

Contents of the game ‘Danger in Pompeii’

Based on accurate historical and archaeological data

Main historical skills:

- Situate Pompeii within Roman history
- Use historical concepts to learn about the daily lives of the Romans
- Understand the features of urban planning in ancient cities
- Use texts with historical content and acquire specific vocabulary
- Use appropriate iconography of places and objects from the Roman period
- Compare Roman Artworks

Main geographical skills:

- Locate Pompeii within its region
- Find your bearings on a map of Pompeii
- Choose an itinerary on the map and within the 2D ‘world’ of the game
- Identify the warning signs of a volcanic eruption and the phases of a Plinian eruption
- Understand the consequences of an eruption on an urban site and its population

1st part of the game: Daily life in Pompeii before the eruption

Themes	Main quests (locations)	Secondary quests (locations)	Points of interest (locations)
Rituals and mythology	The ritual (Domus) Ritual to the Manes and the Lares	The Roman gods (Decumanus)	The 12 labours of Hercules (Decumanus)
	Forum Disappearances Augury and divination, offerings to Apollo, cult of the emperor		The myth of the Medusa (Meridionalis)
			The legend of the founding of Rome (Decumanus)
Occupations	Perfect Bread at the Pistrinum (Septentrionalis) Bread-making with mill and oven	The Fullonica / laundry (Decumanus)	Shops (<i>not points of interest but present in decumanus</i>)
	Panic at the Caupona /thermopolium (Decumanus) Food in a fast-food restaurant		The garum (Decumanus) The olive oil (Decumanus)
	Forum Disappearances Commercial activity		Distant trade (Forum)
			The Army (Meridionalis)
		At school (Decumanus)	At school (Decumanus)
Water	Breakdown at the Thermal Baths (Septentrionalis) Heating/ Water supply	The fountains (Septentrionalis)	Water in Pompeii (Septentrionalis)
		The Temple of Jupiter (Forum)	A short architecture lesson (Forum)

Art	Perfect Bread at the Pistrinum (Septentrionalis) Discovery of frescoes (in 3 domus)		
		Mosaic making (Septentrionalis)	Famous mosaics (Septentrionalis)
			Famous frescoes (Septentrionalis)
			Famous sculptures (Forum)
			In the streets (Decumanus)
Leisure	Accident at the Theater (Meridionalis) The 3 parts of the theatre Types of performances / Sets	Sanum corpus / sports at the palestra (Meridionalis)	Performance at the Odeon (Meridionalis)
	Breakdown at the Thermal Baths (Septentrionalis) Rooms, baths and treatments		
	Games at the Amphitheatre (Meridionalis) (last quest) Gladiator fights and betting		
	Banquet preparation (Macellum et Domus) Purchases, menu, triclinium and mother's outfit		
Politics and Society	Forum Disappearances Political activity: elections		We vote (Forum)
			In the basilica (Forum)

			The Cliens (Domus)
		The society hierarchy (Meridionalis)	The slaves (Meridionalis)
		The graffiti (Decumanus)	Toys and games (Domus)
	All the quests Atmosphere of the venue and the public		
History of Pompeii	Throughout the quests ... Permanent Underlying Presence		A bit of history (Decumanus)
Geography/ Urban planning	Map of Pompeii In the world: Central square, temples and monuments, public leisure areas, shops and workshops, city streets and gates, homes. River.		Pompeii, where is it? (Decumanus)
Eruption	Caupona/thermopolium (Decumanus) Early warning signs		The eruption (Meridionalis)
	All the quests Evoking early warning signs		Plaster casts (Meridionalis)
	See 2nd PART OF THE GAME		

2nd part of the game: Rescues of friends and Flee to the Sarno gate during the eruption

Obstacles to overcome (Meridionalis et Decumanus) :

- Explosion
- Smoke and suffocation
- Lapilli and collapses
- Flames and fires
- Impassable streets and doors
- Thieves
- Fiery clouds

References to come

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