

Propositions belonging to the PhD thesis of Pieter Van den Heede

1. Marketing materials for digital entertainment games about the Second World War tend to converge on three historical themes: Guns, Guys and Nazis.
2. To properly assess the referentiality of any historical configuration, one needs to analyse the paratextual positioning of said historical configuration.
3. Digital entertainment games serve as a prominent venue for the transnational perpetuation of older (and by historians often refuted) cultural narratives about the Second World War.
4. Ludic engagements with a digital game can fundamentally enrich our reflection on the past through forms of 'historical revelation'.
5. The deconstructionist potential of historical digital games can never be taken for granted. This potential needs to be explicitly identified and cultivated.
6. Concepts, as we all know, do not grow on trees. They are always positioned, sometimes useful, never self-evident.
7. To fully cope with the challenges of life, people are in need of a cybernetic narrative awareness.
8. There's something fundamentally wrong when education is discussed more frequently as a source of revenue rather than as a societal necessity.
9. Anything can be turned into teaching material. If you point me to a trash pile, I will tell you how its contents illustrate 21st-century consumerism.
10. If we keep using the term 'fake news', we keep perpetuating particular political interests. Misinformation isn't new; all-encompassing algorithmic mediation is.
11. If you're not willing to look stupid, nothing great is ever going to happen to you. (dr. Gregory House)