Painting on Silicon:
Creating the 2022 Historical Video Game Pentiment

Wednesday, 19th of June 2024, 18:00 | Historical Studies Library
(Fachbereichsbibliothek Geschichtswissenschaften, Stiege 8, 2. Stock)
Main Building of the University of Vienna, Universitätsring 1, 1010 Vienna

Talk and Q&A with video game developer Josh Sawyer!
Talk and Q&A (in English language)
“Painting on Silicon: Creating the 2022 Historical Video Game Pentiment”
Josh Sawyer
Game and Narrative Director of Pentiment, Obsidian Entertainment, USA
Moderator: Maria Frenay, Vienna University Library

About Josh Sawyer
Josh Sawyer is a game developer and Studio Design Director at Obsidian Entertainment in Irvine, California. After studying history, he began his career at Black Isle Studios in 1999. Sawyer is renowned for his work on narrative role-playing video games, including titles in the Icewind Dale and Neverwinter Nights series, and as Project Director of Pillars of Eternity and Fallout: New Vegas.

On Pentiment
The adventure game Pentiment (2022) is set in 1500s Bavaria. At a time when scriptoria are being replaced by printing presses, a captivating whodunit unfolds as book illuminator Andreas Maler takes it upon himself to investigate mysterious murders at Kiersau Abbey and in the surrounding town of Tassing. Pentiment’s historically inspired design, extraordinary writing, and rich references to book and media history make this brilliant video game an unforgettable and unique experience.

Pentiment is available for PC, Switch, PS5 and Xbox and has recently won a Peabody Award.

Discover Pentiment @UB Wien!
We have curated a list of Companion Pieces from the Vienna University Library’s Old and Valuable Holdings that illustrate some of the historical references in the game! Find it here.
And thanks to University of Vienna’s GameLab you’ll be able to play Pentiment at the event.

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