

Kottabos VR – Thinking about art and games in context.

1. You read Athenaeus, *The Deipnosophists* 15.6. What do you think this passage means? What does it tell you about Kottabos and ancient people? Write 2-3 sentences.

2. You reviewed an ancient artwork, the symposium scene *kylix* (ancient cup) by the Malibu Painter*. Had you seen one of these before? What did you think it was used for before today? If you had not seen one before, what would your first guess be on its original use? Write 2-3 sentences.

3. You have played *Kottabos VR*. How has your understanding of the game of Kottabos changed? How has your understanding of the *kylix* (ancient cup) changed? Write 2-3 sentences.

*3D model created by Allard Pierson and the 4Dresearchlab (CC-BY). <https://sketchfab.com/3d-models/drinkschaal-kylixsianaschaal-symposium-scene-19f91ca0e7944e3ebd22ecd8d9c9c4b6>