Towards a playable archive:
Transforming storytelling through video games & drama

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Beowulf
Beowulf
1. Modern archives: objects and visitors

Focus on objectivity, where visitors come to observe the real and the physical

John Hartley ‘Digital futures for cultural and media studies’ 2012
HWET: WE GAR-DENA IN GEARDAGUM

Jocelyningsa hym gefrunum.
Hu bi aelpersinga ellin fremedon;
Oft Syld Seolung scolpana jeartum
monegem maegnum mendasela ofteal,
epode col, nyfian areset weryth
fæscraft funden. He jæs frofre gehag,
seau under wolcnum, weorhynandum jeh,
ob ðæt him æghythe para ymbshyntenra

ofor hornOLUME hyran scolde,
gomban gyldan. Þæt was god cyning.
Dæm efaer was after cenned,
gorg in geardum, þone God sende
falce to frofre. Þerneartecce ongear.

Pet hire ar drunen aldernelesse
langs hwele. Him þæt Liffen, walsres wealdend, woordare forgesef.
Beowulf was brene, blad wide sprang,
Syldes efaer Scealdandum in.

Swa secel greace guma gode græowece,
fronum fægeligiftum on fader þearne,
þæt hine on yld ðeof gewugigen
wilgenhus, bonne wig cume,
loede glesten. Loðelundum seal

in megis gefwaru man gehese.
Him bi Syld gewæt to geasæphewe
fælæor feran on Frean ware.
Hi lyne ðæt ærbaron to brimes farbe,
swane gestiæ. Swa he æfih herd

fæden wæordum swold wine Syldinga.
Leof landfruma lange ðætæ.
Þæt æt hyde stod hringedoræfta,
2. Postmodern archives: representations & audiences

Time-based and mediated, pitched at mass audiences for intangible representations of the real
3. Network archives: probability & users

Organized around the uncertain probability of finding material, with users co-creating widely accessible and potentially reusable content.
<table>
<thead>
<tr>
<th>#</th>
<th>Title</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>Beowulf</td>
<td>This is the only known medieval manuscript of the epic saga of &quot;Beowulf&quot;, the most important surviving work of Anglo-Saxon poetry.</td>
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<tr>
<td>2</td>
<td>Beowulf</td>
<td>Beowulf is the longest epic poem in Old English, the language spoken in Anglo-Saxon England before the Norman Conquest. More than 3,000 lines long, Beowulf relates the exploits of its eponymous.</td>
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<tr>
<td>3</td>
<td>1000s</td>
<td>From Beowulf and Anglo Saxon monsters, to the first recorded conversation in Old English. Scroll down to find out more...</td>
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Playing Beowulf
Playing Beowulf - Sydney

Male 13

It is amazing for those who like fantasy stuff, you can make enormous puppets and control them and play video games to make the performance and its amazing!

Male 13

It was so fun and we learnt so many knew things and i also met people who are just like me.

Female 13

The workshop experience ...
We were looking at how to take a bunch of different media forms, like puppetry, filming, game sequencing etc., and seeing how we could mash it all up into one big performance, so the different media forms complemented each other. It was pretty fun, but be prepared to work hard.

Male 15

Describe the workshop to a friend ...
Intermediality

... assumes a co-relation in the actual sense of the word, that is to say a mutual affect ... previously existing medium specific conventions are changed, which allows for new dimensions of perception and experience to be explored.

Kattenbelt, 2008
Playable archives(?): performance and players

Focus on ‘intermediality’, where players capture, curate, distribute, remix
Playable archives

‘AS IS + ‘AS IF’
Digital Arts Research Education (D.A.R.E.)
Playing Beowulf project
http://tiny.cc/playingbeowulf

Drama and Digital Arts Cultures
http://www.drama-technology.com

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