

Following on from songs, **ArkeoTopia® is entering the world of games with the role-playing game project *The Heritage Crusaders* coordinated by Jean-Olivier Gransard-Desmond.**



A table-top role-playing game is a fun tool to present archaeology and careers within it
(© Diacritica, 27 November 2010)

Since three years, **ArkeoTopia® is getting into gamification** with the role-playing game (RPG)[1] *The Heritage Crusaders*. After *My Archeology Book* for the youngest, the role-playing game *The Heritage Crusaders* aims to popularising archaeological research for high school student and more.

Objectives? These are plural because, other than having a good time and discovering archaeology in a fun way as a family or in an activity centre, envisaged uses also include other forms of learning. The primary beneficiary will be teaching at a primary, secondary and even university level.



Exit Indiana Jones and the demise of archaeology; ArkeoTopia's team has everything covered. Fans of explosives and other forms of destruction which are detrimental to heritage will not be forgotten. On the contrary, a surprise awaits to catch them out. **A cross between a hard-copy educational game and the pleasure of an adventure that lasts an evening, *The Heritage Crusaders*** will surprise you and let you unwind while giving you an initiation to archaeology and the professions surrounding it. A game to follow...

If you would like to take part in the project or find out more, write to us at jdr@arkeotopia.org

To find out more about ArkeoTopia, consult the [presentation of our association](#) and write to us at contact@arkeotopia.org

1. A table-top role-playing game allows players to put themselves in the place of imaginary

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characters and live out adventures in a universe invented and scripted by a Game Master. Everything happens orally, as if several people were telling a story. The role-playing game *The Heritage Crusaders* enables a group of friends, a family, or activity leaders and young people to gather around a table for an afternoon or evening and discover archaeology while having fun (to find out more, see the [article "Role-playing game"](#) and the [detailed article "Table-top role-playing game"](#) on Wikipedia).