

EMOTIVE Hunterian onsite & virtual experience “Ebutius’s Dilemma” script

Date: Oct 2018 - final version implemented for *Ebutius’s Dilemma* onsite beta release & for *Ebutius’s Dilemma virtual online*

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Start the Story screen

Screen 1. Introduction by Ebutius

"I am Ebutius. I was a soldier with the Roman Army at the Antonine Wall. Around you in the museum are some of the things we left behind. From them, experts decipher where we lived, the food we ate, the clothes we wore. They can tell you what we worked at, how we relaxed, the way we fought.

But they can't tell you about my feelings. They don't know what I dreamt about or who I loved, what made my pulse quicken or my heart sing and no one knows my own personal stories... But you can discover some of these here.

You can rescue me from obscurity and reveal my stories. You can make me live again"

Choices: Next

Screen 2. Ebutius’s Dilemma

Ebutius: "Tomorrow they burn all the buildings. My home will be turned to ashes. My life's work, abandoned.

I've been at Bar Hill fort for 20 years. But tomorrow the army will leave, marching hundreds of miles south, for good.

Should I go with them?

The Roman army has been my life for so long. But it's not my whole life. Calle and our son, Callum, they have a place in my heart now too.

If I stay here, I'll be a deserter. Anf, if I'm caught, I'll be executed. But if I go, I might never see my family again. There is so little time. I must decide before sunrise."

Choices: Next

Screen 3. Help Ebutius make his decision by finding out more about his life at the Antonine Wall [MENU 1]

Menu 1 Choices:

M1 a) His life's work

M1 b) The love of his life

M1 c) The sacred oath he swore

M1 d) Go to Ebutius's decision

M1 SECTION a) His life's work

M1 a) Screen 1. with no title and 3D model of Hutcheson Hill Distance Slab

User is directed to the Hutcheson Hill Distance Slab (of 20th Legion) (Castlehill Fort)

*Find this slab. It is near the window. Look for the EMOTIVE sticker.
Have you found it? Then tap the sticker with your phone*

Map and 360 buttons that allow user to explore the slab in greater detail (hotspots / information points on inscription, figures, etc)

information points:

Distance slabs

Distance slabs that mark the length of the wall built by each legion were important tools of propaganda. The victorious Romans are depicted as conquering the locals. Local tribes would have understood the meaning and significance attached to these images carved into the stone that the Romans were trying to present: victory and strength.

Britannia

This central female figure is possibly Britannia. She is handing what looks like a doughnut but is actually a miniature laurel wreath to the eagle on top of the legionary standard carried by a Roman soldier.

Captured Caledonian man

This male figure crouching on his knees with his hands behind his back is possibly a local Caledonian taken captive by the Romans when they conquered this area.

Boar

Every legion had an emblem which they used on distance markers to show they had completed the work and erected the distance slab. The Twentieth legion's emblem was the boar. Look out for the boars on other distance slabs on display as well as the other emblems of other legions.

Roman Inscription 2345

The Roman inscription says "For the Emperor Caesar Titus Aelius Hadrianus Augustus Pius, Father of his Country, a detachment of the Twentieth Valiant and Victorious Legion built [this] over a distance of 3000 feet.

M1 a) SCREEN 2. His life's work

"I'll never forget seeing the slab for the first time. It made my heart swell with pride!

Such skill and craftsmanship. It was like nothing else in this cold, inhospitable land. Truly, it showed that the Roman Army had no equal!

The rest of the wall wasn't built then, they had only just begun the work. As a young soldier, that was when I knew what I wanted to do in the army. I wanted to be part of this, I wanted to build this wall."

Choices: Next

M1 a) Screen 3. with no title and 3D model of hammerhead

User is directed to the hammer

Find this hammerhead

It is in the glass display case in the middle of the room

Once you have found it, tap the sticker with your phone

Map and 360 buttons that allow user to explore the object in greater detail (hotspots / information points on details)

information point:

Engraved hammerhead

This hammerhead is engraved with the name, Ebutius, a centurion who may have supervised construction work. All we know is that the inscription identifies the hammer as belonging to the century commanded by Ebutius. It is possible that the centurion desired to mark it as a personal possession. For most soldiers, their itinerant lifestyle meant that personal belongings were limited.

M1 a) SCREEN 4. Ebutius's hammer

“This hammer used to belong to my mentor, Decius. We worked together for almost 12 years; building, repairing and strengthening the wall. He taught me my trade and much more. He was like a father to me.

Then one day there was an accident. From the top of the rampart, a timber beam slipped and crashed onto the rocks below. Decius was pulled down with it and died instantly. My career, my success – I owe it all to him. If I leave the army now, I’ll be walking away from all that. I’ll be letting him down. I don’t want to let him down.”

Choices: Next

M1 a) SCREEN 5. The work of Building the Rambart

“Opus valli,’ that’s what Decius called it. ‘The work of building the rampart.’ Oh, it was a thing of beauty! We’d start by gathering stones from streams and rivers. With those we built a small, low, straight wall – our rock solid foundation! Then, on top of that, we piled thousands of blocks of turf or soil.

In front of the wall, we dug pits and filled them with thorns and sharpened sticks. Fall into one of those and you’re not getting out easy! In front of those we dug a deep, wide ditch. And finally, we built a large mound from the soil we had dug out. When we were finished - nobody was getting through that wall. Nobody.”

Choices: Explore other stories [Returns to top level menu 1]

M1 SECTION b) The love of his life

M1 b) SCREEN 1. Calle

Ebutius: *“Every day you see new faces on this road. Traders and their families, soldiers on manoeuvres, carts of goods coming from the port.*

I was part of squad moving a prisoner to Bearsden when I first met Calle. She was coming into Bar Hill just as I was returning. She had a cart full of her pottery.”

Choices: Next

M1 b) SCREEN 2. Menu Choices screen (with no title / image of black jar):

M1 b) SCREEN 2 Menu option 1. See some of Calle’s work

M1 b) SCREEN 2 Menu option 2. Explore the military way

M1 b) SCREEN 2 Menu option 3. Explore other parts of Ebutius’s story

M1 b) SCREEN 2 Menu option 1 -> See some of Calle’s work

M1 b) SCREEN 3. Screen with no title and 3D model of black jar

User is directed to black-burnished jar

Find this jar. It is on top of the glass display case. Look for the EMOTIVE sticker.

Once you have found it, tap the sticker with your phone

Map and 360 buttons that allow user to explore the object in greater detail

M1 b) SCREEN 4. Calle and Ebutius meet

Calle: "Here's one of my finest jars! This and hundreds more like it, kept our family fed and clothed for generations. I also have it to thank for meeting Ebutius. Well, it and our clumsy ox!"

One morning I was bringing a delivery through the north gate when our ox tripped and a stack of these bowls went crashing to the ground. All that work wasted!

Ebutius came over and started to shout but then he saw me and his eyes softened. Right away, I could tell he liked me. I liked him from the start."

Choices: Next

M1 b) SCREEN 5. Menu Choices (with no title / image of Ebutius & Calle):

1. Discover what Ebutius did next
2. Calle talks about civilian life outside the fort
3. Continue with the story

M1 b) SCREEN 5. Menu Choice 1 -> 1. Discover what Ebutius did next

M1 b) SCREEN 6. with no title and 3D model of ring

User is directed to ring

Find this ring.

It is located in the glass display case.

Once you have found it, tap the sticker with your phone

Map and 360 buttons that allow user to explore the object in greater detail (hotspots / information points on details)

information point:

Bronze finger ring

Jewellery and glass were prestige goods which would have belonged to the wealthier Roman fort inhabitants or perhaps were traded with local Celtic elites. Luxury goods were useful items to trade or give as diplomatic gifts. Many objects of Roman origin have been found to the south of the Antonine Wall, suggesting that the Romans enjoyed a relatively close relationship with tribes of southern Scotland. In contrast relatively little has been found to the north of the Wall which indicates less contact.

M1 b) SCREEN 7. *Falling in love*

Ebutius: *"I started to visit the potter's workshop then, as often as I could. I collected deliveries for every squad in the fort, just so I could talk to her!*

After a few weeks she asked me, 'are you breaking these bowls yourself, just so you can come in here to order more from me?' The cheek! But after that, I stopped pretending.

We went walking often that summer. She brought me pies in the fort. I helped her father with a bit of carpentry. One thing led to another, you know how it goes. After a year or so, I gave her this ring. The squad told me I'd gone mad, but the truth was, I was in love with her."

Choices: Next

M1 b) SCREEN 8. Menu Choices (no title, image of child's shoe):

1. The ring I gave Calle
 2. "My dear sweet child, Callum"
 3. Continue with the story
-

M1 b) SCREEN 8. Menu Choice 1. -> 1

M1 b) SCREEN 9. *The ring I gave Calle*

"Calle was speechless when I gave her this ring.

I had worked hard to be able to afford such a prestigious and luxury piece. She accepted it with tears in her eyes and wore it since that day with pride as a symbol of our relationship.

Everytime I saw it on her finger I knew we were strong together."

Choices: Back

M1 b) SCREEN 10. with no title and 3D model of shoe

User is directed to shoes

Find the shoes. They are in the glass case.

Once you have found them tap the sticker with your phone

Map and 360 buttons that allow user to explore the object in greater detail (hotspots / information points on details)

information point:

Shoes

Over five hundred shoes for men, women, children, and babies were discovered at Bar Hill fort, abandoned in rubbish pits and ditches. The various sizes of shoes demonstrate that women and children were present at Roman forts.

M1 b) SCREEN 8. Menu Choice 2. -> 2

M1 b) SCREEN 11. Callum's shoe

Ebutius: "I've seen a lot in my time. Foreign lands and bloody battles. I've seen grown men die. But I never knew what it was to see a new life begin.

These are the first shoes Callum wore, my dear sweet child. The moment I held him, I knew nothing else would be as important to me again. Now he's a young boy, walking and talking.

Every pay day, I give Calle money for them both. I want my son to do something with his life. You need a bit of money for that. He's a good lad, I want to see him grow into a fine young man. I want that as much as anything."

Choices: Continue the story

M1 b) SCREEN 5. Menu Choice 2 -> 2. Calle talks about civilian life outside the fort

M1 b) SCREEN 12. Life Outside the Fort

Calle: "Ebutius would have you think that life begins and ends in that fort of his but here's life beyond its walls, let me tell you! Outside Bar Hill, there's a settlement of traders and craftspeople. There's a cemetery eraby too. And farms, of course. Plenty of farms.

So, lots of families, lots of people coming and going, lots of life! And it's not just locals. Many foreigners too"

Choices: Back

M1 b) SCREEN 2 Menu option 2 -> 2. Explore the military way

M1 b) SCREEN 13. The Military Way

"The Military Way runs the whole length of the wall, on the Roman side of course. We built it from stone and gravel and along it travels, well, everything. Food. Drink. Clothing. Weapons. Letters from home. Friends, once in a while. Reinforcements, when they're necessary.

Everyone uses it. Romans, merchants, local Caledonians. Take a walk on the Way and you never know who, or what, you might see."

Choices: Back

M1 SECTION c) The sacred oath he swore

M1 c) Screen 1. with no title and 3D model of arm purse

User is directed to the [arm purse](#)

Find this arm purse and coins.

They are in the glass display case near the windows.

Once you have found them, tap the sticker with your phone

Map and 360 buttons that allow user to explore the object in greater detail (hotspots / information points on details)

information point:

Arm Purse

Arm purses are so-called as they are thought to have been worn on the arm. They have hinged lids, which would have lain securely against the skin.

M1 c) SCREEN 2. Pay Day

"We get paid three times a year. Each time, there's a festival. During the January parade we renew our oath of allegiance to the Emperor and our vows to Jupiter for the eternity of the empire. I do it proudly.

The army has been very good to me. I've risen through its ranks: tesserarius or third-in-command of a century, optio, second-in-command, and then finally after 14 years, centurion. I've sworn to defend this place, this way of life, with my own. And I do it proudly."

Choices: Next

M1 c) SCREEN 3. Menu Choices (with no title / image of window):

M1 c) SCREEN 3 Menu option 1. A promising meeting

M1 c) SCREEN 3 Menu option 2. How did Ebutius spend his money?

M1 c) SCREEN 3 Menu option 3. Explore other parts of Ebutius's story

M1 c) SCREEN 3 Menu option 1 -> A promising meeting

M1 c) SCREEN 4. Repairs

Ebutius: "Recently the commanding officer called me into his home. He's usually a straight talker, but this time he was vague. He asked me what I thought of one or two of the other men, what I thought of the brigand's activity in the area. I didn't know what he was getting at.

Then he asked me to assign some men to do repairs on the headquarters building. I said we'd get right to it and that was that. I was none the wiser after the conversation than I had been before I went in."

Choices: Next

M1 c) SCREEN 5. with no title and 3D model of window

User is directed to the window

Find this window grille.

It is on top of the glass display case near the windows.

Once you have found it, tap the sticker with your phone

Map and 360 buttons that allow user to explore the object in greater detail

M1 c) SCREEN 6. An overheard conversation

Ebutius:

"There aren't a lot of windows in a Roman fort. In fact, there aren't a lot of windows in Caledonia! They're expensive and they break easily. Part of the repairs involved fitting some new glass to the CO's quarters. I took that job on myself.

Well, I was on the roof, when I heard my name mentioned through the window below. It was the CO talking with his wife. 'Ebutius is a good man,' he said. 'I'm going to put him up for promotion. He's a solid soldier and the men like him.' Well, I nearly dropped the glass with shock!

I was pleased, of course I was. I took a moment to gather my thoughts, and then quiet as I could, I crept away and sent another man to finish the job."

Choices: Continue the story

M1 c) SCREEN 3 Menu option 2 -> How did Ebutius spend his money?

M1 c) SCREEN 7. What soldiers spent their money on

Ebutius: *"The Army pays well. I've always thought soldiers don't do too badly, at least by local standards! But being in the army costs money too.*

It starts when you join. Every man has to buy his own weapons and pay for a share in the tent that he'll use. So that's a hefty chunk. You get that money back when you retire, if you're still alive that is!

After that, on every pay day, they take money out to cover your food and bedding and the annual festive dinner, at Saturnalia. And then there's burial club. Every soldier pays a tax to cover expenses if the worst happens. We all want a decent burial. I'm glad the army takes care of that."

Choices: Next

M1 c) SCREEN 8. with no title and 3D model of game board

User is directed to the game board

Find this game board. It is in the glass display case.

Once you have found it, tap the sticker with your phone

Map and 360 buttons that allow user to explore the object in greater detail

M1 c) SCREEN 9. Betting in the bathhouse

Ebutius: *"It wasn't all hard work though. To help pass the time we sometimes played board games.*

My favourite game was Latrunculli, little robbers and it was a bit like chess. I was pretty good at it. And no wonder because we used to play even in the bath house betting our wages."

Choices: Continue the story

M1 SECTION d) Go to Ebutius's decision

M1 d) SCREEN 1. no title - image of Ebutius with Calle and Callum

Ebutius: *"Tomorrow the Roman Army will leave to go south abandoning the Antonine Wall.*

Should I go with them or stay with my family?

Make your choice on the next screen."

Choices: Next

M1 d) SCREEN 2. What should Ebutius do?

M1 d) SCREEN 3. Menu options What should Ebutius do?

M1 d) SCREEN 3 Menu option 1. Ebutius should follow the Roman Army when they abandon the wall

M1 d) SCREEN 3 Menu option 2. He should desert the Roman Army and stay with Calle and Callum

M1 d) SCREEN 3 Menu option 1. -> Ebutius should follow the Roman Army when they abandon the wall

M1 d) SCREEN 4. Go with the Roman Army

"You think I should go with the Roman Army? I tell you I never faced a tougher choice.

But that's what I did. Me and my men, we set fire to the fort and walked away without looking back. I'm a soldier, first and last. What else would I do?

Before we left, we buried so many things. From beautiful distance slabs to iron nails and old shoes. Everything we didn't want or couldn't carry, we left behind. That's what you see around you.

But what you don't see are my dreams, my memories. Calle's smile or Callum's laugh. I made the right choice, I know that, but I still miss them. Every day."

Choices: Next

M1 d) SCREEN 3 Menu option 2. -> He should desert the Roman Army and stay with Calle and Callum

M1 d) SCREEN 5. Stay with Calle and Callum

"You think that I should stay? That I should choose family over the army life?

Well, so did I. Before dawn the next morning, I slipped out of the barracks and headed north. I left every Roman possession I owned behind me that day. It seems like the army left a fair bit too. That's what you see around you.

Calle and I agreed that I should stay away for a few months. I was on the run after all, and my life was in danger. When I eventually came back to Bar Hill, she wept. We both did. For the rest of my life, I will have to live with the risk of getting caught by the Army. But still, when I look at her and Callum, I know I made the right choice."

Choices: Next

WHAT ARE THE FACTS BEHIND THE STORY? (FbS) SECTION

FbS screen 1 - Menu

Menu choices:

FbS Q1) Was Ebutius real?

FbS Q2) Were there really women and children at the wall?

FbS Q3) How did the Roman soldiers interact with the local people?

FbS Q4) When and how was the Antonine Wall built?

FbS Q5) Why was the Antonine Wall built and abandoned?

FbS screen 2 - Q1) Was Ebutius real?

We think that Ebutius was a Centurion as his name is inscribed on the hammerhead found at the Wall. Legionaries would often engrave the name of their commanding Centurion on their tools and work equipment as a means of labelling them, to prevent them being stolen.

Although it is also possible that the “Ebutius” inscription might have been made by a regular soldier or civilian, it is most likely that the hammer belonged to Ebutius’s century.

Choices: Back

FbS screen 3 - Q2) Were there really women and children at the wall?

Over 300 fragments of shoes of men, women and children were discovered by archaeologists in wells, ditches and refuse pits at Bar Hill Fort along the Antonine Wall. This tells us that there was a bigger community around the fort than just Roman soldiers.

When coupled with information about life in the Roman army, we think these people were probably the families of the senior Roman officers who would travel on campaign with the army. Some shoes may have belonged to slaves, household staff or locals who came into contact with the army in various ways.

Choices: Back

FbS screen 4 - Q3) How did the Roman soldiers interact with the local people?

The people who lived at the Wall interacted with the Roman army in many ways, not just through fighting. For example, local style pottery was found in various forts, which indicates that there were local crafts people and merchants interacting with the army on the Wall.

Soldiers of various ranks often married local women, although these marriages were not recognised by the Roman State until after Antoninus’s rule (AD 138-161). After Antoninus’s reforms, any children the soldiers might have had with these women were encouraged to join the Roman army and hence gain citizenship for themselves.

Choices: Back

FbS screen 5 - Q4) When and how was the Antonine Wall built?

In AD 142-43 the Romans constructed the Antonine Wall which became the northernmost outreach of the Roman Empire. It stretched for 63 km (39 miles) from Old Kilpatrick in the West of Scotland to Carriden near Bo’ness on the Firth of Forth, and had 18 forts along its length.

Unlike other Roman frontiers, it was built of turf not stone and was typically 3 meters (9.8 ft) high, fronted by a 5-meter (16-ft) deep ditch. Uniquely to the Roman Empire, the Antonine Wall featured many distance slabs. These were inscribed stones made of local sandstone marking distance and celebrating the work of the legions which constructed the Wall. At the time it was built, the Wall was the most complex frontier ever constructed by the Roman army.

Choices: Back

FbS screen 6 - Q5) Why was the Antonine Wall built and abandoned?

The Romans failed to conquer Scotland in the first century AD, as their plans were always obstructed by local tribes. This led them to take up a defensive position in the North.

During Emperor Hadrian's rule, they first built Hadrian's Wall in AD 122-136 in what is today northern England, as an attempt to keep so-called 'barbarians' out of Roman Britain and mark its frontiers. Later, Emperor Antoninus Pius (who ruled from AD 138-161) extended the frontier and ordered the building of the Antonine Wall further north in today's Scotland in order to both pay reverence to and supersede the achievements of Hadrian.

The Antonine Wall was only occupied for about a generation before being abandoned following Antoninus's death in AD 161 when the Roman army retreated to Hadrian's Wall. The exact reasons for its abandonment are unknown.

Choices: Back

Final Screen - End of Story

We hope you enjoyed the story.

Thank you for taking part today.

If you have any more questions please Tweet us with the hashtags below

#emotiveeu

#EbutiusDilemma"

The EMOTIVE team"

Choices:

1 Start the story again

2. Credits

Credits Screen

EMOTIVE TEAM Experience Design
and Implentation

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EMOTIVE



1.

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Hara Stefanou

Dr Louisa Campbell, Archaeology,
University of Glasgow: Paints and
Pigments in the Past project and
general consultation

Historic Environment Scotland:


"Building the Wall", "Military Way"
and "Life at the Fort" artwork;
background consultation & 3D
models of artefacts commissioned to

EMOTIVE



2.




3.  This screenshot shows slide 3 of a presentation. The text is white on a dark background. It lists contributions from Historic Environment Scotland, Lawrence Keppie, and Guillem Marti. At the bottom, there is a red circular button with a white left-pointing arrow and the word "Back".

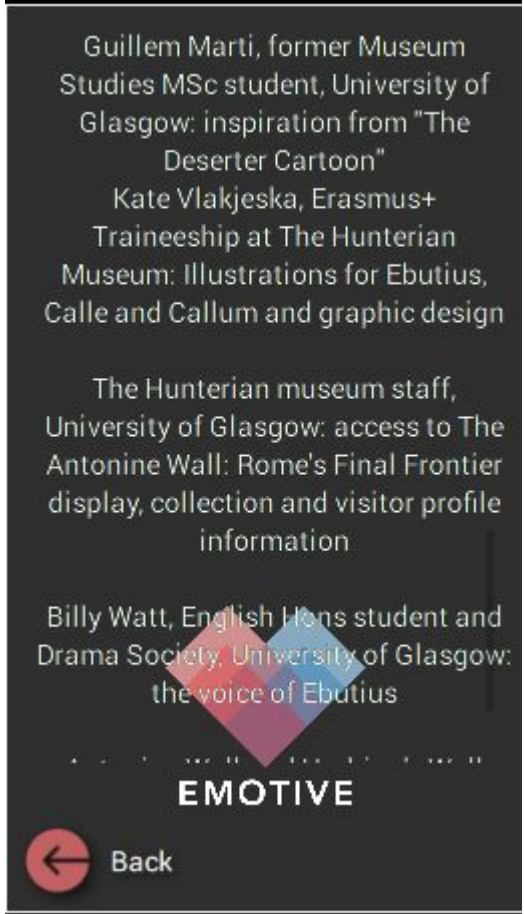
Historic Environment Scotland:
"Building the Wall", "Military Way"
and "Life at the Fort" artwork;
background consultation & 3D
models of artefacts commissioned to
School of Simulation & Visualisation,
Glasgow School of Art

Lawrence Keppie, Emeritus Professor
of Roman History and Archaeology,
Hunterian Museum, University of
Glasgow: general consultation on
archaeological and historical
background and collection
information

Guillem Marti, former Museum
Studies MSc student, University of
Glasgow: inspiration from "The
Deserter Cartoon"

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4.  This screenshot shows slide 4 of a presentation. The text is white on a dark background. It lists contributions from Guillem Marti, Kate Vlakjeska, and The Hunterian museum staff. At the bottom, there is a red circular button with a white left-pointing arrow and the word "Back".


Guillem Marti, former Museum
Studies MSc student, University of
Glasgow: inspiration from "The
Deserter Cartoon"

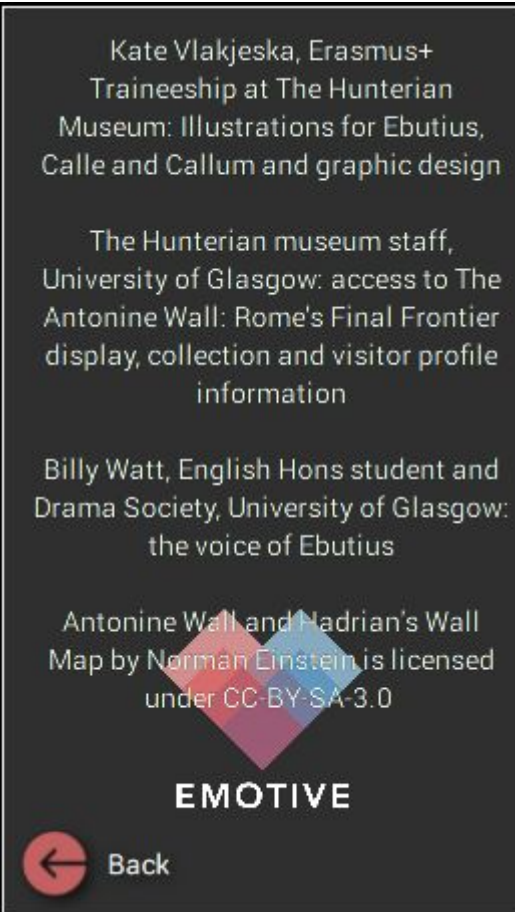
Kate Vlakjeska, Erasmus+
Traineeship at The Hunterian
Museum: Illustrations for Ebutius,
Calle and Callum and graphic design

The Hunterian museum staff,
University of Glasgow: access to The
Antonine Wall: Rome's Final Frontier
display, collection and visitor profile
information

Billy Watt, English Hons student and
Drama Society, University of Glasgow:
the voice of Ebutius

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5.  This screenshot shows slide 5 of a presentation. The text is white on a dark background. It lists contributions from Kate Vlakjeska, The Hunterian museum staff, Billy Watt, and Norman Einstein. At the bottom, there is a red circular button with a white left-pointing arrow and the word "Back".


Kate Vlakjeska, Erasmus+
Traineeship at The Hunterian
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the voice of Ebutius

Antonine Wall and Hadrian's Wall
Map by Norman Einstein is licensed
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