

## The City of Rome: Real, Imagined, Created

Recent scholarship on the ancient city of Rome has explored it from multiple perspectives, from the temporal and the spatial (Larmour and Spencer 2007) to issues of memory (Galinsky 2014) and movement (Laurence and Newsome 2011; Östenberg, Malmberg, and Bjørnebye 2015). Scholars have tried to move the focus away from the monumental to the experiential (Fitzgerald and Spentzou 2018:2) in order to better understand the daily lives of Rome's inhabitants.

This panel will draw and build upon this earlier work on the city. The four presentations plus one response will focus on different modalities of spaces in the ancient city of Rome: real, imagined, and recreated in new and fragmented forms. It will explore how the very Roman-ness of the urban spaces, spatially and experientially, determines the way the city is built and eventually destroyed in various representations, ancient and modern.

The first three papers will build the city. The first paper starts off in antiquity with a discussion of spatial *Romanitas* in Ovid's *Metamorphoses* and demonstrates how Ovid constructs Roman spaces where we do not expect them. The second and third papers fall into the area of reception studies. The second paper shows how the Great Fighting Pits of Meereen in the HBO series *Game of Thrones* function as an analogue for the Flavian Amphitheater. The third paper examines how the public spaces of Rome are being used now by modern fashion designers to create immersive experiences for new audiences. The fourth paper turns towards the destruction of parts of the city. It addresses ancient narratives around disasters and how these events offer opportunities for reading the emperors of Rome.

All of the papers address how memory can be created, manipulated, and re-envisioned thanks to the spaces of the city of Rome. The papers compel us to question how Roman-ness was seen and used in the ancient city and how it is still being used today for new purpose. These (re)visions of the city reveal a city perpetually in fragmented form, slowly created in many pieces and then broken back down into them. The panel will conclude with a respondent to the papers.

### Bibliography

Fitzgerald, William and Efrossini Spentzou (eds). 2018. *The Production of Space in Latin Literature*. Oxford University Press.

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Laurence, Ray and David J. Newsome (eds). 2011. *Rome, Ostia, Pompeii: Movement and Space*. Oxford University Press.

Östenberg, Ida, Simon Malmberg and Jonas Bjørnebye. 2015. *The Moving City: Processions, Passages and Promenades in Ancient Rome*. Bloomsbury Academic.