

## 1 *Call of Duty*, a Historical Reenactment\*

Video games allow people to interact with history in a way that is immersive and engaging [...].

Since its release, *Call of Duty* has stood as the example of historical reality as a backdrop\* to a video game. [...] Each battle is based on a historical one, attempting to reflect reality as closely as possible. For the creation of *Call of Duty: World at War*, the military advisor at Treyarch, Hank Keirse, was pivotal\* in accurately\* representing World War II. Treyarch community manager Josh Olin said “[Keirse] found veterans who served in these conflicts, and interviewed them for historical accuracy. [...]”

One of the benefits of this type of engagement with history is that people are immersed within it in a different way than books or movies. [...]

[However], historical video games are questioned for inaccuracies and misrepresentation of the past. The game does take liberties with some historical facts: misrepresentation and mistakes in historical facts of World War II are found throughout the game; but this can provide an important educational lesson, perhaps with teachers challenging students to find these inaccuracies.

Katy Meyers, www.playthepast.org, June 14th, 2011.

\*reenactment: *reconstitution* – \*backdrop: *toile de fond* – \*to be pivotal: *jouer un rôle essentiel* – \*accurately: *avec précision*

### Questions Doc. 1

- Choose and write down the right answer.  
This article deals with:  
– children who play *Call of Duty*;  
– the dangers of playing video games;  
– the representation of the war in *Call of Duty*.
- Complete each sentence with the right name from the list below.  
Hank Keirse – Treyarch – Josh Olin – *Call of Duty*  
... is a video game company.  
... works as a community manager.  
... is a combat video game.  
... gives advice on things related to war.
- Right or wrong? Justify your answer by quoting from the text.  
– The battles depicted in *Call of Duty* never took place.  
– Ex-soldiers helped to make the game closer to reality.  
– There is no historical mistake in *Call of Duty*.  
– The journalist thinks that *Call of Duty* could be used in schools.
- “People are immersed within [video games] in a different way than books or movies.”  
What do you think the journalist means?  
Explain. (40 words)

## 2 *Assassin's Creed III*: How Ubisoft Avoided Stereotypes

About one year into the making of *Assassin's Creed III*, the team at Ubisoft Montreal realized they needed help with their protagonist.

Ubisoft had the concept for a half-Mohawk\*, half-British assassin named Connor during the game's American Revolution setting. But the last thing they wanted was a collection of clichés and stereotypes, so they began digging into the intricacies\* of Mohawk culture to make Connor more authentic. On their own, that turned out to be too difficult. [...]

Ubisoft Montreal hired a Mohawk cultural consultant. [...] The team also worked with the Mohawk community near Montreal and contracted some of its residents to help translate, sing and voice act for the game. [...]

The consultant, Thomas Deer, helped steer Ubisoft Montreal away from\* errors. When the team asked about including ceremonial masks in the game, Deer warned them that any visual depiction of the sacred

masks is considered offensive. He advised them on which types of clothing and jewelry to use [...].

Native American video game characters are particularly rare. And when they do appear—as with characters like Nightwolf from *Mortal Kombat* or Tal'Set from *Turok: Dinosaur Hunter*—they're often boiled down to generic, spiritual people. Nuances in the culture are lost.

Deer said those generalizations are what bothers\* him most, and he's witnessed the effects. Many visitors to the cultural center, for instance, are surprised to see that Mohawks didn't live in teepees, but they in fact lived in longhouses.

Jared Newman, *Time*, September 5th, 2012.

\*Mohawk: *tribu indienne* – \*intricacy: *complexité* – \*steer away from: *éviter* – \*bother: *ennuyer*

### Questions Doc. 2

- This document is:  
an extract from a blog • a newspaper article • an extract from a novel • an ad
- What is the text about? Explain in one sentence.
- Who/what is: Connor – Ubisoft Montreal – *Assassin's Creed III* – Thomas Deer?
- Why did Ubisoft recruit Thomas Deer? Explain and justify with two quotes from the text.
- Find two examples of Thomas Deer's advice to Ubisoft. Answer by quoting the text.

### Questions Docs 1 and 2

- Choose the two titles that correspond to both documents 1 and 2:  
– Ethic Minorities in the Gaming World;  
– Video Games Trying to Portray Reality;  
– Stereotypes in Adventure Video Games;  
– Exploring Culture and History Through Video Games.
- What do Treyarch and Ubisoft have in common