Contents

Lis	t of illustrations	vii
Lis	t of contributors	viii
Ac	knowledgements	хi
Int	roduction: Accuracy and authenticity – interactions in contemporary	
	medievalism Robert Houghton and Karl C. Alvestad	1
Par	t I Claiming authenticity	
1	The 'accurate' deeds of our fathers: The 'authentic' narrative	
	of early Norway Karl C. Alvestad	15
2	Race and historical authenticity: Kingdom Come: Deliverance Helen Young	28
Par	t II Exploring authenticity	
3	'Contrary to common sense': The impact of the depiction of	
•	William Wallace's longsword Laura S. Harrison	43
4	Misdiagnosing medieval medicine: 'Magical' Muslims, metanarrative	10
	and the modern media April Harper	58
5	Audience perceptions of historical authenticity in visual media	
	Sian Beavers and Sylvia Warnecke	74
6	La posta di falcone and la porta di ferro: Representations and receptions	
	of historical fighting practices in medieval media and contemporary	
	popular culture Jacob Henry Deacon	90
7	Malevolent and marginal: The feminized 'Dark Ages' in modern	
	card game cultures Daisy Black	105
Part	: III Creating authenticity	
8	The tourist gaze and the 'medieval' landscape Megan Arnott	121
9	Playing at the crossroads of religion and law: Historical milieu,	
	context and curriculum hooks in Lost & Found Owen Gottlieb	140
10	Modding and authentic, gritty medievalism in Skyrim Victoria Cooper	161

vi Contents

11	Playing with taskscapes: Representing medieval life through	
	video games technologies Juan Hiriart	174
12	If you're going to be the king, you'd better damn well act like the king:	
	Setting authentic objectives to support learning in grand strategy	
	computer games Robert Houghton	186
Bib	Bibliography	
Filmography		234
Lud	Ludography	
Mo	Mods cited	
Ind	Index	