Integrating role-playing games into the history classroom is becoming more common, and for good pedagogical reasons. *Cities on the Edge of War* is a strategy role-playing game designed from the ground up by the instructor for use in a Greek history course focusing on the era of the Peloponnesian War. The class was taught in the fall of 2018 at Indiana University. This lecture will describe the game, the course, and student reactions, as well as assess the game's pedagogical effectiveness and potential as a model for role-play designs in other classes.

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