

Digital-based Learning Through Grand-Narrative Historical Simulations: Retracing Formosan (Austronesian) Maritime Culture through Sid Meier's Civilization Series

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The practice of digital game-based learning has been going on for decades, from its early epistemic roots such as Seymour Papert's *MircoWorlds* research in the 90s, to present day's utilization of such models as recruiting tools, such as *America's Army*, and to train various aspects of strategic thinking, digital game-based learning has proven that through the linking of internal goals and gameplay, it was able to replicate the cognitive models of learning and organizational behaviour, allowing participants to 'break the rule and experience the consequences'.

This paper aims to explore the plausibility of adapting *Sid Meier's Civilization* for the purpose of revitalizing maritime culture of Formosa through the utilization of a dynamic historiographic simulation that treats the morphogenesis of history as a vibratory field. The study also intend to capture the interplay between the game designers' perception of history, the implication on models of civilization conveyed through the original game mechanics, and the eventual consciousness formed in the mind of the independent beta-testers.

The observation of such interplay will aid in the final product of this project – an interactive, dynamic grand-narrative historical simulation of maritime Formosan historiography that would greatly rejuvenate public interest and knowledge on the subject.
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