English summaries

Philip Côle/Ivor Bloor

Burkard Gerlach:
The chronicle of Elieser bar Nathan and the *castrum* of the lords of Meer – a source for the early history of the castle of the nobility in the northern Rhineland

Hebrew chronicles of the first major persecutions of the Jews in mediaeval Europe are known via late 19th-century editons, but to date they have not, or very rarely, been regarded as sources of further research – for example, providing information on late 11th-century society (including with regard to fortifications). This did not change until Eva Haverkamp's critical edition of 2005. It analysed a large section of text from the chronicles dealing with the fate of a family of Cologne Jews offered a place of refuge by the lord of Meer. Despite initially being promised protection by the castle's owner, they were eventually handed over to the enemy. The account describes the castle there in great detail. In this article the author discusses whether the present Meer building and the fortified settlement excavated there is meant. His attempt to identify today's Meer with the location mentioned in the Elieser chronicle is convincing. He also concludes that the excavated area does not match the source. He proposes a site close to the present convent as the possible site of the castle, but this would need to be identified by excavation. What is crucial, however, is that the source can help us to imagine what an 11th-century castle would have looked like. It also provides information on the early nobility and the beginnings of the region's lordships based on castles.

Michal Pszczolkowski:
Rudnica (Raudnitz) castle, Poland – its history, architecture and decoration

This article looks at the architectural history of the site in Rudnica (Ząbkowice district), paying particular attention to the various building phases and the identification of the

most valuable relics from the site's history. It was built as a Renaissance residence, extended during the Renaissance and Baroque periods and given the form of a uniform, classicistic structure when rebuilt in the 19th century. Nowadays it is a ruin in an advanced state of decay. Its most precious relics are the Renaissance sgraffiti, exposed when the later plastering was destroyed. A large group of sgraffiti from Rudnica is among the oldest examples of this technique in Silesia, along with figural representations rare in this region. Noteworthy is the high level of artistry and an interesting iconographic programme (including grotesques) which has no identifiable parallels in Silesia. The author closes by arguing for removing the most precious of the sgraffito fragments and displaying them under museum conditions.

Markus Jansen:
Castles in Computer Games

The Middle Ages have proved popular as a setting for computer games. As part of this social phenomenon, historical castle sites have been absorbed into digitally created worlds, but subjected to the rules of flowing game play. They may be merely a decorative backdrop lending the action authenticity, or also integral, key elements of the game. As a result of their vast popularity, series such as Assassin's Creed and Stronghold are influencing the popular understanding of fortifications. Stronghold 3, for example, offers Bodiam, Coucy and Marksburg as playable sites. Their representation is conditional on the modules used by the game. Thus, in a way the gamer plays against the castle itself, fighting siege battles around it. The castles, reduced to their military features, are well enough represented in their ground plans but the game risks reducing the phenomenon of the castle to a one-sided military interpretation. In contrast, the adventure games Assassin's Creed and Assassin's Creed: Brotherhood can generate worlds which can be experienced in quite different ways because of their genre-related first-person perspective and can therefore also represent the castles in them in a much more detailed manner. Major settings in these games are Castel Sant'Angelo and Masyaf; players can enter and explore them. The former,

extremely well preserved, is represented in great detail, whereas the ruins of the Assassin's castle Masyaf are portrayed very imaginatively and using only a few structures from the historical model. The study demonstrates that an unsatisfactory incorporation of historical buildings into computer games is relatively simple, whereas aiming at a high degree of authenticity requires a great deal of work.

Hermann Wirth:
Establishing inventories of cultural monuments in Germany since Karl Friedrich Schinkel

Prompted by the work of Karl Friedrich Schinkel (who carried this out in 1815 for Prussia) attempts to systematically survey and record cultural monuments had only gradual, and sporadic, success. In particular, there was an irritating distinction between 'monuments' (historical and cultural monuments) and 'antiquities', although Schinkel saw them as closely related. There were two separate approaches to inventorising cultural monuments, but they were not co-ordinated. The first inventory, covering the whole of Germany, Georg Dehio's *Handbuch der Deutschen Kunstdenkmäler* (Handbook of cultural monuments) appeared from 1905 onwards. Despite the need for it, there was no comparable project for archaeological monuments. And the *Denkmaltopographie Bundesrepublik Deutschland* (Topography of the monuments of the Federal Republic; first volume: 'Monuments in Lower Saxony', 1981), epic in size and intent, was initially unforthcoming, and subsequently rather hesitant, towards antiquities. The sheer abundance of recorded cultural monuments prompted the need for special inventories. Castle inventories suffered most from the distinction between cultural monuments and antiquities; apart from a limited number of regional exceptions, the results so far have been unsatisfactory.

Thomas Bitterli:
Monument lists, castle topographies and the inventory of protected cultural monuments in Switzerland

The author starts by surveying the development of monument topographies in Switzerland since the late

19th century which provide a broad basis for the more recent castle maps and inventory of monuments. The current Swiss castles map of 2007 is the most detailed inventory of historic fortifications in Switzerland. However, the map is essentially a list which has nothing to say about quality, from an art history perspective, about whether the building deserves protection or about the existing sources. The volumes of cultural monuments in Switzerland are only an approximate attempt at providing this information in full. The author then presents the principles and objectives of the *Kulturgüterschutz-Inventar* (inventory of protected cultural monuments), or KGS, which is available both as a printed publication and as a geographic information system (GIS) on the Internet. Although the KGS inventory has a legal basis, it provides no legal protection and can only issue recommendations. The author's conclusion: anyone seeking a survey of castles in Switzerland needs the two-part castles atlas of Switzerland (2007). The *Burgenführer der Schweiz* (Guide to castles in Switzerland) which appeared in 1995 provides the best introduction to the layman although unfortunately it is out of print and only available in antiquarian bookshops. Anyone seeking detailed information about a particular castle should first consult one of the volumes in the series *Kunstdenkmäler der Schweiz* (Cultural monuments of Switzerland) which now number 123. If the castle is not in the series, the only option is to carry out detailed research on the Internet or to consult one of the cantonal libraries or the state archives.

Claudia Zdolsek: Castle topographies and the historiography of mediaeval Carinthian castles

The author first analyses the fundamentals of modern castles research in Carinthia. She describes Carinthian castle researchers and their publications, with particular reference to Ludwig Jahne (1856-1937), Franz Xaver Kohla (1890-1977), Gotbert Moro (1902-1987), Hugo Henckel von Donnersmarck and Hermann Wiessner (1892-1992). For the purpose of the analysis a database was created intended to provide an overview of castle research literature for Carinthia. A survey of the literature produced a table with 198 publications. The next stage was to examine the following questions: number of publications between 1945 and 2010, types of academic literature, distribution of articles by other types of literature and how often the same castles are mentioned in the publications. The author concludes that the general increase in castle research in recent decades in German-speaking countries also applies to Carinthia. There is a surprisingly strong archaeological focus on this area, with particular importance attached to putting castle research on a sound academic basis. The problem is that although there is an increase in the number of publications concerned with individual castles which are being researched using current scientific methods, these research reports are often very one-sided because of the lack of an interdisciplinary approach. Nevertheless, developments in Carinthia are positive.