The role of the archaeologist when producing a serious game

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<td>Morera N [1], Piqué R [2], Barceló JAnton [3], Bogdanovic I [4], López-Bultó O [5], Campana I [6], Palomo A [7], Revelles J [8], Terradas X [9], Arcos JLluis [10], Cebrián S [11], Rodríguez-Aguilar JA [12]</td>
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In the frame of the research project undertaken in the site of La Draga, an Early Neolithic (ca. 5,300-4,800 cal BC) pile-dwelling settlement located at the North Eastern of the Iberian Peninsula, we are developing a serious game that recreates the life of a Neolithic community with the purpose of dissemination, entertainment and learning. The videogame has tried to provide the most reliable narrative possible about Neolithic life. Therefore, it has been based on the results of the ongoing research at La Draga. This settlement is particularized for bearing an exceptional conservation and preservation of the archaeological organic remains. The consumption and production strategies fulfilled by the Neolithic society are extensively known as well as its environment. However, architecture is only partially known and no information exists regarding the appearance of Draga's inhabitants and neither about their customs. This absence of information has, firmly, constituted a challenge. The methodology followed, criteria used and how missing data has been treated are the objectives of this communication.

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