

# 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**