

Rave Reviews

"HistoriCanada represents what's been missing in Canadian history studies until now; history is finally catching up with the times. This tool is top notch and it needs to get into the students' hands."

Marca O. - Grade 9-12 History Teacher, Saskatchewan

"Wow. I got a lot more out of this game than I expected. The strategic elements of the game were developed almost perfectly, and I can easily see how it would work well in a classroom setting. Keep it up!"

Monty - Grade 10 History Student (and avid gamer)

"The HistoriCanada project provides an immersive, interactive experience that allows players of all ages to create the destiny of the nation Canada...to experience in a visceral manner the dynamics and variables of nation building."

Senator Laurier Lapierre (Retired)

"HistoriCanada represents a profound opportunity to lead the way in how media, entertainment and education can intertwine with positive social results. It's potentially one of the most innovative new media projects in the world."

Dr. Tom Axworthy - Queen's University Centre for the Study of Democracy

"We have a strong track record of creativity and innovation in making Canadians more aware and appreciative of their heritage. With HistoriCanada, we look forward to continuing on that tradition, and to making history yet again."

Deborah Morrison - Canada's National History Society

HistoriCanada was produced thanks to the financial and strategic support of the following organizations:



HISTORICANADA

For More Information

HistoriCanada is a production of Bitcasters, an international media firm that produces broadcast, Internet and game properties.



BITCASTERS

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Change the Future of
Canadian History

BITCASTERS 

HistoriCanada:

The 'What If?' History Game

HistoriCanada is the world's first Canadian history computer game, a combination of best-selling strategy game and a wealth of original historical content. Taking on the role of Canada's earliest civilizations, players decide where to settle and expand, when to wage war or make peace. Ultimately, they not only replay Canadian history...they can rewrite it.



HistoriCanada balances the 'what was' of traditional history teaching with a proven, powerful 'what if?' approach that fosters true understanding and

appreciation of why history unfolded as it did. It's been described as 'the most significant innovation in Canadian history' by teachers and historians, and 'wildly fun' by teenage players. Now we want to put it in the hands of 100,000 young Canadians.

Features at a Glance



- Available in French and English versions
- Play as the English, French, Algonquin, Iroquois or one of five other native civilizations
- Built on and bundled with Civilization III, one of the world's best selling computer games
- Sophisticated economic, social and military simulation and in-game encyclopaedia
- Original, accurate, and expert validated characters, geography and soundtrack

The Experience Continues Online

The learning power of HistoriCanada doesn't end when a player exits the game. HistoriCanada.com provides an equally important venue for players to dive into:

- A moderated discussion board featuring regular contributions by history and technology experts
- A resource library including Historica's Heritage Minutes, Canadian Encyclopaedia articles and links to more information about games in the classroom
- Instructions on how players can create their own HistoriCanada games and more.

We Need You

With the efforts of so many invested in bringing HistoriCanada from idea to reality, now it's time to bring it to Canada. Our goal is to give *HistoriCanada* away to 100,000 young Canadians. We need your help to do it, and to realize a vision that was conceived almost a decade ago.

HistoriCanada is seeking financial and in-kind support from corporations and foundations to:

- Produce and distribute 100,000 free copies of HistoriCanada (and Civilization III)
- Maintain the HistoriCanada web site
- Develop additional educational materials
- Develop HistoriCanada sequel episodes
- Execute a 3-year marketing plan



Help Us Make History

By supporting HistoriCanada, you'll be giving historians a groundbreaking innovation in popularizing Canadian heritage, and teachers a powerful, experiential learning tool. You'll be making Canadian history, and changing its future for hundreds of thousands of young Canadians.

Economic Opportunities

- Title sponsorship and naming rights
- Exclusivity over distribution, events
- Connect with more than 100,000 12-18 year-olds, their parents and teachers
- Charitable tax receipt

Social Opportunities

- Attach your brand to one of the most important innovations in Canadian history
- Fight Canada's history deficit

Marketing Support

To maximize the exposure of HistoriCanada and its partners, the game's producers have developed a comprehensive marketing plan designed to generate almost 50-million impressions over the next three years. It includes:

- Media Relations: leveraging the game's intersection with current, compelling and newsworthy topics of education and technology, games, civic engagement among youth, and more
- Competitions: like the *What If? Historical Essay* contest and *The Dominator*, a 36-hour head-to-head HistoriCanada tournament
- Events & Speaking Engagements: continuing to present at history, gaming and educational conferences
- Over \$100,000 in Targeted Advertising: including all subscribers of Canada's two national history magazines, Beaver and Kayak



Educational Value

HistoriCanada's producers have gone to great lengths to ensure the game balances fun and excitement with accurate historical lessons, including:

- Vetting all content, characters and game play through a board of expert historical advisors
- Developing an initial series of lesson plans to help introduce the HistoriCanada concept to in-class or extra-curricular activities
- Working in partnership with Historica and Canada's National History Society
- Holding focus groups with teachers, historians and students from across Canada

