

# Probably One Of The Worst Ideas/Questions I Have Ever Posed: "Is There Any Community-Building Opportunity in The On-Line Game Zero AD?"

Post by "Cassius" of October 27, 2022 at 7:26 PM



This question comes to mind partly because of a comment [Joshua](#) made recently, and partly because I was wasting time on the internet today watching an interview with a professor who was singing the praises of the free internet multiplayer game "Zero AD."

In my own case probably the very last thing I need to do is to spend more time on the computer away from the outside world, but I gather that online gaming is extremely popular so it's probably worth the question:

Is it possible that setting up an online Epicurean community in one of these role-playing games would be a worthwhile project? I gather that these games are not wholly devoted to war games anymore, and I am wondering if it might be interesting, and attractive to younger people, if we were to set up an explicitly ancient-world Epicurean community (the Villa of the Papyri before Vesuvius) and then conduct learning / teaching events in such an online community. The major gap in my knowledge is whether these communities provide an environment where discussion/teaching/socializing is easy to do, or whether it is all blood and guts.

Joshua please confirm for me that this is the worst idea ever and I'll leave it alone. However it seems to me that the question is probably worth asking, so maybe some others here who have more experience with this kind of thing can suggest whether there is any potential for a project in that direction or not.

All I have done is looked at the home page of <http://play0ad.com> and I don't have any idea whether this is feasible or a good idea or not.

Anyone?