

Tekst 10



Made-up history

The *Assassin's Creed* video game series has spent five games taking historical figures and constructing fantastical narratives around them to advance its core story about an ancient religious order conspiring to control the Earth's population using alien artifacts (How Canada Exports Distorted History – editorial, Nov. 15). The protagonist combats them using assassination skills learned by reliving genetic memories of his ancestors stored in his DNA. And we're worried about historical accuracy?

Why is this conversation only happening now? What about the other portrayals in the series? And why not criticize HBO and Showtime's historically inspired dramas for their inaccuracies, as well?

If students are really getting their facts about history, unfiltered, from *Assassin's Creed*, our schools have failed them at far more than historical education. (Aside to the editor: Yes, five games. Two were unnumbered sequels continuing the story of *Assassin's Creed II*.)

Jason Robertson, Calgary

theglobeandmail.com, 2012

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- 1p 41 Why does Jason Robertson respond to the article “How Canada Exports Distorted History”?
- A He believes *Assassin’s Creed* can be used to get pupils interested in history.
 - B He claims the faults in *Assassin’s Creed* are the result of inadequate schooling.
 - C He feels annoyed because the editor clearly is no expert on *Assassin’s Creed*.
 - D He is surprised by the concern about the historical incorrectness of *Assassin’s Creed*.
 - E He is worried about the effect on children of violent games like *Assassin’s Creed*.