

V SCHOOL OF ANTIQUITY

JULY 22 – 28, 2024

OFFline and ONline

Offline: Odesa, at 79 Kanatna Street, space "Underground"

Online: at the link in Zoom,

topic: V School of Antiquities

<https://us05web.zoom.us/j/86054856789?pwd=RXBlNXlYrMW9vTjcxdCtHT1ArMk9nUT09>

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MONDAY, July 22th

**Introduction, Museums and Receptions, Historiography, Games and
Odesa Tour**

9.30 – 10.00 – **Pavlo Maiboroda.** *Introductory remarks about the Fifth School of Antiquity, introduction of the participants*

Kostiantyn Babiy. *Website project for the School*

10.30 – 12.00 – **Kuminova Kateryna.** *Antique collections and receptions in museums in Warsaw and Krakow*

In this popular lecture, I will share materials from the National Museum in Warsaw, the Princes Czartoryski Museum, and the Gallery of Polish Art of the 19th century (a branch of the National Museum in Krakow). We will get acquainted with the history of the collections and together we will "recognize" plots and characters from antiquity.

I will also tell you about various resources that will help you learn more about the collections and plan a potential trip.

13.00 – 14.30 – **Viktor Humennyi.** *"And even more unexpected discoveries...": the many-sided worlds of M.I. Rostovtsev and what we should do with them*

Mikhail Ivanovich Rostovtsev is undoubtedly one of the most influential and at the same time complex figures in world antiquities. Many of his concepts are still alive, many are being deconstructed or have been deconstructed, but we still do not have a full intellectual biography of him. Both the post-Soviet and Western academies, despite some strange attempts, have failed to critically and holistically comprehend this remarkable figure and explain, with some exceptions, the connection between his ideas and the life of the researcher. The proposed lecture does not claim to be a complete account of Rostovtsev's life, but rather an attempt to discuss several selected episodes of his life, both during his time in the Russian Empire and in exile. The more important task that the lecturer sets for himself is to try to initiate another wave of discussion about how we should work with the biographical and scientific heritage of our predecessors.

15.00 – 16.30 – **Volodymyr Kramskyi**. *Digital games as a special form of media for depicting the historical past*

The modern gaming industry is growing rapidly and has long exceeded cinema and music in terms of revenue (\$406 billion in revenue versus \$338 billion), and some games are already considered national treasures. Consequently, games are becoming an integral part of contemporary culture and worldview, including ideas about the past. In this introductory lecture, we will explore the world of historical games and consider: what are historical video and computer games? How popular are they (yes, there will be some figures)? What aspects of Antiquity are reflected in games of different genres? How is the work of a game developer similar to that of a historian?

Cultural programme!

17.00 – a tour of Odesa to places associated with antiquity by **Maxim Panin and Pavlo Maiboroda**.

TUESDAY, July 23th

The Bhagavadgita, Love and Historiography, Games Again and the Film

10.00 – 11.30 – **Dmytro Danylov.** *The transformation of yoga in the text of the Bhagavad Gita*

Ancient Sanskrit sources claim that yoga is eternal. The existence of these texts and the practice described in them confirm this statement. However, despite its "eternity", the very nature of yoga is subject to constant transformation. In different periods of its existence, the teaching of yoga has undergone changes, integrating many ideas and influencing all systems of Indian thought.

One of the key sources is the Bhagavad Gita, a chapter of the Indian epic Mahabharata. This text tells about the yogas which Krishna teaches to the kshatriya Arjuna, one of the main characters of the Mahabharata. The purpose of the training is to help Arjuna overcome the internal doubts that arose before the battle between his army and the enemy army.

In my talk, we will look at the specifics of the innovations presented in the Bhagavad Gita and their impact on the further transformation of yoga.

12.00 – 13.30 – **Viktor Humennyi.** *K. Michalowski, S. Lurie, and I. Weitskivskyi: Three Portraits of Lviv Antiquities in the Twentieth Century and the Search for (Un) Created Scientific Schools*

The lecture offers an overview of the activities of some of the most colourful, if sometimes not the most well-known figures associated with Lviv University in the first third to mid-twentieth century: archaeologist Kazimierz Michalowski, historian Ivan Weitskivskyi, and philologist Solomon Lurie. Each of these professional roles was rather conditional for them, since to one degree or another each of them was engaged in research in related scientific fields related to antiquities and not only to it. One of them left Lviv University in the 1930s, while the other two arrived in the postwar period. How did they interact with the environments of the university, their country, and other countries? How does the trace they leave in scholarship result from their connection to Lviv as a place of formation/work/exile? Were they eventually able to create schools of thought with a link to Lviv University, which is sometimes mentioned in eulogies in honour of departments or faculties? Finally, how should we understand their work and honour the memory of these extraordinary people?

14.00 – 15.30 – **Anastasiia Morozova**. *To love or not to love: emotional scripts of royal love in Cassiodorus' Variations*

Do emotions have a history? Did love exist before modern times? In this lecture, Anastasia Morozova will briefly review ancient and late antique conceptions of love and compare them with modern ideas on the example of the representation of the relationship between the Ostrogothic king and the Italo-Roman elite in Cassiodorus' Variations (6th century AD).

16.00 – 17.30 – **Vladimir Kramskyi**. *How to analyse games about the historical past?*

Historical games can be the key to understanding popular perceptions of the past if we use the appropriate methodology to analyse them. In this lecture, we will try to find answers to the following questions: how can a historian understand popular computer and video games? What are the criteria for evaluating historical games? What is the difference between historical accuracy and historical authenticity? Why might a meticulous search for historical inaccuracies not always be the best idea?

Cultural programme!

17.30 - watching the first episode of the new historical series *Those About to Die*, starring Anthony Hopkins. Hosted by Volodymyr Kramskyi.

WEDNESDAY, July 24th

Palaces and Parks, Sexuality, Computer Game and Board One

9.30– 11.00 – **Kateryna Kuminova**. *Ancient scenes in the palaces and parks of Warsaw (virtual tour of Warsaw)*

This virtual tour of Warsaw will showcase paintings and wall murals in palaces, sculptures and stylised temples in park complexes, and nineteenth-century tombstones that imitated ancient models. Together, we will find out what symbolism the customers and masters intended in them.

11.30 – 13.00 – **Anastasia Morozova and Pavlo Maiboroda**. *Workshop on the study of sexuality in antiquity*

The workshop will consist of three parts. In the first, theoretical part, Anastasia Morozova will talk about the concepts of studying sexuality and the terminology used in this process. Next, Pavlo Maiboroda will talk about early imperial sexuality using examples from the *Satyricon* by Petronius, *Lives of the Twelve Caesars* by Suetonius, and Greek-language novels (in particular, *Metamorphoses* by Apuleius). In the last part of the workshop, Anastasia Morozova will talk about the changes in sexuality with the establishment of Christianity in the empire: the contexts of Augustine, changes in legislation under the Theodosian Code, the lives of saints (which will be used to outline non-normative female sexuality), and the late Roman poet Maximus will be mentioned.

14.00 – 15.30 – **Oleksandr Zhmai and Vladimir Kramskyi**. *Images of the ancient and early medieval past in the Age of Empires series*

For fans of *Age of Empires*, this is, without exaggeration, a cult thing that many grew up with, and for some it also became one of the first “history textbooks”. How exactly does the game (which is actually the founder of the historical RTS genre) show this very history? To what extent can a computer game convey the “spirit of the era” and from what angle are certain events viewed? Is gameplay alone enough for this, or do we need some additional factors? Let's try to answer these questions and figure out all this (and more) in our lecture.

Cultural programme!

16.00 – Agora board game presented by **Oleksandr Zhmai**. "Agora" is translated from the ancient Greek as "market square". But not only that.

Yes, people traded there, sold and bought, signed contracts. But even before that, the Agora was a place of "city life". All the important events of the city took place there, all the festivals and performances, all the announcements of important events in the city. It was on the Agora that the "tribune" stood - a place from which every citizen could publicly address anyone. It was from this tribune on the Agora that politicians influenced the citizens and their lives. News was exchanged here, new commercial ties or intellectual discussions were established. So, the Agora is the heart of the city!

The Agora game is about skills:

- to communicate;
- to make those necessary new connections;
- get the price you want for resources;
- convince others to accept your offer;
- strategically build your behaviour in the market;
- respond tactically to rapid changes;
- unite for a common goal;
- see the danger in the actions of others.

THURSDAY, 25th

Central Asia, the Corinthian War, Games – Theory and Practice

9.30 – 11.00 – **Victor Humennyi**. *What, how, and from where the Romans (did not) know about Central Asia from Alexander to Late Antiquity*

Roman knowledge of their distant and close neighbours is a topic that has been a fascination for scholars for a long time. The lecture will focus on an overview of the main methodological approaches and several examples related to Roman knowledge of the history and realities of Hellenistic and post-Hellenistic Central Asia and their reflection in the Roman literary and historical-geographical tradition. In addition, an overview of the work of the Hellenistic Central Asia Research Network will be provided, as well as general historiographical debates and current trends in the study of the region's history.

11.30 – 13.00 – **Mykhailo Polishchuk**. *Causes of the Corinthian War*

Author proposes an approach to identifying the primary causes of the Corinthian War of 395-387 BC, which differs from the traditional approach of studying history in the context of political and economic events, taking into account the ideological aspect. Based on the analysis of the surviving source base, the role of the influence of "local" ideology on the aggravation of relations between the former allies in the Peloponnesian War is considered, with a special emphasis on the weakness of Lacedaemonian ideas about politics and the then complex system of relations between the polises. Particular attention is paid to the versions of the coverage of events by different ancient authors, using the widest possible base of narrative sources, where each message, even within the same source, is analysed without being separated from the author, era and context.

14.00 – 15.30 – **Kostiantyn Babiy and Volodymyr Kramskyi**. *Depiction of the Ancient World in Rome Total War and Rome II Total War*

Rome Total War is a vivid example of a revolution in the strategy genre. The Total War series combined several types of the genre into one. This made it possible to simulate historical events of various scales and durations within a single game: from personal to geopolitical, from instant decisions to centuries-long processes. At the same time, events are interconnected and influence each other. It will be discussed the potential of this type of game for modelling various historical phenomena, in particular battle events as the most elaborate component of all Total War games. The authors want to hint at the usefulness of the game concept for

historical research, especially for organising computer-based historical and sociological experiments. Examples for the lecture are selected from Rome Total War and Rome II Total War, games dedicated to classical antiquity.

Cultural programme!

17.00 – joint game in 0 AD: we will explore in practice what we have heard in theory and play historical strategy. Hosted by **Volodymyr Kramskyi**.

FRIDAY, July 26th

Mushrooms, Antiquity in Museums, Space and Aristotelianism

9.30 – 11.00 – **Yevhen Matsyborko**. *Mushrooms in antiquity*

This lecture will analyze the evolution of the use of mushrooms in ancient culture, their use in medicine, as well as investigate the use of mushrooms in the culture of the population of ancient Greece and Rome, specifically on the examples of moral idioms and superstitions.

11.30 – 13.00 – **Viktor Humennyi**. *Antiquities in Ukrainian Museums: Searches, Problems, Prospects*

The lecture will be an overview of the problematic issues related to stock collections, display, use and publication of antiquities-related materials stored in Ukrainian museums. To a large extent, it will present a set of rather episodic subjective impressions related to the author's work with the collections of Ukrainian museums, observations of the publication and discussions around individual museum exhibits, and reflections on the experience of teaching a course in ancient history to future museum professionals.

14.00 – 15.30 – **Maria Teich**. *Imagining Space - from antiquity to the present day*

The bottle neck of any cultural output is our human imagination. Even more so, culture strongly depends on the way we imagine and experience such basic notions as space. But imagination itself exists both, individually and culturally, one depending on the other.

In this talk we want to track the changing imagination of space from the antique into modernity. We will also see how this changing imagination has been reflected in a new way of mathematical thinking.

16.00 – 17.30 – **Oksana Goncharco**. *Aristotelianism and Greek notions in Liber Scholiorum by Theodore bar Konai*

At the second part of the "Liber scholiorum", Theodore bar Konai shifts from commentaries on the Old Testament to commentaries on the New Testament. However, he begins both parts not at all with a discussion of theological issues, but with a discussion of "Categories" and "Isagoge". However, bar Konai offers a somewhat different logical apparatus for the Old and New Testaments. In my talk,

I will try to show which Aristotelian tools bar Konai needs for dealing with the Old Testament, and which logical techniques he applies to understanding the New Testament.

Attention! NO cultural event is scheduled!

Time reservation

SUTERDAY, July 27th

The Tarentaise War, the Trojan Myth, Reading Latin and a Picnic

9.30– 11.00 – **Mykhailo Polishchuk**. *Causes of the Tarentaise War*

The description of Pyrrhus's war with Rome is generally well known in historiography, and with the "light hand" of Anne Fletcher, almost every schoolchild knows the neologic idiom "Pyrrhic victory". A more detailed analysis of the primary sources reveals that this idiom has nothing to do with Pyrrhus. Even the very title of Pyrrhus as "King of Epirus" is an invention of later Roman historiography.

The study of the source base of the Tarentian War is very revealing, as it was the first military confrontation between the Roman state and the Hellenic world, as well as one of the most striking examples of the Romans' depiction of a "just war". In general, all surviving ancient primary sources convey the same pro-Roman version, but differ greatly in the details of specific events. It is unlikely that any other period in ancient history, other than the outright archaic period, would contain such a large number of historical anecdotes and falsifications. Since it was the victory in the Tarentaise War that made Rome a regional hegemon and enabled it to enter the international arena, it is worth considering in more detail the source of the beginning of the military conflict.

11.30 – 13.30 – “slow reading” of the Latin text with **Pavlo Maiboroda**. The story of reconciliation between Romans and barbarians from the German textbook *Geheimnisse am Limes*.

14.00 – 15.30 – **Vadym Chepizhenko**. *The Trojan Myth in English and French medieval nation-building discourses*

The lecture will examine how medieval "political technologies" worked. Why did the French and English consider themselves descendants of the Trojans? Who is Brutus and what does he have to do with the founding of Britain and Paris? When exactly did the "Trojan myth" about the origin of political elites spread in medieval England and France, and the Trojans were perceived as ethno-genetic ancestors of the British and French?

Cultural programme!

17.00 (time may vary) – a picnic and a song evening in Shevchenko Park or Paustovsky Square.

SUNDAY, July 28th

Text Indexing, Summaries and Snake Island

10.00 – 11.30 – **Mykhailo Polishchuk**. *Indexing ancient texts*

The most important feature that distinguishes a scholarly text from journalism, tabloid or other "reading", apart from the method, is the system of references. Traditionally, it is customary to refer to a text according to the pagination of a particular edition, i.e., by indicating the page of the printed edition of a book, magazine, brochure, etc. However, antiquities scholars have a slightly different system of references: it is generally accepted to cite the text according to the rubrication of the text in accordance with the first critical edition. However, there are exceptions, such as texts that are usually referred to by the pagination of a particular edition, sometimes of the sixteenth century, references according to the Becker system, the Diels-Kranz system, texts that changed the rubric, and much more. This is a whole ecosystem, a more detailed acquaintance with which will be useful for any antiquarian.

12.00 – 13.00 – Summing up the results of the School

Cultural programme!

14.00 – Archaeological Museum. Opening of the exhibition of finds from Snake Island