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SilkRoutes: Digital Gazetteer and Trade Simulation

Presentation by Shyngys Karishev and Lincoln Ahiadu



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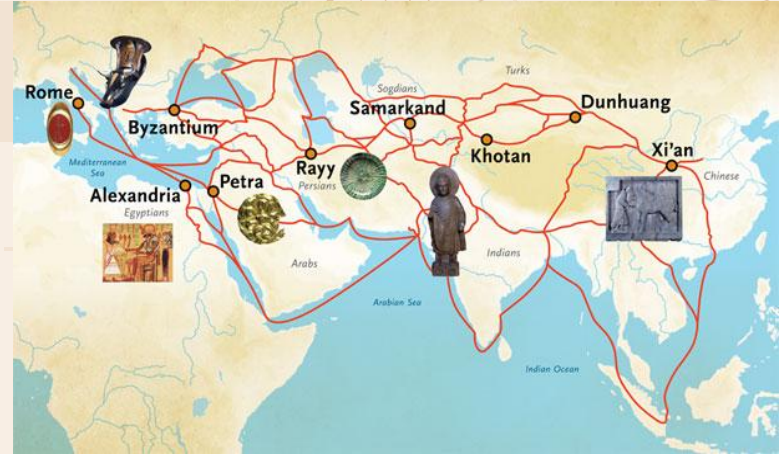
Workplan &
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01 Introduction

Silk Road

An ancient network of trade routes connecting East and West.



Importance of The Silk Road

Timeline

- Originated around the 2nd century BCE (Han Dynasty).
- Peaked between the 6th and 14th centuries.

Geographical Scope

- Spanned over 7,000 km across Asia, the Middle East, and Europe.
- Key regions: China, India, Persia, the Arabian Peninsula, and Europe.

Economic Impact

- Facilitated trade of silk, spices, precious metals, and other goods.
- Connected markets from East Asia to Europe and the Mediterranean.

Socio-Political Influence

- Promoted diplomatic relations between empires and city-states.
- Served as a conduit for the spread of philosophies and ideologies.



O2

Aims & Scope

Scope

Our project aims to create an interactive game that blends historical accuracy with engaging gameplay. Using the Digital Gazetteer as the foundational database, the game will let players explore trade routes, settlements, and cultural exchanges along the Silk Road. Players will face challenges related to time, languages, and trading skills while learning to navigate this ancient network successfully.

Game Concept:

Exploratory Mode: Choose a settlement from the gazetteer, explore historical trade routes, interact with different cultures, and learn trading skills.

Trade Simulation Mode: Act as a trader, manage resources, build trading relationships, and strategically plan trade expeditions for maximum profit.

Aim and Goals



Reconstruct Trade Networks

Accurately map ancient Silk Road routes and settlements.



Promote Trade Knowledge

Teach players about ancient trading practices, goods, and cultural exchanges.



Showcase Network Complexity

Highlight the vast network beyond just China, including Central Asia, Persia, and Europe.



O3

Data Sources

Archaeological Findings

Excavation records and artifacts from key Silk Road sites.



Historical Texts

Manuscripts, travelogues, and merchant records detailing ancient routes.



Geographical Data

Historical maps, satellite imagery, and GIS layers.



Existing Digital Projects

The Sogdians: An interactive exhibit by the Smithsonian Institution that explores the history of the Sogdian people, influential traders along the Silk Road.

Al-Turayya: A digital Islamic geographical society providing detailed historical maps and geospatial data for the Islamic world.



A picture is worth a thousand words



Smithsonian Institution
The Sogdians



The Sogdians - Smithsonian Institution
Ancient Letters | The Sogdians



The Sogdians - Smithsonian Institution
Ancient Letters | The Sogdians



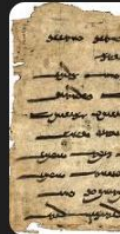
The Letters Page
Silk Road: Sogdian Ancient letters



History of Information
Sogdian "Ancient Letters ...



kimon.hosting.nyu.edu
Sogdian Ancient Letter III: Letter to ...



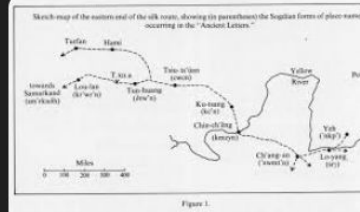
ringmar.net
Sogdian letter



ge Manichaean letter ...



Ancient Origins
Sogdian Woman in China ...



Encyclopaedia Iranica
ANCIENT LETTERS – Encyclopaedia Ir...



The Sogdians - Smithsonian Institution
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Omniglot
Sogdian script and language



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Omniglot
Sogdian script



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Ancient Letter – ...



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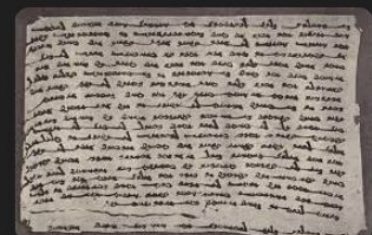
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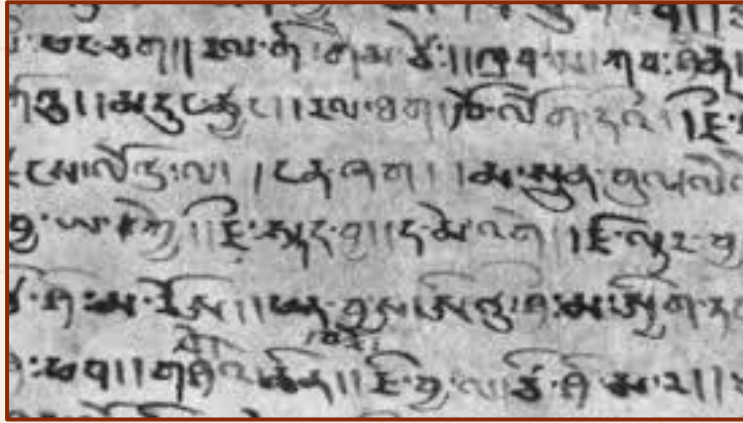


The Sogdians Influencers on the Silk Road...
The (Re)discovery of the Sogdians | Th...



Inter...
Sogdian

Close-up view of Ancient Text

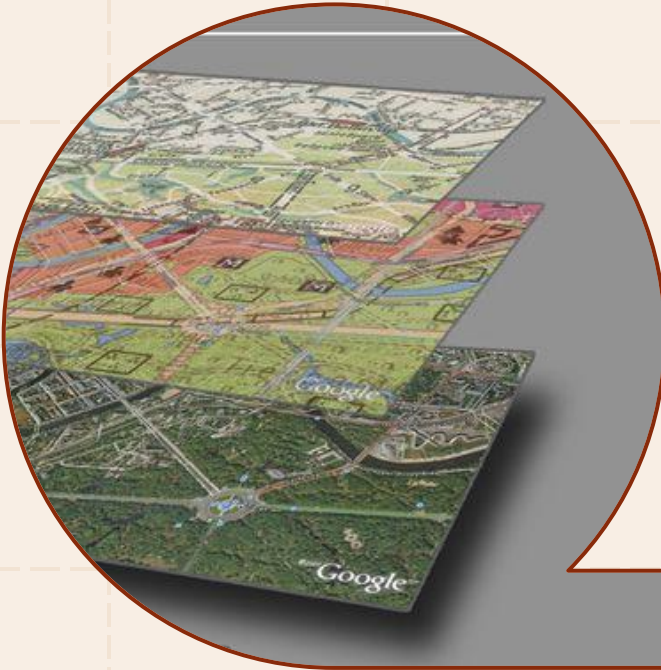




O4

Techniques

Techniques



- **Thick Mapping:** Layering data sources to create a comprehensive geospatial representation.
- **Virtual Reconstruction:** Creating immersive 3D models of key trading hubs.
- **Natural Language Processing (NLP):** Analyzing historical texts to identify trade routes, goods, and socio-economic exchanges.
- **Network Analysis:** Identifying central trading hubs and network dynamics.
- **Geospatial Visualization:** Creating cost maps, flow diagrams, and network models.
- **Game Development:**
 - Engine: Unity or Unreal Engine.
 - 3D Modeling: Blender, Maya for asset creation.
 - Database: Digital Gazetteer (QGIS, ArcGIS).

The background of the slide features a light beige color with a faint, dashed grid pattern. On the left side, there are several brown contour lines of varying thickness, resembling a topographic map. The text 'O5' is positioned in the upper right area, and 'Values & Ethics' is centered below it.

O5

Values & Ethics

Values and Ethics



Historical Authenticity

Accurately represent ancient cultures and their economic systems.



Inclusive Narratives

Incorporate diverse cultural perspectives to avoid historical bias.



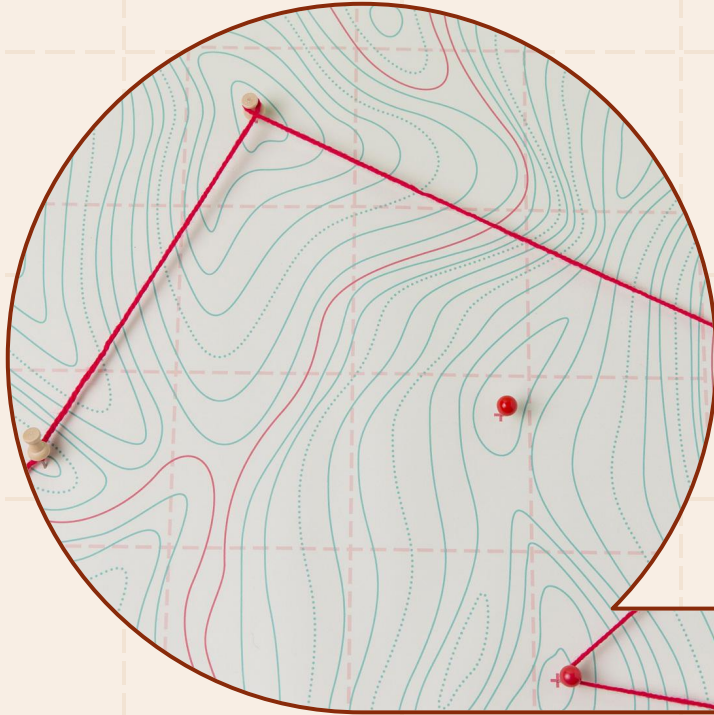
Ethical Data Management

Ensure responsible use of sensitive historical and cultural data



O6

Workplan



Digital Gazetteer Development:

- Compile historical maps, archaeological records, and travelogues.
- Georectify historical maps and integrate with satellite imagery.

Game Design & Development:

- Design the game's exploratory and trade simulation mechanics.
- Develop settlements, trade routes, and historical landmarks.
- Build trading, language, and skill systems.

Basis for Game Idea/Development



g Games Finally ...



PCGamesN
Six strategy games like Civilization



Gaming the Past
Mobile Civilization Building Genre ...



AlternativeTo
10 Great Civilization Alternatives: Top ...



PCGamesN
Six strategy games like Civilization



Quora
most realistic empire



strategy games



PCGamesN
Six strategy games like Civilization



Boing Boing
Web-based Civilization games - Bo...



WIRED
Next Civilization Game Will Ditch the ...



Quora
single player strategy games similar ...



PCGamesN
The best Civilization games



Karwansaray Publishers
Medieval games, part II: turn-bas...



Amazon.ca
A New Dawn Board Gam...



Google Play
Civilization VI - Build A City - Apps ...



GitHub
civilization-games · GitHub Topics · GitHub



Google Play
Civilization VI - Build A City -

Game content



Inclusive Gameplay

- **Culturally Diverse Experience:** Represent a variety of cultures, languages, and characters along the Silk Road.
- **Language Learning:** Incorporate multiple languages to immerse players in the rich linguistic diversity of the ancient world.
- **Accessible Design:** Ensure gameplay mechanics are intuitive and inclusive, appealing to players of all backgrounds and abilities.
- **Representation Matters:** Showcase diverse perspectives and narratives to create a more inclusive and engaging gaming experience.



Player Appeal

- **Engaging Mechanics:** Offer strategic trading simulations, dynamic challenges, and immersive cultural encounters to captivate players.
- **Interactive Exploration:** Allow players to discover historical landmarks, engage with unique traditions, and experience the concepts and history of the Silk Road.
- **Personal Progression:** Provide opportunities for skill development, progression, and achievement, keeping players invested in their journey along the Silk Road.
- **Dynamic World:** Create a living, breathing world where player actions influence trade routes, cultural exchanges, and the overall narrative.

More Game content



Integration into Academic Curriculums

- **Multidisciplinary Learning:** Seamlessly blend history, geography, economics, and language studies into an interactive educational experience.
- **Authentic Learning:** Provide access to primary sources, historical context, and academic insights to deepen students' understanding of the Silk Road.
- **Critical Thinking:** Foster analytical skills, strategic decision-making, and cultural awareness through hands-on exploration and problem-solving.
- **Real-World Relevance:** Connect historical knowledge to contemporary issues, emphasizing the Silk Road's enduring impact on global trade, cultural exchange, and interconnectedness.



Learning Through Exploration

- **Hands-On Experience:** Enable students to explore the complexities of the Silk Road firsthand, encouraging active learning and discovery.
- **Gamified Learning:** Utilize game mechanics to make historical concepts engaging and memorable, motivating students to delve deeper into the subject matter.
- **Student-Centered Learning:** Empower students to drive their own learning experiences, fostering curiosity, creativity, and a deeper appreciation for the interconnectedness of civilizations.
- **Lifelong Learning:** Instill a passion for history and cultural understanding, inspiring students to continue exploring the Silk Road and its significance beyond the classroom.

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THANK YOU

Do you have any questions?