Abstract:
This paper focuses on the potentials of a conceptual digital construction of a Roman Amphitheatre for multiple screens. I argue that current ‘historically accurate’ digital depictions of Roman amphitheaters are limited to lifeless and sanitized aerial 3D models, and that new methodological tools can add layers of understanding to our contemporary knowledge of the Roman spectacle: A participatory and multisensory digital recreation of a Roman amphitheatre can engineer deeper and constructive analyses of the dynamics and systemic operations regarding (ancient and current) popular entertainment. It can furthermore generate questions about the potentials and limitations set by our current technological grasp.

Bio:
I have a background in Theatre/Performance Studies, Classics and Ancient History (PhD 2009, Liverpool). I have published on ancient humour, literary and performative depictions of gender in the ancient world up to Early Christianity (Byzantium). Current interests involve the relationship between classical tradition and contemporaneity, narratives of historical culture in mass media, and cultural heritage.