

# Contents

Frank Bosman and Alexander D. Ornella

## **Editorial**

Paradise Lost: Romanticizing as Playing the Imagined Past 7

Ken Wong, Frank Bosman, and Alexander D. Ornella

## **“Giving Back”**

An Interview with Video Game Designer Ken Wong,  
by Frank Bosman and Alexander D. Ornella 13

Frank Bosman

## **Video Game Romanticism**

On Retro Gaming, Remakes, Reboots, Game Nostalgia,  
and Bad Games 25

William Sims Bainbridge

**The Virtual Rebirth of Paganism** 45

Vuk Uskokovic

## **SKOOL DAZE**

A Plea for Dissentience 69

Ye Yuan

## **Reconfiguring Daoist Cultivation in a Video Game**

A Case Study of AMAZING CULTIVATION SIMULATOR 105

Sina Krottmaier and Chiara Zuanni

## **Paradise Lost – and Found Again**

METRO 2033, the Ghosts of the Past, Moral Choices,  
and Game Rewards 133

## Open Section

**Brent Yergensen**

### **The Devil as Doppelgänger**

Instinctual Faith and the Exhausted Rant of Evil in LAST DAYS IN THE DESERT (US 2015)

157

## Media Reviews

**Lioba Behrendt**

### **Book Review**

**Kristin Merle / Ilona Nord (eds.), Mediatisierung religiöser Kultur. Praktisch-theologische Standortbestimmungen im interdisziplinären Kontext**

(Mediatization of Religious Culture. Practical Theological Assessments in an Interdisciplinary Context)

175

**Hannah Griese**

### **Song Review**

**Little Simz, “Introvert”**

181

**Daria Pezzoli-Olgiati**

### **Festival Review**

**Venice Film Festival 2022**

There is no Alternative to Family

189

**Franz Winter**

### **Book Review**

**Alvin Eng Hui Lim, Digital Spirits in Religion and Media**

Possession and Performance

198