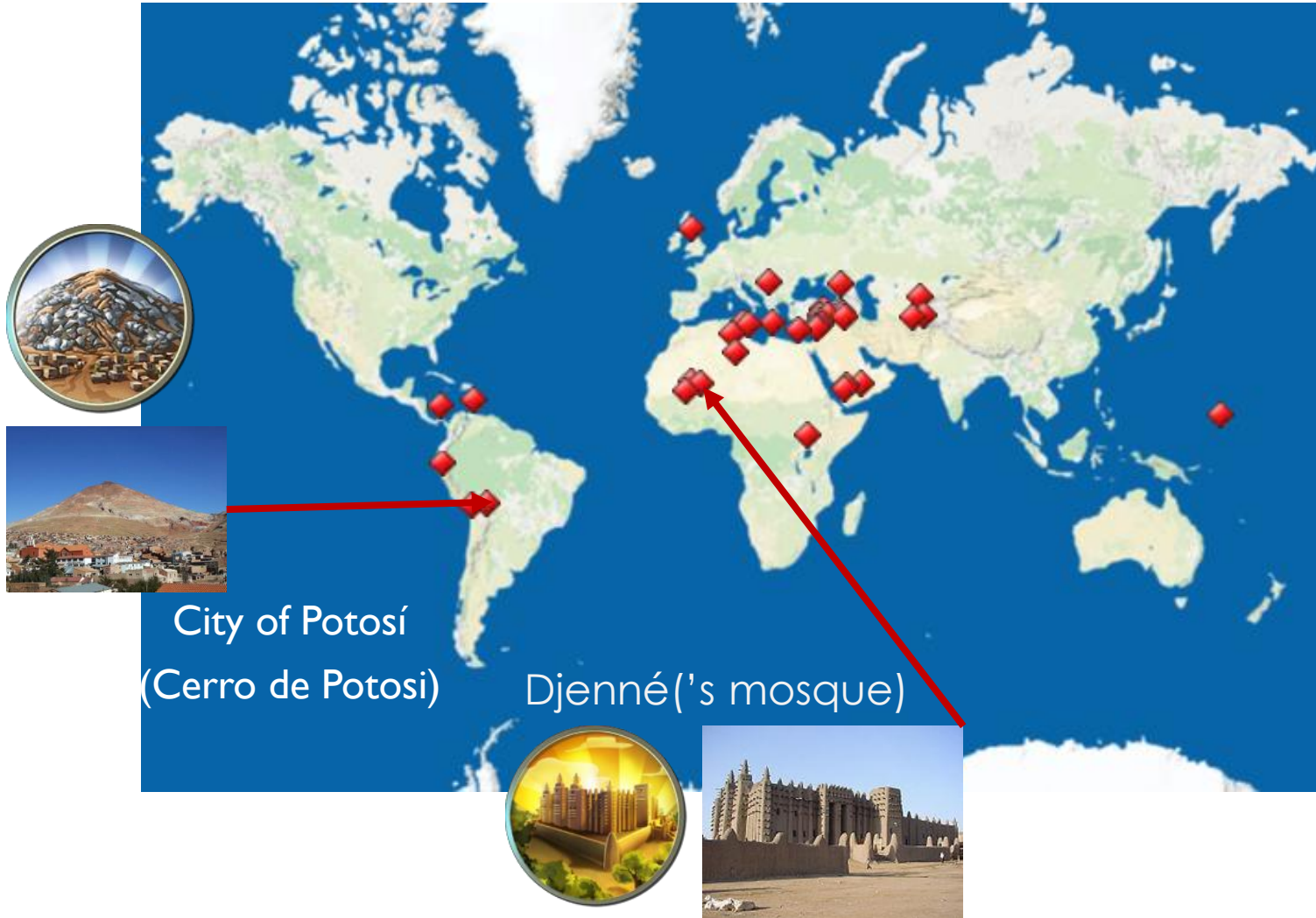
Wonderful modding
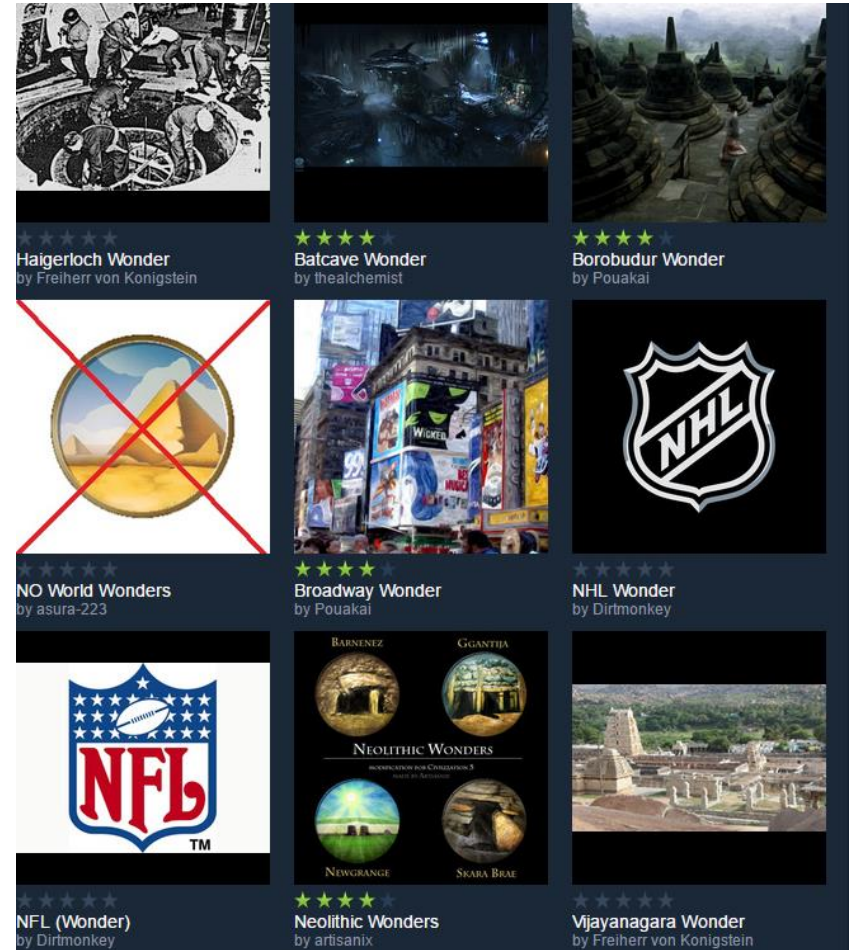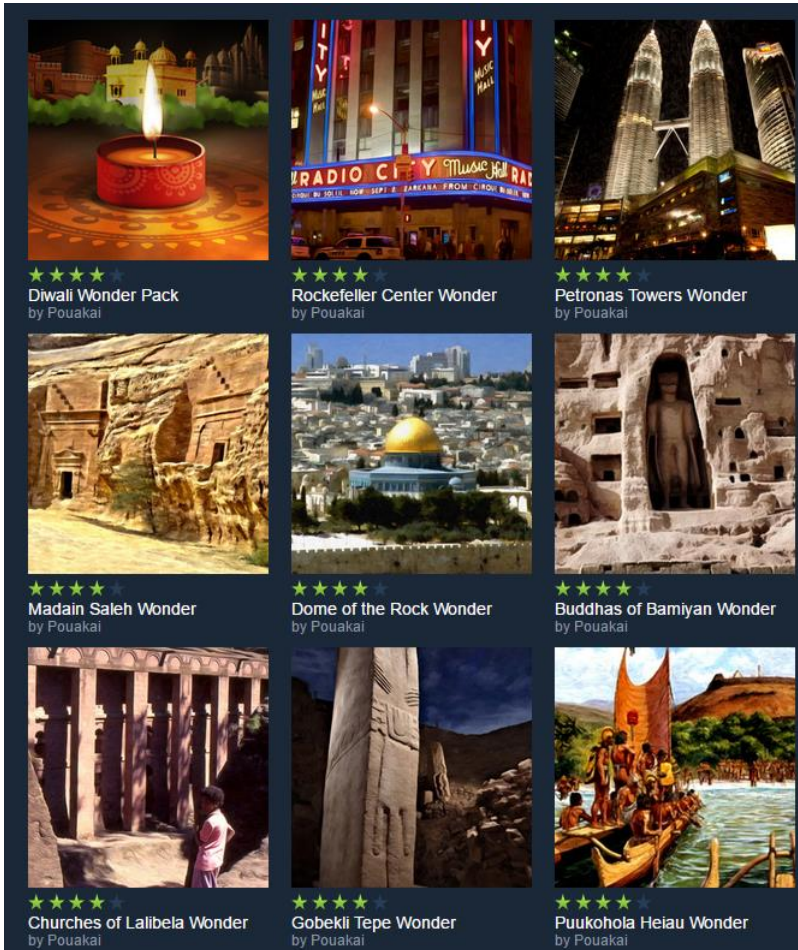
Selection of Wonders downloadable for free in the Steam Workshop for Civ V

AC: Origins is giving back!

ASSASSIN'S CREED ORIGINS

UBISOFT

Assassin's Creed Origins' new educational mode is a violence-free tour through ancient Egypt

Available today as a free download

By Andrew Webster | Feb 20, 2018, 3:43pm EST

f 🐦 ⤴ SHARE

The River Nile

Article from theverge.com

Take-away points

- Digitally mediated histories and heritages are popular, multi-vocal, and creative.
- Yet digital experience of the pasts takes place largely outside of the traditional channels that produce and communicate knowledge about the past

- **Fact of life**: those with influence ("popular media"), don't have the same interest in/knowledge to disseminate balanced, varied, or even true histories.
- **Realistically**: you (even as a community) will not have a Louvre-sized impact
- **Yet**: used properly digital approaches can bring the answer to your historical inquiries to new audiences, *and help shape inquiries itself*.
- **Consider**: how does Twine's interactivity shape the way you write history? (Copplestone 2017)

Let's spin a yarn about your Twines!

- Tell us what concepts you have been thinking of?
- Which one did you choose to develop further?

I DO NOT APPROVE
PUNNING ABOUT TWINE

Twine how-to: Style your Story

- Theme by Candy Giants (candygiants.itch.io)
- CSS:
  - Cascading Style Sheet
  - a language that describes the style of **any HTML document**.
  - It is a very worthwhile and easy thing to pick up if you are interested in web design
- With CSS in Twine:
  - You can style words
  - You can style your whole story
  - You can style passages (though not very easily in Harlowe)

- Style is dependent on the Twine template you use (differently named selectors)
  - Play around with it at https://furkleindustries.com/fictions/twine/twine2_CSS_tutorial/

Twine how-to: Style the entire story
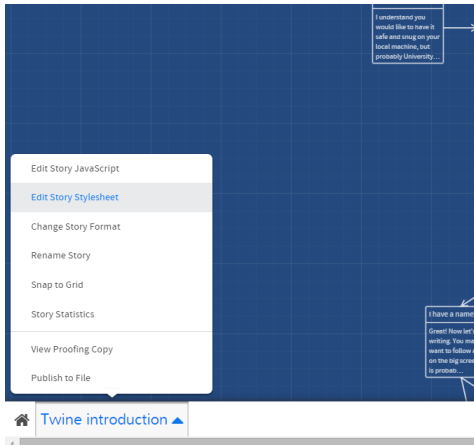
selector →
property →
property →

```
tw-passage {
    font-family: Arial;
    font-size:1.5em;
    }
```

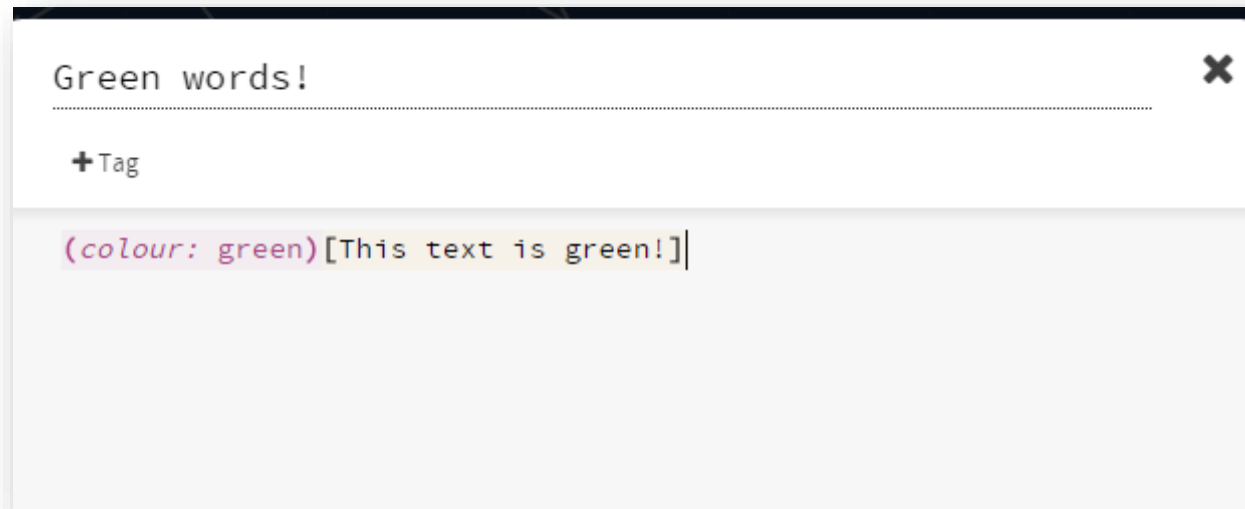declaration (property: value)
declaration (property: value)

- Try it yourself:
  - Make a new declaration that changes the font color to blue (hint: property is called "color")
  - Change the font to Courier (hint: google "Courier CSS"
  - Change the font size to 10 pixels (hint: pixels are abbreviated as px)

Twine how-to: Style text in passages (in Harlowe)

- Using macros!
    - https://twinery.org/wiki/harlowe:reference
- A macro has this shape:

    (macro-name:value)

- A macro is often followed by a hook:

    [hook]

- E.g. make text green!


```
Green words!                                    ✖

  +Tag

(colour: green)[This text is green!]
```
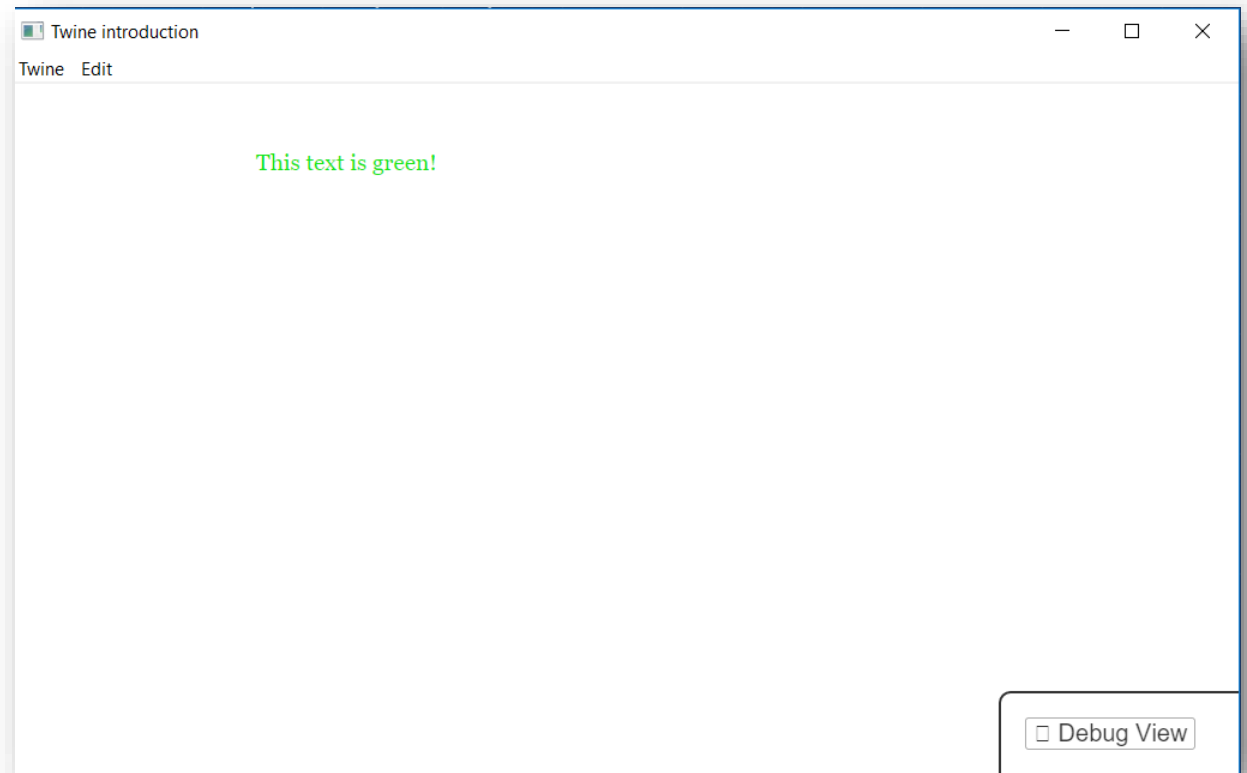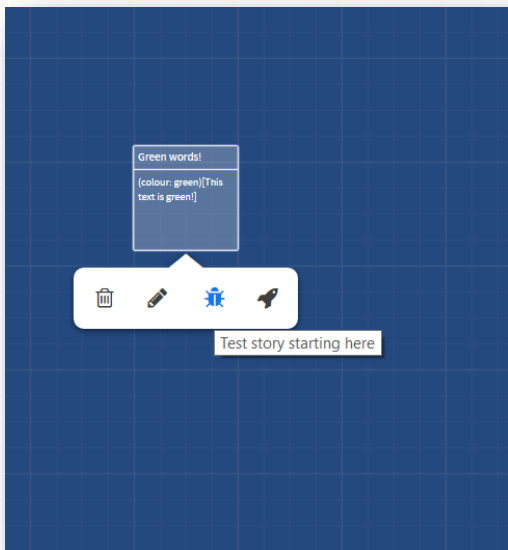
- Try it yourself!
  - Make a word in twine rumble (hint: you need to use the Harlowe wiki and look for text-style)
- Pro-tip: if you want to use multiple style macros, you have to encapsulate one in the hook of the other

Add images or URLs

- Using html tags
- Image needs to be online
- Think of copyrights + serverload
- Try it yourself:
  - Add an image from Wikipedia


```
(if: $loop is "forward")[Back in the loop! I am a bonafide time
lord!
<img
src="https://upload.wikimedia.org/wikipedia/en/6/68/Prydonian.jpg
">]

You really think you have a choice? I'll just keep you in a
Twine-time loop until you say "Yes"!
[[A what?!->Nahw... not really.]]
[[OK! YES! Let me out->Yes!]]
```

<img src="[full url to image]">
With sizing: <img src="[full url to image]" width="720" height="360">

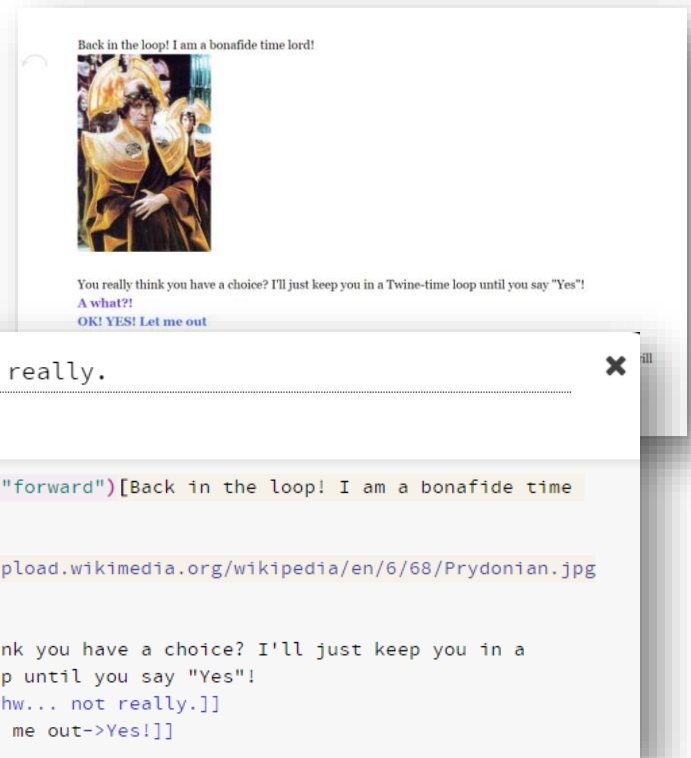If you want to use hyperlinks, it's the same html approach:
Twine home page

With opening a new tab and hyperlinked text
Twine home page

Twine how-to: make stuff happen

- "Random Twine story titles"

- either:-macro
  - https://twinery.org/wiki/harlowe:either

  (either: "your text", "more of your text", "even more of your text")

- Try it out!

What about this one?
Future Pasts

That won't work, give me another one
That will work

```
randomname                                    ✕

+ Tag

What about this one?
(either: "Event X", "The Day the Earth Kept Turning", "Future
Pasts", "This is as good a name as any", "Names, schmames!",
"Past Futures", "The World According to Me", "Historical
Approaches to Digital Inquiries", "The Rhino Vanishes", "The Ring
of the Lords", "A Throne of Games" )

[[That won't work, give me another one->randomname]]
[[That will work->I have a name!]]
```

Twine how-to: make more complex stuff happen

- Change text in a passage based on a certain choice.

Welcome to Twine's main screen. There is a menu at the bottom and one "Untitled passage"
Open the passage for editing by clicking on it once and selecting the (Edit pencil or you could do what it says and Double-click this passage to edit it

I see you like to take short cuts! That's fine!

You are now in a simple text editor. Try typing some stuff. While you are at it, also give a title to this passage. Since this is the first passage, call it something suitable, like "Beginning"

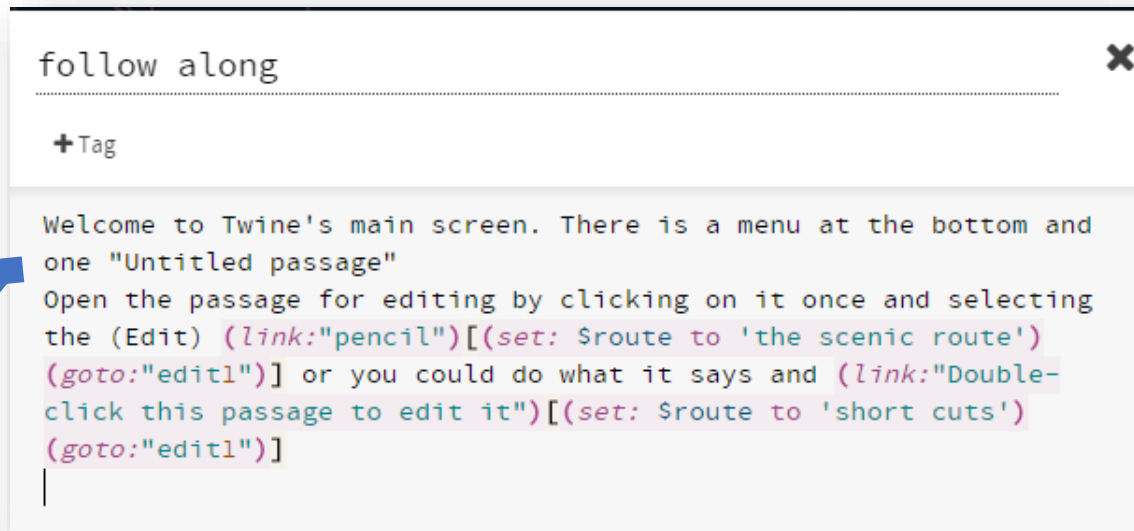I see you like to take the scenic route! That's fine!

You are now in a simple text editor. Try typing some stuff. While you are at it, also give a title to this passage. Since this is the first passage, call it something suitable, like "Beginning"

Twine how-to: make more complex stuff happen

- Change text in a passage based on a certain choice.

- link:-macro

- set:-macro
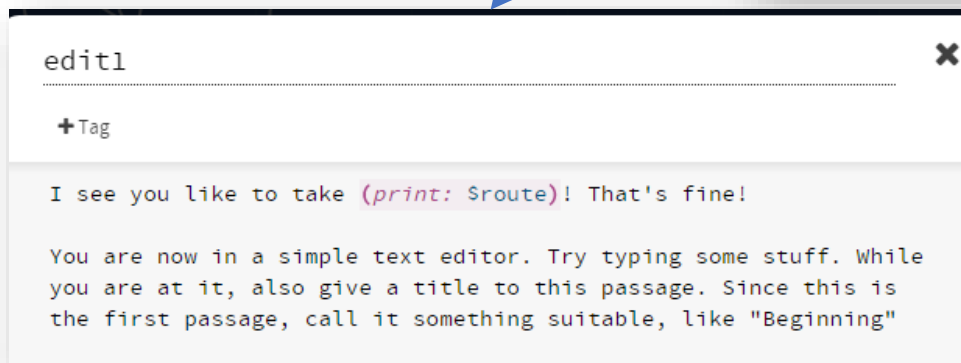 - Variables are marked with $

- goto- macro

- Try it out at home!

---

follow along   ✖

  ╋ Tag

Welcome to Twine's main screen. There is a menu at the bottom and
one "Untitled passage"
Open the passage for editing by clicking on it once and selecting
the (Edit) *(link:*"pencil")[*(set:* $route to 'the scenic route')
(goto:"edit1")] or you could do what it says and *(link:*"Double-
click this passage to edit it")[*(set:* $route to 'short cuts')
(goto:"edit1")]

---

edit1   ✖

  ╋ Tag

I see you like to take *(print:* $route)! That's fine!

You are now in a simple text editor. Try typing some stuff. While
you are at it, also give a title to this passage. Since this is
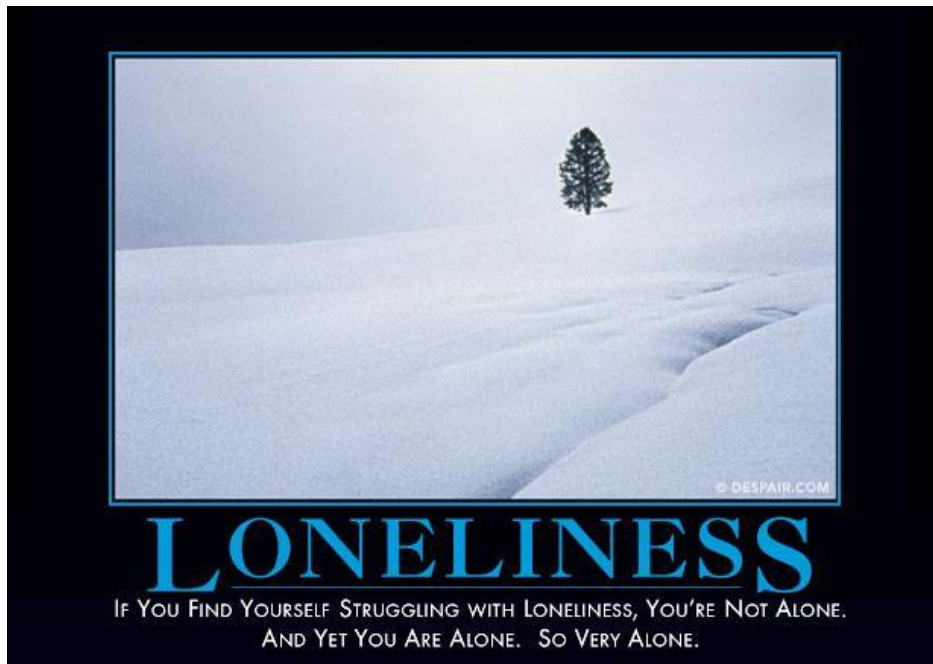the first passage, call it something suitable, like "Beginning"

Share your story!

- Publish to file

- Share in the Slack channel (digitalapproaches + final project slack)

- I can and would, in principle, love to host your Twine story on my own website
  - Make it available under a **Attribution-ShareAlike 4.0 International** license.
  - www.shoresoftime.com/[filename].html

- Upload your .html on any server you own the server (e.g. via the c-console of your website host).

- Philome.la
  - http://philome.la/
  - Free hosting service for twine stories.
  - Free publicity via Twitter.
    - Need twitter account.

Twine game (due February 26)

- Write your own Twine, based on a (fictionalized) historical theme, process, actor, or event.
  - If you use historical data or sources, don't forget to reference.
- Submit to Slack and, if you like, to philome.la
- Provide review of the games of two of your peers (on the 27th).
- We will play some of them in class on the 28th
- After class you can post a max. 300 words commentary for your own game (optional)

- Don't forget to **share your planning**!
  - Share in the Slack channel for your final project
- **Slack channels for your projects** are live!
- **Updated the reading** for next weeks.
- It's very lonely in the hypothes.is group…

LONELINESS
IF YOU FIND YOURSELF STRUGGLING WITH LONELINESS, YOU'RE NOT ALONE.
AND YET YOU ARE ALONE. SO VERY ALONE.

See you next week!