

IGS SEMINAR

CONNECTING VIRTUAL TOURISM AND DIGITAL HERITAGE WITH VIDEO GAMES

CAN VIDEO GAMES SUPPLEMENT AND EXTEND CONVENTIONAL TOURISM?



Speaker:

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📍 ONLINE (ZOOM)

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From *Ghost of Tsushima* to *God of War* and *Dark Souls*, tourism articles and blogs are leveraging games to invite us to not only fly sail and drive to new and rediscovered destinations but also engage in role-playing our favourite genres and scenes. For example, recent *Assassin's Creed* franchise features imaginative recreation of idyllic historic landscapes and heritage sites intermeshed with quests, assassination, mysticism, intrigue, and personal danger; a discovery tour option mode for educational enlightenment; game maps can be personalised; and there is a story creator mode.

These games are leaping past entertainment into education and pre-visitation simulation. Not surprisingly the game company Ubisoft describe their *Assassin's Creed* games as virtual museums imaginatively recovering lost worlds. These "lost worlds" are now in VR escape games, virtual tours, and museum exhibitions. I will explore how the fields of virtual tourism and video games are and will be intersecting with real-world cultural heritage.