

Class 10C

Xbox Apocalypse:

Roman Games, Revelation, & the Secular Apocalypse



Outline

- The magic circle of Roman spectacle
 - Sense of place
 - Types of play
 - Procedural rhetoric: the performance of power
- The magic circle of apocalyptic mimicry
 - The Book of Revelation
 - Examples of mimicry, inversions of power
- Apocalypse in texts & games

The Magic Circle of Roman Spectacle

A Sense of Place



Colosseum (arena)

Ancient Rome
The Flavian Amphitheatre
Khan Academy, Smart History, 2015
Narr. Dr. Stephen Zucker (art historian) with virtual archaeologist Dr. Bernard Frischer

The Magic Circle of Roman Spectacle

Types of Play

Gladiatorial combat

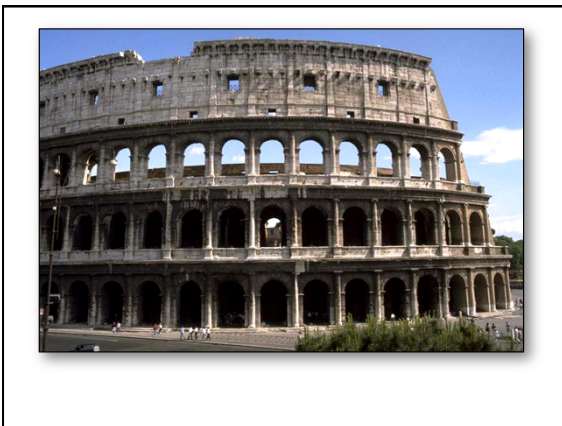
Reenactments of famous naval battles

Venationes –staged hunts, with
combat between beasts or
between gladiators and beasts

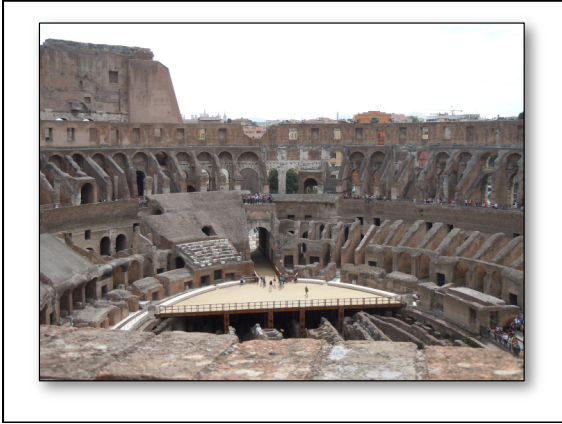
Mythological Reenactments – Greek, Roman, or Egyptian myths
familiar to the audience would be played out on stage

Crucifixions, burnings, beheadings, etc.













The Magic Circle of Roman Spectacle Procedural Rhetoric

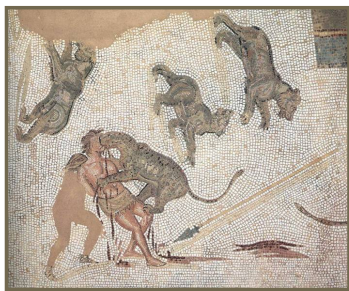
- "The practice of persuading through processes"
- What "processes" were performed in the arena, and what were people being persuaded of through them?
 - seating performs social hierarchy
 - largesse of sponsoring spectacles reinforces power of elite
 - performances enact Roman hegemony
 - animals and music from all ends of the empire
 - gladiators and criminals from the known world
 - the triumph of Roman law

The Magic Circle of Roman Spectacle Procedural Rhetoric



Galleria Borghese, Rome

The Magic Circle of Roman Spectacle Procedural Rhetoric



Domus Sollertiana, El Djem, Tunisia

The Magic Circle of Roman Spectacle Procedural Rhetoric



The Magic Circle of Apocalyptic Mimicry The Book of Revelation

- Date 92–96 CE WHEN
- Place Patmos, Greece? WHERE
- Author "John"
(not the same John as in the gospels or letters in the New Testament) BY WHOM
- Audience Christian churches in western Turkey FOR WHOM



The Magic Circle of Apocalyptic Mimicry Examples of Mimicry, Inversions of Power

Apocalypse in Texts & Games
Similarities & Differences
