

**Panel 5**  
**Digital Culture and Virtual Worlds**

**Reconfiguring Ancient Egypt:  
The Multimedial Narrative World of *Assassin's Creed Origins***  
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*Assassin's Creed Origins*, released in October 2017, is the tenth major instalment of Ubisoft's widely popular *Assassin's Creed* franchise. Set in Ancient Egypt during the reign of Ptolemy XIII Theos Philopator, the multimedial narrative world of *Origins* includes the critically acclaimed video game, a four-issue comic miniseries sequel of the same name and a prequel novel titled *Desert Oath*. This paper will examine how through situating fictional characters and storylines in the meticulously constructed landscape of Ancient Egypt, Ubisoft reconfigures the Ancient Egypt of *Origins* as a rich multimedial narrative world that allows for interesting, fictional reimaginations of history to take place in accurately rendered historical settings. The prequel novel introduces the backstory of protagonists Bayek and Aya; the sequel comic explores reimaginations of prominent historical events; and the video game allows for players to explore a historically accurate rendition of Ancient Egypt. The game offers the newly introduced Discovery Tour feature, where players can navigate Ancient Egypt with a guide who narrates information about the architecture, culture and history of cities such as Alexandria. In consulting with Egyptologists and historians during the process of rendering a historically accurate Ancient Egypt for players to explore, Ubisoft reconfigures Ancient Egypt for the modern player, creating a readily accessible and interactive world. The tagline for the *Assassin's Creed* series, "History is our playground," is thus especially apt when discussing the narrative world of *Origins*, which allows for both entertainment and educational engagement with Ancient Egyptian history and culture.

**Biography**

Goh Jing Wei (Jay) is a MA student at Nanyang Technological University, Singapore. Her research focuses primarily on the representation of politics and power in George Orwell's literature of war and empire. She is a recipient of the Nanyang Research Scholarship award.