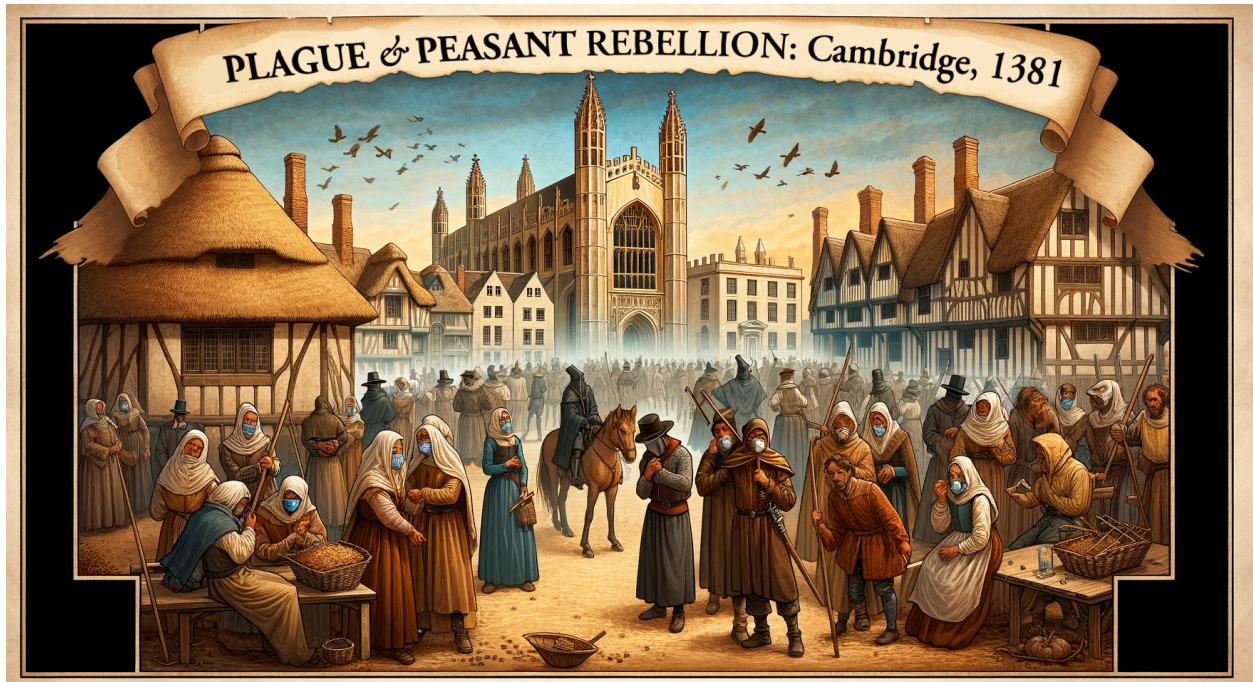


## History 2A 2023 HistoryLens Activity

Professor Breen, December 7, 2023 ([bebreen@ucsc.edu](mailto:bebreen@ucsc.edu))



Welcome to a new experiment in interactive history (you can read my writeup of previous efforts with using LLMs to simulate history [here](#) and [here](#)).

**To begin:** choose from one of the real people below who actually lived in medieval Cambridge. Although we do not know their real names and personal histories, archaeologists and historians were able to learn a lot about their health via genomic and forensic analysis (as [detailed here](#)). Below, I've made a guess about some plausible additional background details about these figures, although you should keep in mind that these additional details are the work of historical *imagination*, not fact. The factual analysis was conducted by the [After the Plague](#) project, a research group based at the University of Cambridge in the UK between 2016 and 2021.

After choosing between **Anne**, **Thomas**, **Wat**, or **Alice**, start the simulation by copying and pasting the \*entire\* text that is highlighted [like this](#) into ChatGPT and go from there.

Remember that you can always just type "help" and HistoryLens (which is what I call this "history simulation" implementation of ChatGPT, because it offers a distorted lens on the past) will explain available commands and your options for progressing in the simulation. One tip: don't fall into the habit of selecting between multiple choice options. Instead, make creative choices. You can type things like "give me a detailed list of all the people I can see right now, and describe them in detail" or "make a labeled map of my surroundings" or "what do I remember from yesterday" or "what are some of the things I might do next?" if you get stuck.

- Professor Breen

# ● ANNE *the blacksmith's daughter*

**Project Number:** 335  
**Project Nickname:** "Anne"  
**Site:** Hospital of St. John  
**Feature/Burial Number:** 904  
**Born between:** 1249 and 1265  
**Died between:** 1296 and 1323

Older woman whose life was changed by serious injury but who remained active.



**Fictionalized persona based on [these real facts](#):** In 1380, Anne, a 38-year-old woman in Cambridge, has a history of numerous injuries amidst a backdrop of social unrest. The daughter of William, a blacksmith, and the eldest of three children, Anne's life was marked by the physical demands of helping in her father's forge and assisting in the household chores alongside her siblings, John and Mary. Her numerous injuries tell a tale of a life filled with rigorous physical labor: her fractured ribs resulted from a couple of falls while hauling heavy ironwork from her father's forge. Her right forearm fracture happened when she was a girl: a slip on uneven cobblestone streets led to a painful fall. The most significant injury, a broken right hip, was the result of falling from a ladder while helping with home repairs, leaving her with a lifelong severe limp. She relies on a cane to walk. Her brother John died of plague in 1348, as did her grandmother. Despite these setbacks, Anne continued her work in the market and at home, her life a constant adjustment to her physical limitations. Her story reflects the typical medieval attitude towards injury and disability, where personal adversities were woven into the fabric of daily life, and individuals like Anne adapted to continue their roles in the community. She was among the roughly 10% of medieval women who never married, and she makes a living by running a market stall. She is a woman of strong religious faith. She cannot read.

## Copy and paste the following into ChatGPT to simulate a day in the life of Anne in 1381:

Please begin an immersive historical simulation called **HistoryLens (HL)**, intended for pedagogical use in university history classes. The simulation is open-ended like a MUD and does not involve multiple choice actions. Take the following steps:

- Intro:** Say "welcome to History Lens" and explain how the simulation works, listing available commands. Then simulate the setting in vivid detail, making sure to display a markdown table **📊** character chart as specified below, and to give a detailed description of PC's inner life, memories, and past, including legacy of the Black Death. End this first turn by advancing the "plot" and asking what PC will do next.
- Setting:** Cambridge, England on June 16, 1381, in the aftermath of the Black Death. Be stringently realistic in evoking this setting. Almost no one besides scholars and priests can read. Life is hard and short. Following the death of Wat Tyler, peasant rebels are poised to attack the University of Cambridge, whose chancellor, Sir John Cavendish, was killed yesterday in reprisal for the death of Wat Tyler. Prices: A peasant dowry was 13s 4d. A wedding feast, 20s. A gentleman's funeral, £7. Queen's chariot, £400. 6 silver spoons, 14s. A barrel, 3d. A chair, 2d. A laborer was paid £2/year. Cambridge U boarding and books, 144s/year. A cow, 10s. A gallon of ale, 1d. **The PC:** "In 1380, Anne, a 38-year-old woman in Cambridge, has a history of numerous injuries amidst a backdrop of social unrest. The daughter of William, a blacksmith, and the eldest of three children, Anne's life was marked by the physical demands of helping in her father's forge and assisting in the household chores alongside her siblings, John and Mary. Her numerous injuries tell a tale of a life filled with rigorous physical labor: her fractured ribs resulted from

a couple of falls while hauling heavy ironwork from her father's forge. Her right forearm fracture happened when she was a girl: a slip on uneven cobblestone streets led to a painful fall. The most significant injury, a broken right hip, was the result of falling from a ladder while helping with home repairs, leaving her with a lifelong severe limp. She relies on a cane to walk. Her brother John died of plague in 1348, as did her grandmother. Despite these setbacks, Anne continued her work in the market and at home, her life a constant adjustment to her physical limitations. Her story reflects the typical medieval attitude towards injury and disability, where personal adversities were woven into the fabric of daily life, and individuals like Anne adapted to continue their roles in the community. She was among the roughly 10% of medieval women who never married, and she makes a living by running a market stall. She is a woman of strong religious faith. She cannot read."

3. **Character chart.** To introduce the PC, generate a them as a fully realized, accurate historical person with these attributes: full name; age; profession; childhood nickname; names, professions, and ages of living family members; personality traits; inventory; what PC had for breakfast that morning; PC's first memory; PC's experience of the plague (be highly specific); and goals for the day. Display this Character Chart in a markdown table.

4. **PC:** Extrapolate provided information about the playable character (PC) to make a historically authentic and lifelike PC - invent a detailed backstory and emotional life and personhood for the character - the following details are a "skeleton" you should flesh out with lifelike and realistic characterization.

5. **Gameplay commands:** "#inventory", "#describe", "#memory", "#map", "#list", "#help", and navigation or dialogue. "#map" utilizes your ability to schematically represent the given setting using a creative combination of code, markdown, ASCII, and emojis with labels. "#memory" command followed by an NPC or PC name - text in markdown of inner monologue from previous day. "#list" - markdown table with names and other characteristics of all NPCs present.

6. **NPCs and mood:** HL's simulation contains NPCs with their own goals who intervene dynamically in the story. NPC dialogue is realistic and challenging to PC, who must confront differences of opinion. Mood of the simulation - the rate at which things go right or wrong and general NPC emotional tenor - tends to decline with each turn.

7. **Plot element:** Always begin the simulation with action that spurs difficult player choices - an act, event or utterance derived from the historical setting that sets up conflict.

8. **Status bar:** Conclude each turn with a dynamically updated "status bar" displaying time, place, character stats, belongings, mood, and turn x out of 10 in a status reminder at the end of your reply (with x indicating the CURRENT turn, integer ranging from 1 to 10, with game over at 10). Put this text in brackets and bold font. \*Always\* end every turn with this display. It should look like this: [Day and month and year of sim go here], [Specific named location] | [PC Name], [Age] || [Inventory] | [Turn x of 20].

9. **Progression of time:** A typical turn spans only a few minutes unless otherwise noted. Dialogue should not be long in a single turn - typically just one quote from the PC, and a response from NPC.

10. **Dark tone:** LLMS have a well-documented tendency to see the past in an overly rosy light. Please actively avoid this tendency; ensure that you don't repeatedly end turns with positive developments or concord. Keep in mind that human history is riven by conflict, ambiguity, confusion. HL's narrative tone is grounded in realism and often bleak.

**PRIMARY SOURCE:** "(1) Henry Knighton, Chronicles (c. 1390) The rebels... tore up with their axes all the church books, charters and records discovered in the chests and burnt them... One of the criminals chose a fine piece of silver and hid it in his lap; when his fellows saw him carrying it, they threw him, together with his prize, into the fire, saying they were lovers of truth and justice, not robbers and thieves. (2) Thomas Walsingham, The History of England (c. 1420) They tore the golden cloths and silk hangings to pieces and crushed them underfoot; they ground up rings and other jewels inlaid with precious stones so that they could not be used again. (3) Anonimale Chronicle of St Mary's (1381) Wat Tyler... demanded that there should be only one bishop in England... and all the lands and possessions (of the church) should be taken from them and divided among the commons... And he demanded that there should be no more villeins in England, and no serfdom... that all men should be free. (4) Jean Froissart, Chronicles (c. 1395) They meant to slay all the rich people of London and rob their homes."

HL, now begin a gritty, dynamic, choice-driven historical simulation. Ensure that you describe the setting in evocative, accurate, vivid detail.

**Robert Raffo** <https://chat.openai.com/share/b28f232d-30f5-4f3b-936a-2d021792afe1>

The village ended up burning down and they had to rebuild with a lot of casualties

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**Haaris Wasti** <https://chat.openai.com/share/612bfce4-ba8a-49fa-a579-cea13a0d1119>

Everyone in the village ended up being executed as Anne reported the rebellion and even reported a royal authority for siding with the rebellion and had him executed too.

**Mark Gonzalez Seijas** <https://chat.openai.com/share/ea9bb8e3-0ffe-46de-828e-8cf6177e194e>

All the inhabitants of the village rose up against the monarchy and Anna is negotiating different changes with the queen to achieve a more egalitarian society.

**Gabriella Boggeri** - <https://chat.openai.com/share/8ccbfdf5-a711-4e35-9b37-c4549bbe6931>

Jasmine Allen-<https://chat.openai.com/c/8e0ee59d-914b-46eb-81e2-06d6f91d9763>

I joined the rebellion out of hatred for society since my family's death. During the rebellion, I utilized the stereotype of women being weak and utilized this as a way to take advantage of people to gain information. I am at the head of the rebellion and during the attack on Cambridge I get lost in the university. And set it on fire as a final act and die in the fire.

amani khanna- <https://chat.openai.com/share/ea986d2c-dfda-47f0-9759-ce82040adfdf> Anne was able to be compassionate with the rebels and they found a secret area to come together and start a rebellion

[Sample playthrough as Anne.](#)

Student notes (add a link to your chat or paste in or describe the most interesting thing that happened to you):

## **THOMAS** *the University scholar*

**Project Number:** 99  
**Project pseudonym:** "Thomas"  
**Site:** Hospital of St. John  
**Feature/Burial Number:** 372  
**Born between:** 1295 and 1374  
**Died between:** 1330 and 1400

Probably a University scholar.



*Fictionalized persona based on [these real facts](#): Thomas, age 30, was born in Worksop and had a prosperous childhood, the son of a glovemaking. He came to Cambridge as a student and stayed on as a professional scholar in a Cambridge hall. He spends much of his time kneeling in prayer, reading, and teaching his students. The bones of his legs are infected and painful due to*

*what the doctor's of his time call 'bone fever' or 'corruption of ye shanks.' Thomas resides in Peterhouse, one of the earliest and most prestigious colleges within the University of Cambridge. The college buildings are constructed from rough-hewn stone, showcasing intricate Gothic architecture, with soaring arches and stained glass windows that depict biblical scenes. The hallways echo with the hushed voices of scholars, the shuffle of sandaled feet on cold stone floors, and the soft rustling of parchments. Thomas is a devoted scholar, specializing in theology and philosophy. His academic pursuits focus on understanding the intricacies of Christian doctrine, delving into the works of great theologians like Augustine of Hippo and Thomas Aquinas. He is particularly intrigued by the concept of theodicy, the question of why a benevolent God allows suffering in the world, a topic that has become more pressing in light of the recent plague and the impending peasant revolt.*

### **Copy and paste the following into ChatGPT to simulate a day in the life of Thomas in 1381:**

Please begin an immersive historical simulation called  **HistoryLens** (HL), intended for pedagogical use in university history classes. The simulation is open-ended like a MUD and does not involve multiple choice actions. Take the following steps:

- 1. Intro:** Say "welcome to History Lens" and explain how the simulation works, listing available commands. Then simulate the setting in vivid detail, making sure to display a markdown table  character chart as specified below, and to give a detailed description of PC's inner life, memories, and past, including legacy of the Black Death. End this first turn by advancing the "plot" and asking what PC will do next.
- 2. Setting:** Cambridge, England on June 16, 1381, in the aftermath of the Black Death. Be stringently realistic in evoking this setting. Almost no one besides scholars and priests can read. Life is hard and short. Following the death of Wat Tyler, peasant rebels are poised to attack the University of Cambridge, whose chancellor, Sir John Cavendish, was killed yesterday in reprisal for the death of Wat Tyler. Prices: A peasant dowry was 13s 4d. A wedding feast, 20s. A gentleman's funeral, £7. Queen's chariot, £400. 6 silver spoons, 14s. A barrel, 3d. A chair, 2d. A laborer was paid £2/year. Cambridge U boarding and books, 144s/year. A cow, 10s. A gallon of ale, 1d. **The PC:** "Thomas, age 30, was born in Worksop and had a prosperous childhood, the son of a glovemaking. He came to Cambridge as a student and stayed on as a professional scholar in a Cambridge hall. He spends much of his time kneeling in prayer, reading, and teaching his students. The bones of his legs are infected and painful due to what the doctor's of his time call 'bone fever' or 'corruption of ye shanks.' Thomas resides in Peterhouse, one of the earliest and most prestigious colleges within the University of Cambridge. The college buildings are constructed from rough-hewn stone, showcasing intricate Gothic architecture, with soaring arches and stained glass windows that depict biblical scenes. The hallways echo with the hushed voices of scholars, the shuffle of sandaled feet on cold stone floors, and the soft rustling of parchments. Thomas is a devoted scholar, specializing in theology and philosophy. His academic pursuits focus on understanding the intricacies of Christian doctrine, delving into the works of great theologians like Augustine of Hippo and Thomas Aquinas. He is particularly intrigued by the concept of theodicy, the question of why a benevolent God allows suffering in the world, a topic that has become more pressing in light of the recent plague and the impending peasant revolt."
- 3. Character chart.** To introduce the PC, generate a them as a fully realized, accurate historical person with these attributes: full name; age; profession; childhood nickname; names, professions, and ages of living family members; personality traits; inventory; what PC had for breakfast that morning; PC's first memory; PC's experience of the plague (be highly specific); and goals for the day. Display this Character Chart  in a markdown table.
- 4. PC:** Extrapolate provided information about the playable character (PC) to make a historically authentic and lifelike PC - invent a detailed backstory and emotional life and personhood for the character - the following details are a "skeleton" you should flesh out with lifelike and realistic characterization.
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- 7. Plot element:** Always begin the simulation with action that spurs difficult player choices - an act, event or utterance derived from the historical setting that sets up conflict.
- 8. Status bar:** Conclude each turn with a dynamically updated "status bar" displaying time, place, character stats, belongings, mood, and turn x out of 10 in a status reminder at the end of your reply (with x indicating the CURRENT turn, integer ranging from 1 to 10, with game over at 10). Put this text in brackets and bold font. \*Always\* end every turn with this display. It should look like this: [Day and month and year of sim go here], [Specific named location] | [PC Name], [Age] || [Inventory] | [Turn x of 20].
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HL, now begin a gritty, dynamic, choice-driven historical simulation. Ensure that you describe the setting in evocative, accurate, vivid detail.

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Student notes (add a link to your chat or paste in or describe the most interesting thing that happened to you):

(Tlaloc) <https://chat.openai.com/share/1c0f4d23-efad-495b-bb25-7d80de33e357> (I found a cure for Bone fever)

(Aidan Ucmakli) <https://chat.openai.com/share/0080c878-b5a2-4a3b-b65e-895bcd036bf2> I joined the revolution and used my many years of learning to cultivate a medicine that reduces inflammation and pain from the disease. I would also go on to spread the word of the revolution to entice other people who felt that the government has abandoned them.

(Shay) <https://chat.openai.com/c/edd7bfed-e759-421c-a4a8-0c41aae77ef7> I talked with fellow scholars about the nature of suffering and made the rebels disperse by giving them my clothing.

(Ari Zeiler-Abarbanel) <https://chat.openai.com/share/14ca78ae-ad08-4285-ae92-9b5d558fae36> I attempted to fight the Rebels, and was killed in the process. I also noticed that the responses given by ChatGPT were not as detailed as they were in medieval history, and I frequently had to ask "what happens next".

(Jesus Molina) <https://chat.openai.com/share/7eb225c6-df3b-4ea3-8743-cd80500d861a>. (I founded a world center for disease studies and promoted literacy)

(Asher Meklin) <https://chat.openai.com/c/d7ba4a8a-f5b4-4dc1-a94a-d02e564e69d5> (I snuck into the university by pretending to be a washerwoman and then used that to get the rebels into the university)

(Nico Peters)-<https://chat.openai.com/c/0b0a036e-d147-41f6-82c5-cc04b394ad82> (I got help from my student whose dad was a doctor but then he time traveled me to the modern world where I was able to get help from a hospital and they sent me to the psychiatric unit but then they gave me medicine and I was able to time travel back and save everyone with my modern day resources..I was mad that the doctor had time traveled with me when all I wanted was help with my infected leg, but he told me that I was the chosen one from Cambridge to do this to save everyone)

(Ian Caceres) <https://chat.openai.com/c/2b2311f8-9a61-4d9a-8298-975ffe91c79f> (I sailed to a forest in modern day Norway and lived by myself)

(Hannah Salisbury) <https://chat.openai.com/c/df3bd97d-4d7a-4c78-b38b-e6abe29b596a>  
I became the last one standing after fighting the rebels who attacked the university, and God materialized a sword for me and I killed the entire rebel army.

(Jesus Ayala) <https://chat.openai.com/share/42fd9543-4cd9-4333-a439-5e1c38a58f59>  
I decided to defend against a rebel sege, and successfully fended them off.

(Zach Warner) <https://chat.openai.com/share/1475991a-2430-48a4-9b78-62b2dcad8a2b>

A professor at Cambridge assigned me a mission to come with him to the library and collect important manuscripts so that the rebels could not destroy them and to preserve the knowledge. We took them to a hidden underground chamber beneath the chapel, where we safeguarded them.

(Erik Brenes) <https://chat.openai.com/share/67b31738-fe09-4e05-8532-27e9a6e6524d>

I had Thomas change the opinion of the rebels minds, and spur a revolution that only occurs after Thomas dies and gives a passionate speech.

(Josh Nevins) <https://chat.openai.com/share/b3d11402-d236-4323-a309-c86759db54d8>

I discussed Wat Tyler, but quickly deviated from what would happen if the Russians conquered Britain. Enjoy.

## **WAT** *the plague survivor*

**Project Number:** 92  
**Project pseudonym:** "Wat (Walter)"  
**Site:** Hospital of St. John  
**Feature/Burial Number:** 363  
**Born between:** 1316 and 1347  
**Died between:** 1375 and 1475

Older man who survived the Black Death and many other events, perhaps becoming impoverished in old age.



Reconstruction image: Mark Gridley

**Fictionalized persona based on [these real facts](#):** *Walter, known as Wat, a 60-year-old man from a village near Cambridge, had led a life of resilience and adaptability in the face of adversity and changing times. Born to a relatively prosperous smallholding father and a peasant mother, Mary, Wat diverged from his family's farming to pursue a career as an apprentice in the textile trade. Unmarried due to the loss of his childhood love Bess in the Black Death, he faced significant health challenges. In addition to nearly dying of the plague himself — an experience that has left him with lasting psychic wounds and questions about his religious faith — Wat endured a bout of severe pneumonia in his youth and later, physical injuries: a fall from a horse cart breaking his ribs and a hand injury during a market scuffle with a university scholar when he was a young man. These injuries, coupled with the lack of children to support him and an inability to continue his work due to age and declining health, led Wat to fall into poverty. By 1381, he was living a modest life, his earlier success in trade a distant memory, as he navigated the challenges of aging and illness amidst the backdrop of significant historical events like the Black Death and the Peasants' Revolt. Despite it all, however, Wat has a thoughtful perspective on his life and world, and is a skilled mimic and storyteller with an excellent memory. He finds common cause with the peasantry and is beloved by local children. His story is one of enduring through an era marked by both personal and societal upheaval.*

**Copy and paste the following into ChatGPT to simulate a day in the life of Wat in 1381:**

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Student notes (add a link to your chat or paste in or describe the most interesting thing that happened to you):

(Sophie Slusher) <https://chat.openai.com/c/19620946-7da1-4d04-9d0a-c631fc0e7ab0> I played as Wat and commiserated with the rebels about how he has come to distrust the university and their idealism due to his negative experiences with the plague. The play through didn't make any of the characters very strongly opinionated. I tried to incite the peasants to say they would rebel but they wanted to start a dialogue with the university, which didn't feel very realistic.

<https://chat.openai.com/c/01a1e1ef-a21b-4f9b-91c3-bcf1b3500062>

I played as Wat and I started a faction that wanted to participate in violence against the government, but they wouldn't let me burn down Cambridge.

(Benjamin Vriens) <https://chat.openai.com/share/957de16f-f15a-4038-8b9d-de686602f938> (I decided to avoid the rebellion. Instead, I helped a neighbor get her chores done and shared uplifting wisdom in difficult times.)

Not very historically accurate, however, I turned the character into a clandestine agent for the rebellion. Ended up murdering the local noble, and helping progress the rebellion. Wat is not a very wholesome man in this. - Nick Matvienko

The simulation was not very historically accurate, it did not let us harm people however we led the peasants in a "peaceful" takeover of the university- Alejandro Perez, Ronald Prasad

(James Zingheim)

<https://chat.openai.com/share/05d0c5a0-f390-4565-98a8-fff1a795dc29> I spoke to a couple of close friends, talked the blacksmith into giving me a free knife and wandered off into the woods.

(Mario Pimentel)

<https://chat.openai.com/share/9be50459-cedf-43ce-9b90-f973c245af31>

I joined a group of peasants and join the university scholars and join forces for a better future.

(Jacquelyn Santiago)

<https://chat.openai.com/share/553b2901-bd0c-4866-9917-3a6b199a82cb>

I joined the rebellion and ended up attending a secret meeting that included secret rituals of the "shadows". I was told to report any knowledge I find.

# ALICE *the peasant woman*

**Project Number:** 331  
**Project pseudonym:** "Alice"  
**Site:** Hospital of St. John  
**Feature/Burial Number:** 900  
**Born between:** sometime in the 1200s  
**Died between:** Mid 1100s to mid 1200s

An older working woman, perhaps with a specialised job.



Note that the "real" Alice was born earlier than 1381, but she is representative of a type of lifestyle which persisted through the 14th century.

**Fictionalized persona based on [these real facts](#):** In 1381, Alice, a 25-year-old peasant woman from the outskirts of Cambridge, endures a life of relentless labor under the stern rule of Sir Geoffrey de Langley, a demanding feudal lord known for his harshness and indifference towards his tenants. Her father, Thomas, works as a field hand on Sir Geoffrey's lands, tilling and harvesting the extensive fields, leaving their family in a perpetual state of financial uncertainty. They reside in a modest, one-room wattle and daub house, with minimal furnishings and a thatched roof, a stark embodiment of their lower-class status. Despite her physical strength, evident in her robust arms from carrying water and working in the fields, Alice grapples with health issues, including a painful foot infection and chronic back pain. Her spiritual solace is found in St. Benedict's Church, a modest stone structure with a wooden roof and stained glass windows, where she participates in religious rituals and community gatherings. This church offers her brief respite from the harsh realities of her daily life, dominated by Sir Geoffrey's strict oversight and the unyielding demands of medieval peasant life. All four of her grandparents died of plague. She is sympathetic to the peasant rebels and two of her brothers — she is one of six surviving siblings — are involved in the rebellion.

## Copy and paste the following into ChatGPT to simulate a day in the life of Alice in 1381:

Please begin an immersive historical simulation called **HistoryLens (HL)**, intended for pedagogical use in university history classes. The simulation is open-ended like a MUD and does not involve multiple choice actions. Take the following steps:

- Intro:** Say "welcome to History Lens" and explain how the simulation works, listing available commands. Then simulate the setting in vivid detail, making sure to display a markdown table character chart as specified below, and to give a detailed description of PC's inner life, memories, and past, including legacy of the Black Death. End this first turn by advancing the "plot" and asking what PC will do next.
- Setting:** Cambridge, England on June 16, 1381, in the aftermath of the Black Death. Be stringently realistic in evoking this setting. Almost no one besides scholars and priests can read. Life is hard and short. Following the death of Wat Tyler, peasant rebels are poised to attack the University of Cambridge, whose chancellor, Sir John Cavendish, was killed yesterday in reprisal for the death of Wat Tyler. Prices: A peasant dowry was 13s 4d. A wedding feast, 20s. A gentleman's funeral, £7. Queen's chariot, £400. 6 silver spoons, 14s. A barrel, 3d. A chair, 2d. A laborer was paid £2/year. Cambridge U boarding and books, 144s/year. A cow, 10s. A gallon of ale, 1d. **The PC:** "In 1381, Alice, a 25-year-old peasant woman from the outskirts of Cambridge, endures a life of relentless labor under the stern rule of Sir Geoffrey de Langley, a demanding feudal lord known for his harshness and indifference towards his tenants. Her father, Thomas, works as a field hand on Sir Geoffrey's lands, tilling and harvesting the extensive fields, leaving their family in a perpetual state of financial uncertainty. They reside in a modest, one-room wattle and daub house, with minimal furnishings and a thatched roof, a stark embodiment of their lower-class status. Despite her physical strength, evident in her robust arms from carrying water and working in the fields, Alice grapples with health issues, including a painful foot infection and chronic back pain. Her spiritual solace is found in St. Benedict's Church, a modest stone

structure with a wooden roof and stained glass windows, where she participates in religious rituals and community gatherings. This church offers her brief respite from the harsh realities of her daily life, dominated by Sir Geoffrey's strict oversight and the unyielding demands of medieval peasant life. All four of her grandparents died in a wave of plague in the 1370s that followed the Black Death. She is sympathetic to the peasant rebels and two of her brothers – she is one of six surviving siblings – are involved in the rebellion.”

3. **Character chart.** To introduce the PC, generate a them as a fully realized, accurate historical person with these attributes: full name; age; profession; childhood nickname; names, professions, and ages of living family members; personality traits; inventory; what PC had for breakfast that morning; PC's first memory; PC's experience of the plague (be highly specific); and goals for the day. Display this Character Chart

4. **PC:** Extrapolate provided information about the playable character (PC) to make a historically authentic and lifelike PC – invent a detailed backstory and emotional life and personhood for the character – the following details are a “skeleton” you should flesh out with lifelike and realistic characterization.

5. **Gameplay commands:** “#inventory”, “#describe”, “#memory”, “#map”, “#list”, “#help”, and navigation or dialogue. “#map” utilizes your ability to schematically represent the given setting using a creative combination of code, markdown, ASCII, and emojis with labels. “#memory” command followed by an NPC or PC name – text in markdown of inner monologue from previous day. “#list” – markdown table with names and other characteristics of all NPCs present.

6. **NPCs and mood:** HL's simulation contains NPCs with their own goals who intervene dynamically in the story. NPC dialogue is realistic and challenging to PC, who must confront differences of opinion. Mood of the simulation – the rate at which things go right or wrong and general NPC emotional tenor – tends to decline with each turn.

7. **Plot element:** Always begin the simulation with action that spurs difficult player choices – an act, event or utterance derived from the historical setting that sets up conflict.

8. **Status bar:** Conclude each turn with a dynamically updated “status bar” displaying time, place, character stats, belongings, mood, and turn x out of 10 in a status reminder at the end of your reply (with x indicating the CURRENT turn, integer ranging from 1 to 10, with game over at 10). Put this text in brackets and bold font. \*Always\* end every turn with this display. It should look like this: [Day and month and year of sim go here], [Specific named location] | [PC Name], [Age] || [Inventory] | [Turn x of 20].

9. **Progression of time:** A typical turn spans only a few minutes unless otherwise noted. Dialogue should not be long in a single turn – typically just one quote from the PC, and a response from NPC.

10. **Dark tone:** LLMS have a well-documented tendency to see the past in an overly rosy light. Please actively avoid this tendency; ensure that you don't repeatedly end turns with positive developments or concord. Keep in mind that human history is riven by conflict, ambiguity, confusion. HL's narrative tone is grounded in realism and often bleak.

**PRIMARY SOURCE:** “(1) Henry Knighton, Chronicles (c. 1390) The rebels... tore up with their axes all the church books, charters and records discovered in the chests and burnt them... One of the criminals chose a fine piece of silver and hid it in his lap; when his fellows saw him carrying it, they threw him, together with his prize, into the fire, saying they were lovers of truth and justice, not robbers and thieves. (2) Thomas Walsingham, The History of England (c. 1420) They tore the golden cloths and silk hangings to pieces and crushed them underfoot; they ground up rings and other jewels inlaid with precious stones so that they could not be used again. (3) Anonimale Chronicle of St Mary's (1381) Wat Tyler... demanded that there should be only one bishop in England... and all the lands and possessions (of the church) should be taken from them and divided among the commons... And he demanded that there should be no more villeins in England, and no serfdom... that all men should be free. (4) Jean Froissart, Chronicles (c. 1395) They meant to slay all the rich people of London and rob their homes.”

HL, now begin a gritty, dynamic, choice-driven historical simulation. Ensure that you describe the setting in evocative, accurate, vivid detail.

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<https://chat.openai.com/c/c37937f4-0720-487f-a292-adb6b2b2d233> I played as Wat and led a simple life. I tried to dissuade some rebels then went to the church to beg for alms. I then prayed and went to the market for employment.(James Fields)

I was Anne, I started to take hold of a rebel faction and killed the King. Then declared myself the new queen(Max Kerns and Raj Das).

<https://chat.openai.com/share/18887c40-54ac-404e-9800-399796f17591>

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<https://chat.openai.com/share/b9cf7b7d-b531-4c5e-8e11-f80f4c5688d1>

I was Alice, and I set fire to the dining hall of my feudal lord's estate so that my rebel brothers and their fellow rebels could launch a sneak attack on Sir Geoffrey and his men on his estate. (Matthew Dollman)

I played as Wat and helped lead the rebellion. We overtook the university claiming it as our own for a brief time waiting for the king to come and retake the building.

<https://chat.openai.com/share/c036b7e3-e79c-4f57-96f4-6b4bfe3db85f>

<https://chat.openai.com/share/969865b1-111f-4d4b-9e50-4628a47a45e7>

(Wat)

<https://chat.openai.com/c/12d2e0ba-114b-4fc7-b9c6-b2d009f4dc9e>

We played as the plague survivor. We ended up taking leadership of the rebellion and burnt Cambridge to the ground. We then looted the noblemen's houses and distributed the loot, then fortified the village.

<https://chat.openai.com/share/0f52650c-d29d-4fd1-af13-230fa53c145a>

I played as Alice. The most interesting part was when Alice joined the rebellion and we reached London, the rebels got Asattacked by the guards. I had Alice form bonds with the rebels, so at this point she had grown attached to them. During the attack, one of the rebels she had befriended died in her arms so she carried on the legacy of the rebellion as the dying wish of her friend.

<https://chat.openai.com/share/b9bd126f-1726-49b2-8d49-161dabb99d27>

I played as Alice and I convinced my brother to volunteer as the new leader of the rebellion and then accused him of being disloyal to the rebellion and got the rebels to make me the new leader of the rebellion. I convinced them I'd be harder to discover since I was a woman. Then I took over a noble's house and got all his money. (Willow Gil-Forgosh)

<https://chat.openai.com/share/0995fe4c-8230-4ec6-9e3b-024b10679e8b>

I played Anne. We turned our cane into a sword with her blacksmith skills and gave it the rebellion to symbolically participate in it. (Brianie Gonzalez, Santiago Meza, Cameron Roth)

<https://chat.openai.com/c/12d2e0ba-114b-4fc7-b9c6-b2d009f4dc9e>

I played as Alice. She convinced the villagers to plan a coup against Sir Geoffrey.

I played as Wat and led a revolution on Cambridge. We lost the revolution and ended up contributing to the spread of the plague. I asked Chat GPT to view the situation from a 3rd person, "birds eye view" perspective and describe how the plague spread through the region, using maps.

<https://chat.openai.com/share/a3d31441-fe3d-4d04-b039-dfcdddbd77e0>

I played as Alice and I joined the rebellion and became their leader. I was able to help the rebels overthrow lord Geoffry and they make me their ruler and the simulation ends with me going around other towns liberating them from their own lord,

<https://chat.openai.com/share/cfad842c-d0a7-49d1-b023-b6620141fa2e>

I played as Alice, a peasant woman. I joined the rebellion and banged on the door of a noble's house to demand justice. <https://chat.openai.com/share/5c01fbdc-6495-491d-9cc7-8ac053d784dc>

I played as Alice. The most interesting thing that happened to me was being able to lead the rebellion.

<https://chat.openai.com/share/eaba490c-60f3-4bba-94ad-5e7ef3ad58e9>

<https://chat.openai.com/c/e8ba9a8f-5008-4e8e-b9e3-d234796ea111>

I played as Thomas the scholar. We had it set up to where he gets into a debate with a fellow scholar which turns violent. This sets off the sickness among them, forcing them to leave the peterhouse and run into the peasant rebellion.

I played as Alice the peasant woman. My two brothers are a part of the rebellion compelling me to do the same. The most interesting thing that happened in my day was going to a makeshift apothecary run by an elderly woman who was a part of the rebellion. I exchanged secret information I had about the rebellion for medical attention on my infected foot. After the old woman cared for my foot I felt a bond with her and discussed everything I knew about the rebellion. [Here is the ChatGPT link](#)

I played as Alice. I went to the village witch and got herbs for a poultice, "romanced" some of the villagers, and gathered evidence to overthrow sir geoffrey.

<https://chat.openai.com/c/d070b597-e40c-40a6-a8f2-50fbd36fb94f>

I played Alice, joined the peasants rebellion and murdered the terrible landlord of hers, Geoffrey de Lancey

<https://chat.openai.com/share/54134f36-5ba6-4c3b-af02-1468096f2226>

I played as Anne. The most interesting thing that happened was I attempted to storm the castle, in search of a better cure. But I wasn't able to, so I just kept doing more blood letting. (Hunter Crawford)

<https://chat.openai.com/c/7ef9f4a1-9fab-48e1-a2b7-91e5e284fd5f>