

Minutes of the 1st Management Committee Meeting of the COST Action

CA22145 – Computational Techniques for Tabletop Games Heritage - GAMETABLE

CSO approval date: 12/05/2023

COST Action starting and meeting date: 24/10/2023

Online ZOOM meeting

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1. Agenda and Presentation

The Objectives of the MC1 meeting are:

- Take ownership of the Action challenge
- Networking and community building
- Bring everyone to the same level of knowledge on COST
- Develop Action structure, methodology and planning

The agenda and presentations are available in Annex.

2. Participants and Hosting Team

- Science Officer assigned for this Action: Estelle Emeriau
- Administrative Officer assigned to this Action: Carmencita Malimban
- Action Chair Candidate: Eric Piette

The group pictures and the attendance list are available in Annex.

3. COST Action Café and debriefing

For three rounds of the discussion, the participants were invited to join online breakout rooms organised by Working Group topics and Management topics listed here after:

1	Search, Planning, Learning, and Explainability	Dennis Soemers
2	Cultural Heritage of Games	Walter Crist
3	Automated Game and Puzzle Design	Antonios Liapis
4	Mathematics in Games	Tiago Hirth
5	Implementation, Dissemination, and Education	Dorina Moullou
6	Grant Awarding Coordination	Fatih Parlak
7	Sc Communication Coordination	Summer Courts

In each breakout room, a volunteer was appointed as Rapporteur. The Management Committee will develop further the ideas by the MC2 meeting and during the GameTable Kick-off meeting.

4. Pre-requisites for the Decision Making

The minimum of 2/3 of the Countries present (30 out of 34) to reach the quorum was achieved allowing the Management Committee to take formal votes in accordance with the [Annotated Rules](#).

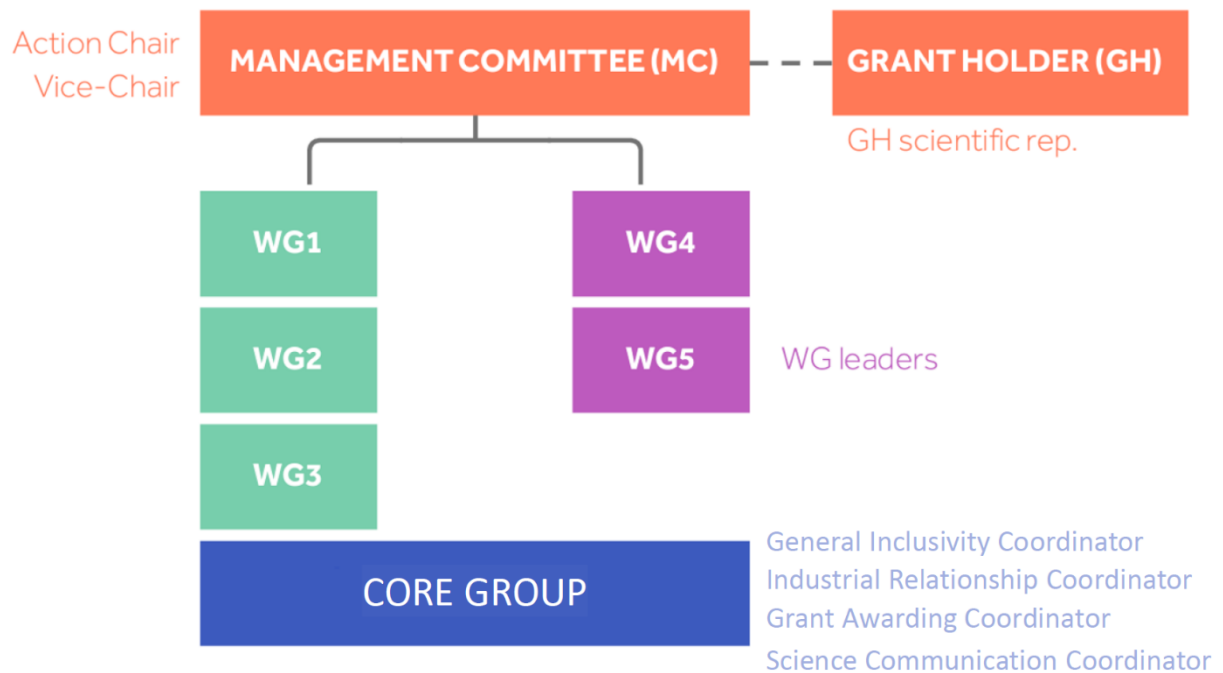
5. Decisions by the Management Committee

I) ELECTION OF THE CHAIR AND VICE-CHAIR AND SELECTION OF THE GRANT HOLDER (SCIENTIFIC REPRESENTATIVE)

Leadership Position	Name	Country	YRI	Gender	ITC
Action Chair	Eric Piette	Belgium	Y	M	N
Vice Chair	Walter Crist	Netherlands	N	M	N
Grant Holder Scientific Representative	Eric Piette	Belgium	Y	M	N

The MC selected the Université Catholique de Louvain (Ottignies-Louvain-la-Neuve, Belgium) as the Grant Holder Institution, represented at the MC by the Action Chair.

II) AGREEMENT ON THE ACTION STRUCTURE



The MC has voted to follow a classical structure composed of the Management Committee (MC) associated with the Grant Holder, five working groups and the Core Group.

The five working groups are the follows:

- WG1 – Search, Planning, Learning, and Explainability
- WG2 – Cultural Heritage of Games
- WG3 – Automated Game and Puzzle Design
- WG4 – Mathematics in Games
- WG5 – Implementation, Dissemination, and Education

The Core Group will consist of leaders from each Working Group, the Chairs, the Science Communication Coordinator, the Grant Awarding Coordinators, the General Inclusivity Coordinator, and the Industrial Relationship Coordinator. There is discussion within the MC about establishing a new position within the Core Group, tentatively named the "Cultural Institution Relationship

Coordinator." Additionally, a co-leader position within WG5 remains vacant, particularly focused on the implementation aspects of the Action.

III) ELECTION OF OTHER LEADERSHIP POSITIONS

The elected leadership positions are listed hereafter.

Leadership Position	Name	Country	YRI	Gender	ITC
Science Communication Coordinator	Summer Courts	United Kingdom	Y	F	N
Grant Awarding Coordinator	Fatih Parlak	Turkey	N	M	Y
General Inclusivity Coordinator	Raluca Gaina	United Kingdom	Y	F	N
Industrial Relationship Coordinator	Spyridon Samothrakis	United Kingdom	N	M	N
WG1 Leader	Dennis Soemers	The Netherlands	Y	M	Y
WG1 Co-Leader	Jakub Kowalski	Poland	Y	M	Y
WG2 Leader	Walter Crist	The Netherlands	N	M	N
WG2 Co-Leader	Tim Penn	United Kingdom	Y	M	N
WG3 Leader	Antonios Liapis	Malta	N	M	Y
WG4 Leader	Lisa Rougetet	France	Y	F	N
WG4 Co-Leader	Tiago Hirth	Portugal	Y	M	Y
WG5 Leader	Theodora (Dorina) Moullou	Greece	N	F	Y
Grant Awarding co-Coordinator	Ilaria Truzzi	Italy	Y	F	N

IV) CORE GROUP AND MANDATES

The MC decided the following:

1/ MC22145-1/2023: the MC allows the CG to reallocate funds up to 5K, if necessary.

2/ MC22145-2/2023:

- Invitations to an event are sent at least 4-6 weeks before an event (except exceptional circumstances duly justified)
- Invited participants accept/decline within 2 weeks (15 calendar days)
- After 2 weeks (15 calendar days), pending invitations are deleted or sent to the reserve list according to the budget

V) DISCUSSIONS AND DECISIONS

The MC decided the following:

- 1) The MC decided to accept all the WG applications sent before the MC1 meeting. All future WG applications will be accepted by the chair or vice-chair if no strong rejection reasons will be given by the WG leaders or the chairs within 48 hours after the application is submitted.
- 2) The Science Communication Coordinator will be in charge of proposing a communication strategy to the core group and this strategy will then be validated in a future MC meeting.
- 3) The budget and work plan proposed by the chairs has been approved by the MC. The Chair wants to clarify that this budget is provisional and could be modified within GP1 if necessary with the MC approval.
- 4) The list of deliverables proposed by the chairs has been approved by the MC.
- 5) Multiple in-person meetings have been proposed by the chairs and WG leaders:
 - a. 29-30/01/2024 - GameTable Kick-off Meeting at Leiden, Netherlands.
 - b. 31/01/2024 – First WG1 in-person meeting at Leiden, Netherlands.
 - c. 15/03/2024 – First WG4 in-person meeting, at Aveiro, Portugal.
 - d. 03/05/2024 – First WG2 in-person meeting, at Mustafapasa, Turkey.
 - e. ??/??/2024 – First WG3 in-person meeting, at Malta

More communications on these meetings will be sent through the network in the following months.

ANNEXES

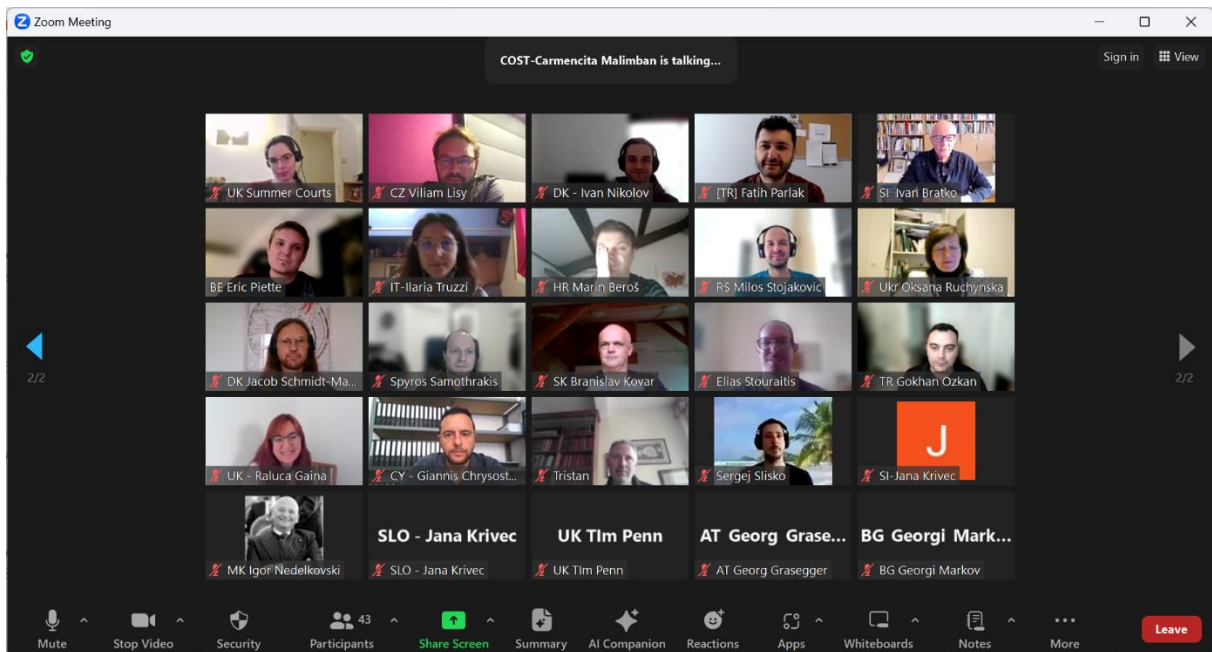
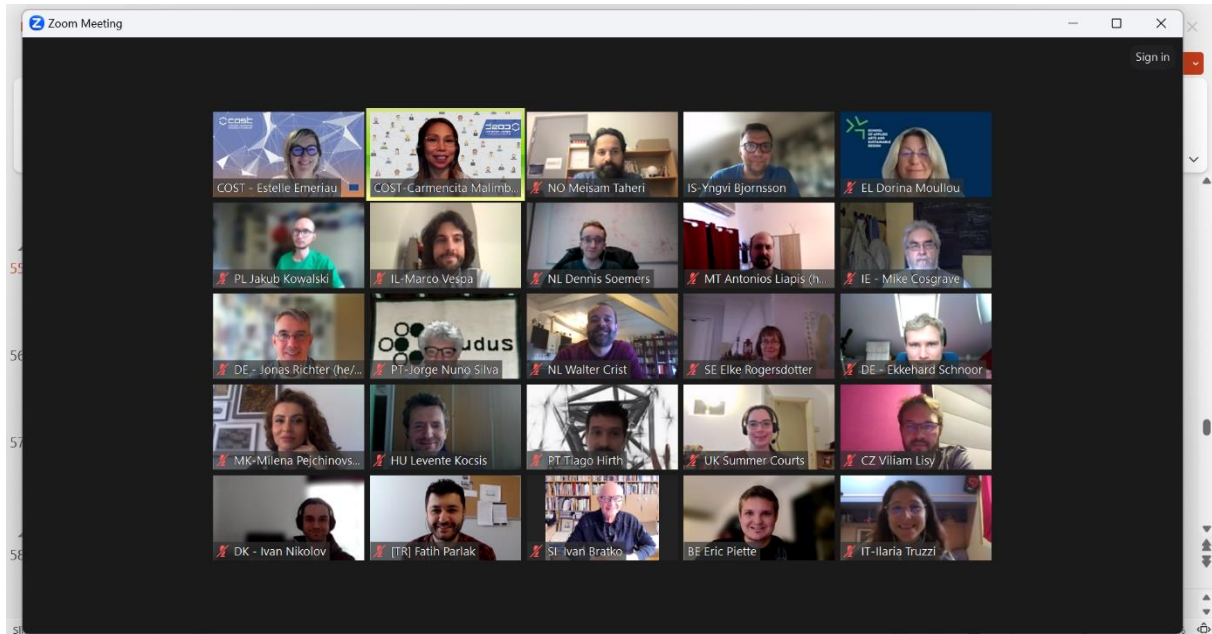
I. Agenda

CA22145 online MC1 meeting, 24/10/2023

Estimated time	Session		Who <i>Roles to be assigned pre-meeting</i>
9:00	Preparation Check shared screen		
Start of meeting 9:30	admit people		AO
(5 min) 9:35	Welcome and Frame		SO, AO, ACC
(20 min) 9:55	Getting to know each other <ul style="list-style-type: none"> Which Country are you representing? (Use map check-in with ZOOM annotation) 3 Polls: Which Scientific field(s) are you representing? Are you a young researcher? Have you already participated in a COST Action? 		AO
(10min) 10:05	Random 46 persons in 11 rooms		
(20 min) 10:25	COST presentation		AO/SO
(20min) 10:45	Action Chair candidate presentation		ACC
(15 min) 11:00	Group Photo/Break		AO
(60 min) 12:00	COST Action Café (breakout discussions) 3 rounds of 20 minutes and Q&A		SO

	<ul style="list-style-type: none"> • Search, Planning, Learning, and Explainability • Cultural Heritage of Games • Automated Game and Puzzle Design • Mathematics in Games • Implementation, Dissemination, and Education • Grant Awarding Coordinator • Science Communication Coordinator 		
(60 min) 1pm	Lunch Break		
(60 min) 2pm	COST Action Café (debriefing)		SO
(20 min) 2:20pm	Quorum and Election of mandatory leadership positions		AO/SO 34 countries; Quorum = 23
(15min) 2:35pm	break		
	MC Discussion & Decisions (elections, budget, planning)		Action Chair
5 min	mandates		SO
(5 min) 5pm	Closing of meeting		Action Chair

II. Group photos



III. Attendance list

Jana Krivec	Slovenia
Isobel Walsh	Ireland
Estelle Emeriau	European Commission and EU Agencies
Carmencita Malimban	European Commission and EU Agencies
Georg Grasegger	Austria
GIANNIS CHRYSOSTOMOU	Cyprus
Viliam Lisý	Czech Republic

Jonas Richter	Germany
Ekkehard Schnoor	Germany
Jacob Schmidt-Madsen	Denmark
Ivan Nikolov	Denmark
Ruth S. Contreras Espinosa	Spain
Lisa Rougetet	France
Tristan Cazenave	France
Mattia Thibault	Finland
Tim Penn	United Kingdom
Raluca Gaina	United Kingdom
Theodora (Dorina) Moullou	Greece
Elias Stouraitis	Greece
Marin Beroš	Croatia
Ilaria Truzzi	Italy
Marco Vespa	Israel
Ori DAVIDOV	Israel
Mike Cosgrave	Ireland
Yngvi Bjornsson	Iceland
Igor Nedelkovski	North Macedonia
Milena Pejchinovska	North Macedonia
Antonios Liapis	Malta
Meisam Taheri	Norway
Walter Crist	Netherlands
Dennis Soemers	Netherlands
Jorge Nuno Silva	Portugal
Jakub Kowalski	Poland
Elke Rogersdotter	Sweden
Branislav Kovar	Slovakia
Ömer Fatih Parlak	Turkey
Gokhan Ozkan	Turkey
Eric Piette	Belgium
Ivana Pandžić	Bosnia and Herzegovina
Georgi Markov	Bulgaria
Miloš Stojaković	Serbia
Tiago Hirth	Portugal
Summer Courts	United Kingdom
Spyridon Samothrakis	United Kingdom
Oksana Ruchynska	Ukraine
Ivan Bratko	Slovenia
Levente Kocsis	Hungary
Manuel Hohmann	Estonia

IV. Presentations

WELCOME CA22145 - GAMETABLE



Computational Techniques for Tabletop Games Heritage

Start Date: 24/10/2023

End Date: 23/10/2027



Estelle EMERIAU, COST Science Officer

Carmencita Malimban, COST Administrative Officer

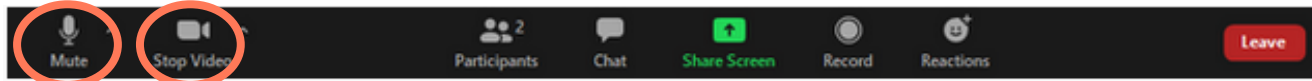
Eric Piette, Main Proposer, Action Chair Candidate, UCL (BE)



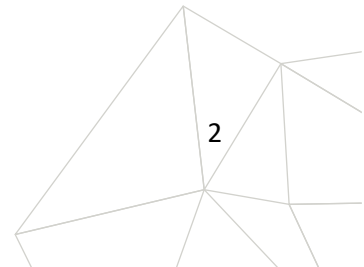
Etiquette for ZOOM meeting



- **GDPR:** no pictures without consent, no recording
- **Identity:** use your full name for the meeting log
- **In plenary:** video on, mute your microphone



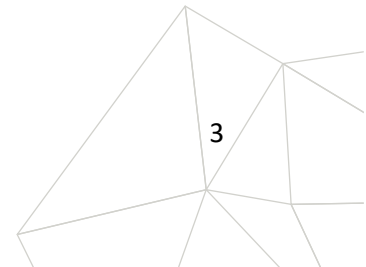
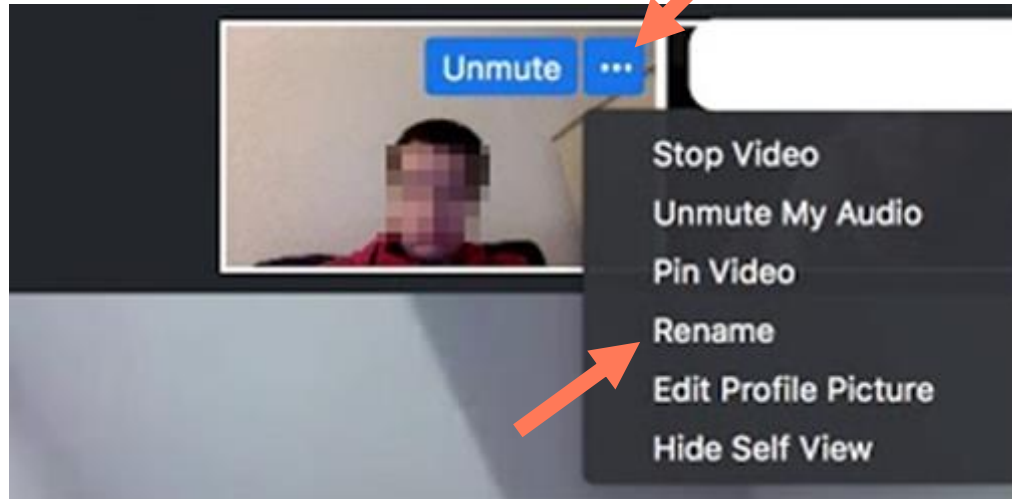
- **Chat function:** limited to clear and concise points relevant to everyone, otherwise addressed in private. Chat is auto-saved and made available to the MC (public messages).
- **Hand raise function:** will not be monitored



Identity:

MC members to rename according to this format: **Country Code Name Surname**
e.g. **ES Monica Cabero**

WG participants to rename according to this format: **WG Name Surname**
e.g. **WG Giuseppe Lugano**





Country Codes

Albania	AL	France	FR	Malta	MT	Spain	ES
Austria	AT	Georgia	GE	Moldova	MD	Sweden	SE
Armenia	AM	Germany	DE	Montenegro	ME	Switzerland	CH
Belgium	BE	Greece	EL	Northern Macedonia	MK	The Netherlands	NL
Bosnia & Herzegovina	BA	Hungary	HU	Norway	NO	Turkey	TR
Bulgaria	BG	Iceland	IS	Poland	PL	Ukraine	UA
Croatia	HR	Ireland	IE	Portugal	PT	United Kingdom	UK
Cyprus	CY	Israel	IL	Romania	RO	COST staff	COST
Czech Republic	CZ	Italy	IT	Serbia	RS		
Denmark	DK	Latvia	LV	Slovakia	SK	Non-MC members	ZZ
Estonia	EE	Lithuania	LT	Slovenia	SI		
Finland	FI	Luxembourg	LU	South Africa	ZA		



Agenda



Purpose of the meeting

Getting to know each other

COST presentation + Q&A

Action Chair Candidate presentation + Q&A

Group Photo / Break - around 11:00

COST Action Café

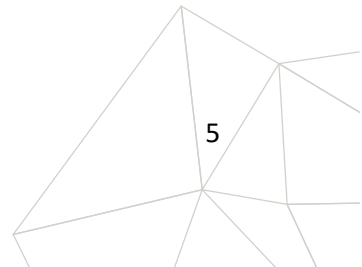
Lunch around 12:30

Debriefing from the COST Action Café

Election of the Chair, Vice Chair and Grant Holder Institution

Break around 3pm

MC Discussion and Decisions



Purpose of the 1st MC meeting

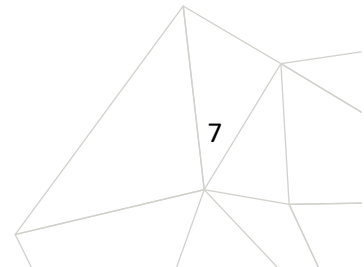


Purpose of the meeting



- ✓ Familiarize MC members about COST
- ✓ common understanding of the Action challenges and objectives
- ✓ Elect the leading team
- ✓ Decide on the Action structure
- ✓ planning at Short & Long Terms
- ✓ Budget proposal

X Not a detailed explanation of the COST Rules



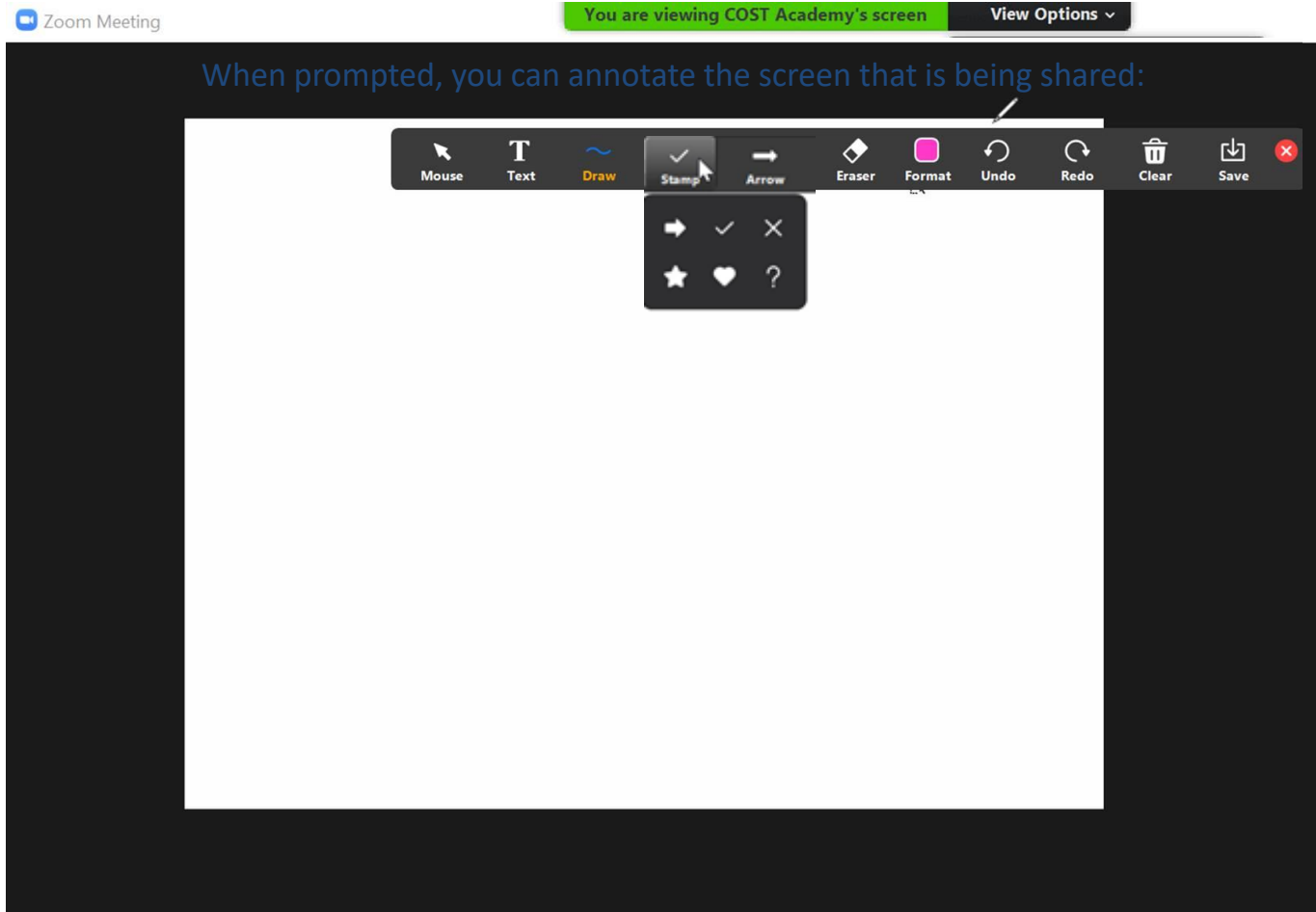
Getting to know each other

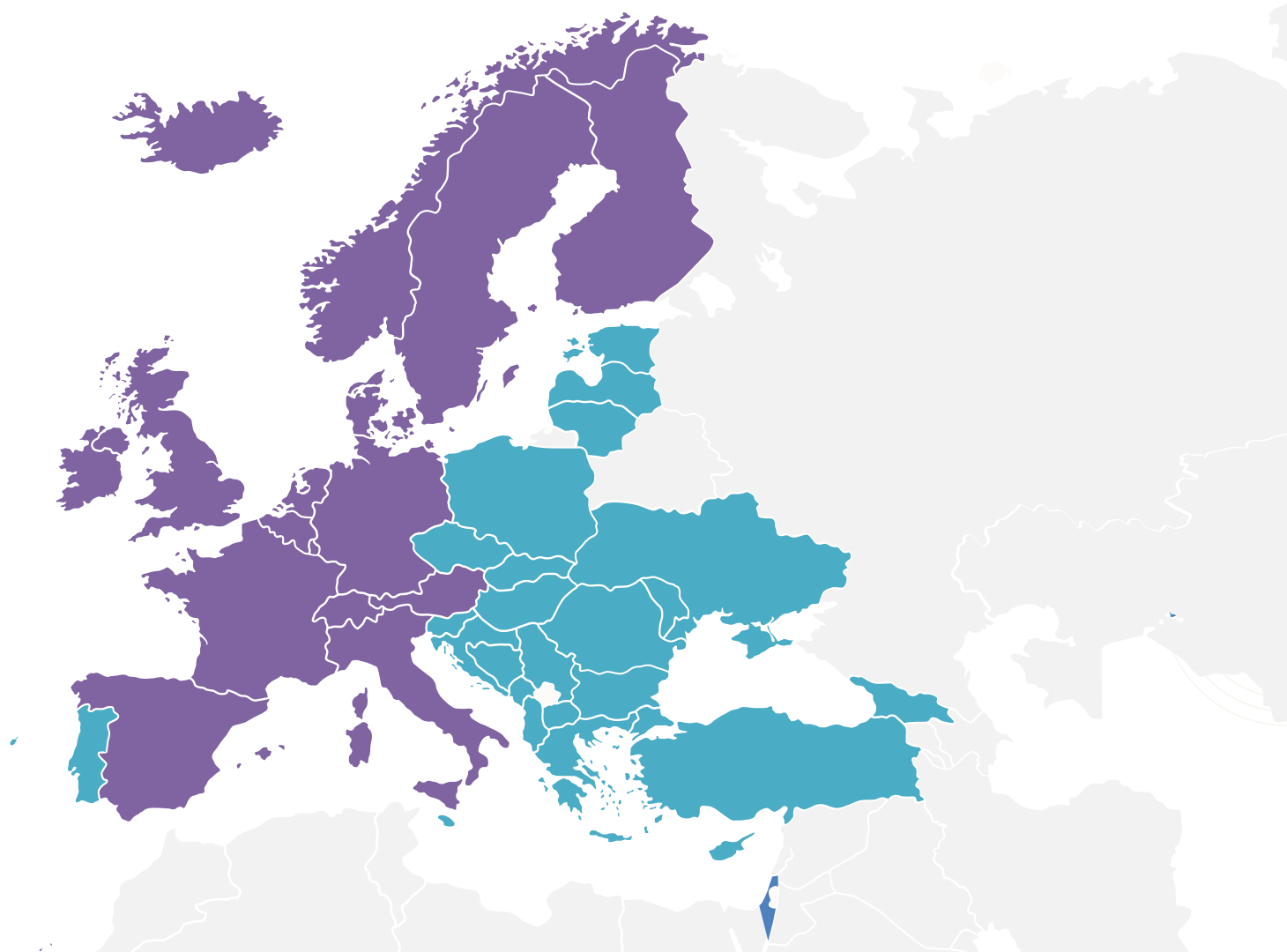


which country are you
represented



The annotation tool





3 POLLS



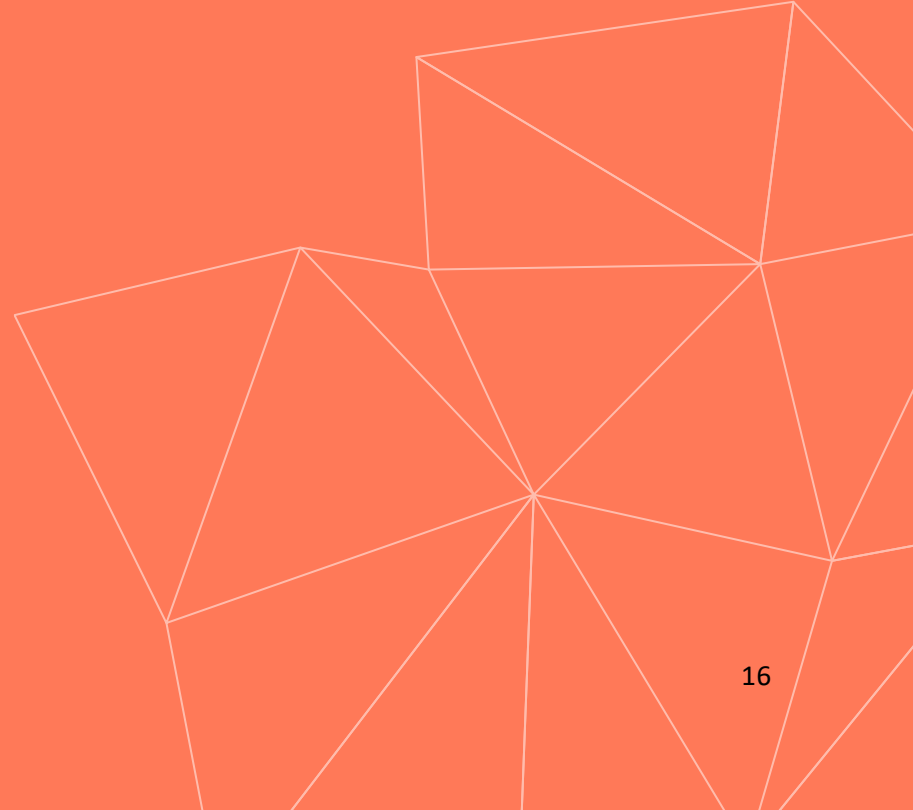
Which is your disciplinary background?




Are you a young researcher?



Have you already participated in
a COST Action ?





Getting to know each other: name, institution, personal objectives in this Action?



4-5 people per room, random allocation
10min free discussion

COST in brief



European Cooperation in Science & Technology

COST provides **NETWORKING** opportunities for researchers and innovators, to strengthen Europe's capacity to address scientific, technological and societal challenges

MISSION

VISION

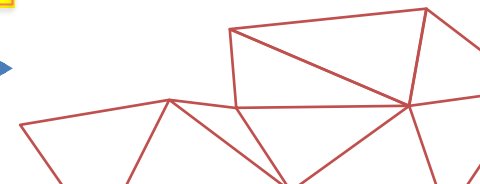
Europe's most empowering research networking programme

STRATEGIC PRIORITIES

Promoting and spreading excellence in **ALL** its member Countries

Fostering **INTERDISCIPLINARY** research for breakthrough science

Empowering **YOUNG** researchers



COST Countries

41 Members

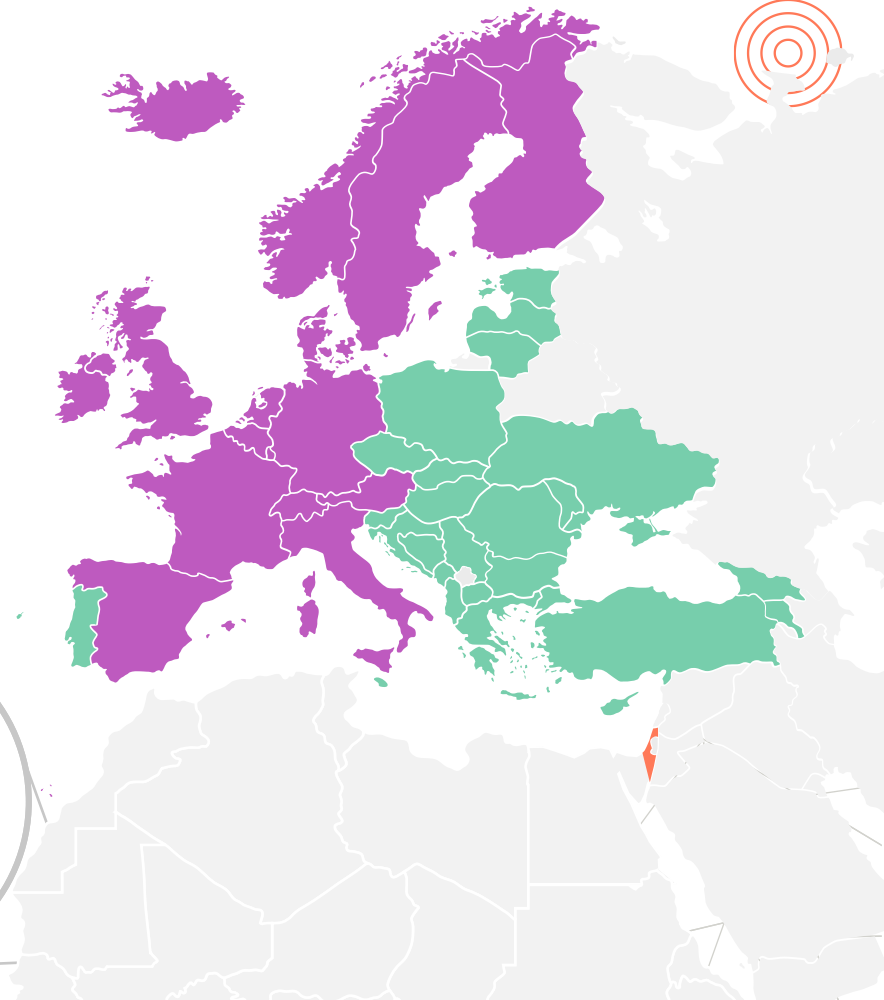
- Albania
- Armenia
- Austria
- Belgium
- Bosnia and Herzegovina
- Bulgaria
- Croatia
- Cyprus
- Czech Republic
- Denmark
- Estonia
- Finland
- France
- Georgia
- Germany
- Greece
- Hungary
- Iceland
- Ireland
- Italy
- Latvia
- Lithuania
- Luxembourg
- Malta
- The Republic of Moldova
- Montenegro
- The Netherlands
- The Republic of North Macedonia
- Norway
- Poland
- Portugal
- Romania
- Serbia
- Slovakia
- Slovenia
- Spain
- Sweden
- Switzerland
- Turkey
- Ukraine
- United Kingdom

1 Cooperating Member

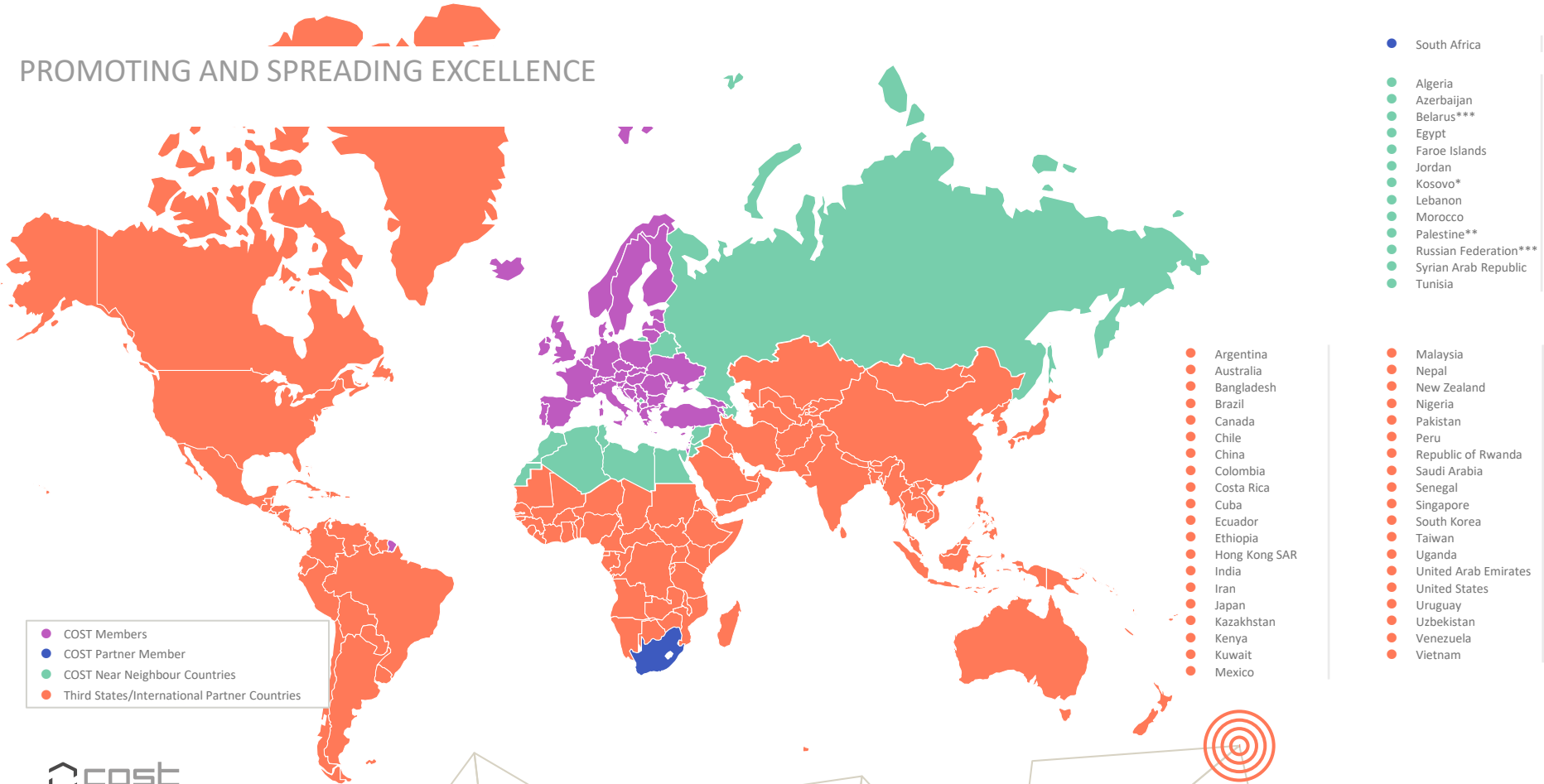
- Israel

1 Partner Member

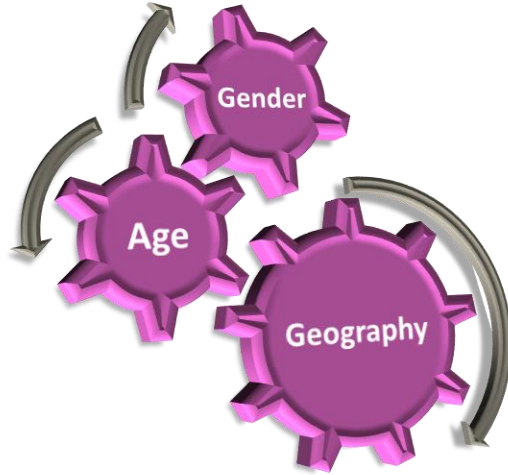
- South Africa



PROMOTING AND SPREADING EXCELLENCE



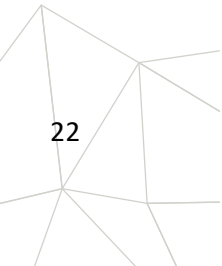
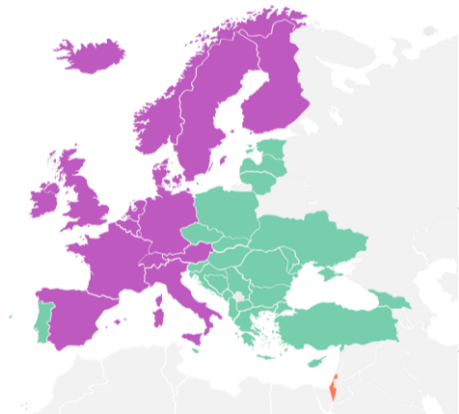
COST Excellence and Inclusiveness Policy



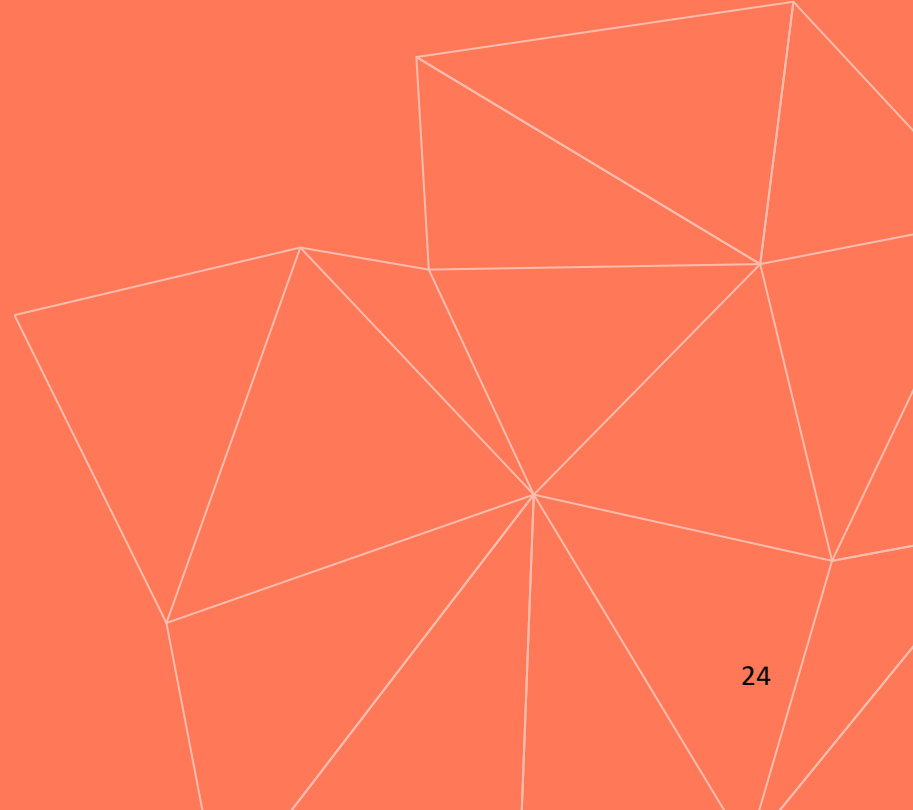
<<<< Ensure equal **gender** participation

<<<< Special measures for the **Youngest** (< 40y)

Special measures to Inclusiveness Target countries >>>>



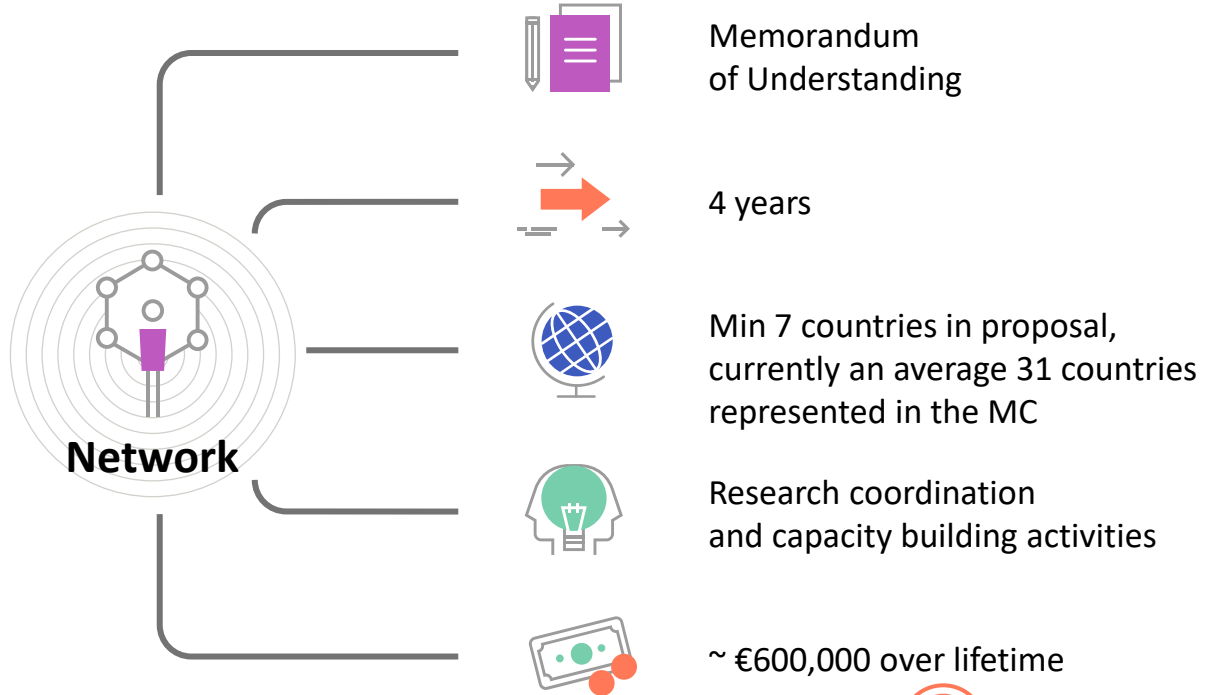
COST Actions



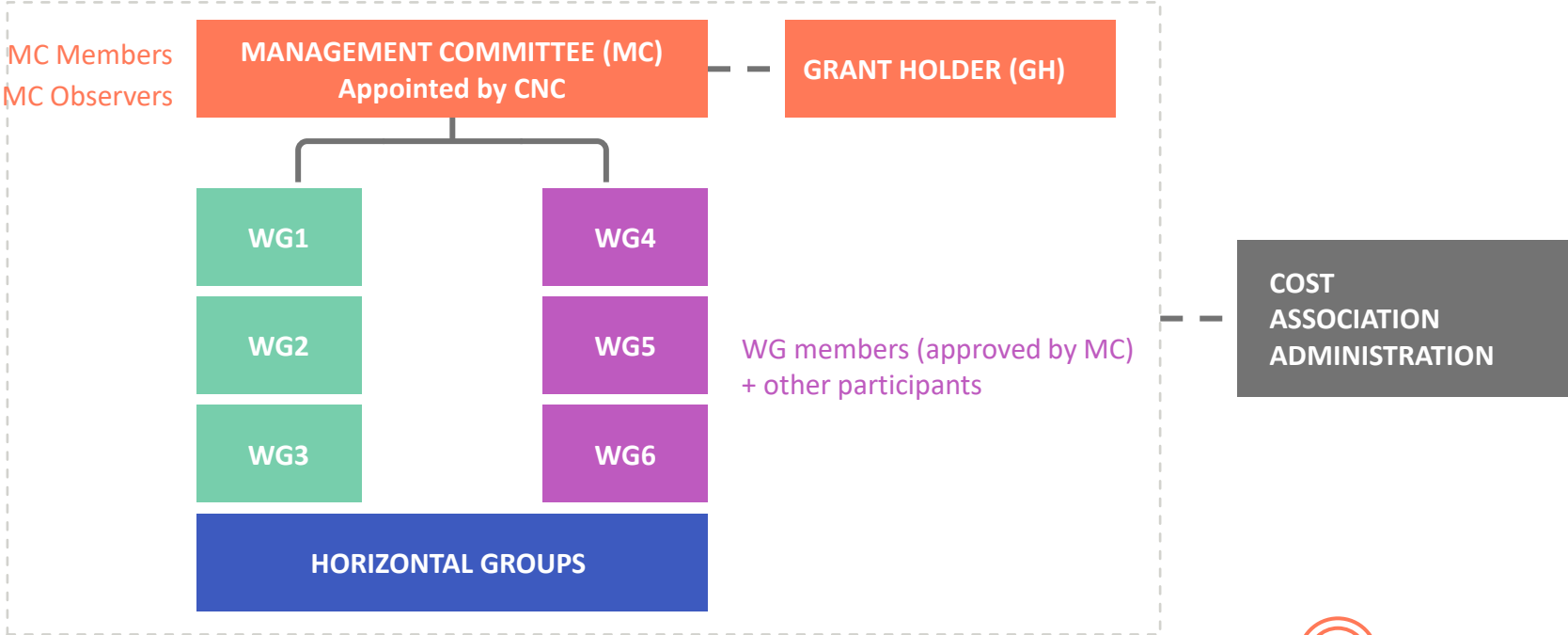
COST Actions

COST provides funding for networking

COST is **not** funding research or salary



Participation



Management Committee role



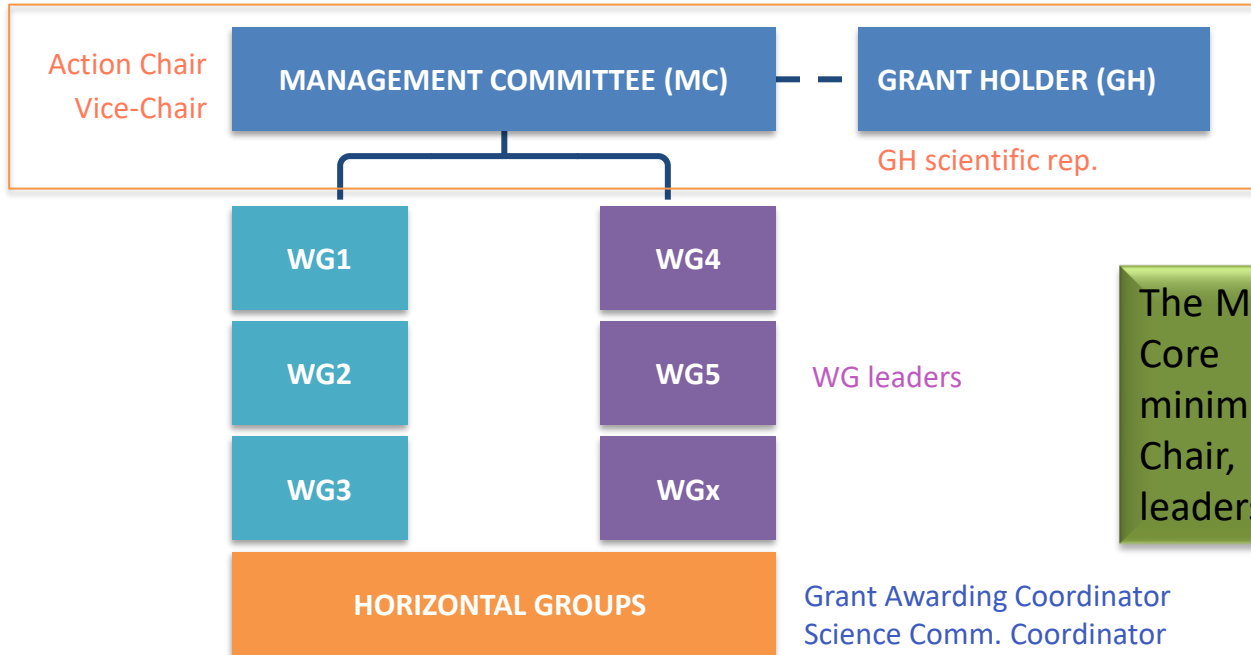
Role of the Management Committee:

- decision body of the Action (management, budget, activities, membership, monitoring...)
- Contributes to the COST mission and strategic priorities

Action MC Members:

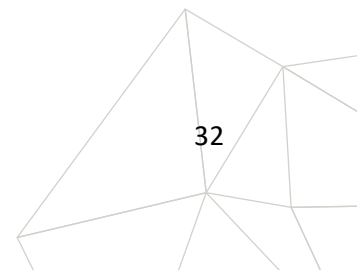
- Active participation
- Represent their national community of researchers
 - coordinate inputs at national level
 - Promote the Action
 - report to the CNC

Mandatory Leadership Positions and Core Group



Elected at MC1

The MC may decide to establish a Core Group which shall as a minimum be composed of the Chair, Vice-Chair and the WG leaders



Action Chair



- Elected by the Management Committee at MC1
- Main responsibilities :
 - Activities' coordination to reach the MOU objectives
 - budget proposal
 - submitting Work and Budget Plan, progress reports, monitoring
 - Counterpart of the COST Science Officer



Working Group Leader

- affiliation in a legal entity from a COST Full / Cooperating / Partner Member or specific organisation;
- Elected by the Management Committee at the MC1;
- Coordinates and manages the WG activities and tasks as defined in the MOU



Grant Awarding Coordinator

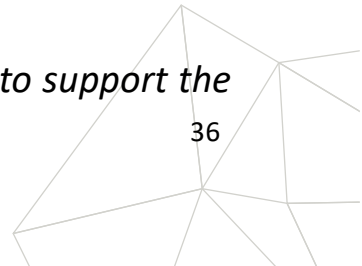
- Coordinates the Grant awarding process
- Elected by the Management Committee

Science Communication Coordinator



- Proposes the communication strategy of the Action
- Manages communication tools (brochures, infographic, videos, animations...)
- Coordinates various communication channels (website, social media, press)
- Will be invited to join a dedicated platform for science communication coordinators of all ongoing Actions
- contact point for the COST Media Officer

Training will be provided by the COST Communication Unit in February and March 2024 to support the science communication coordinator in this leadership position.





WG member – Action's participants

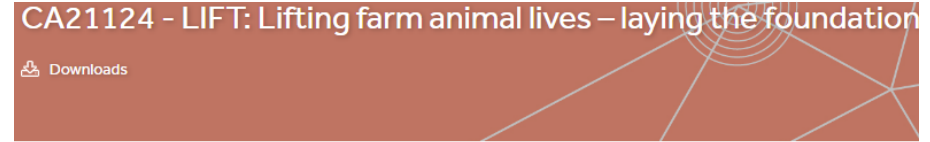
Working Group (WG) members are individuals with an affiliation to a legal entity anywhere in the world.

- perform the tasks to reach the Action's objectives as define in the MoU.
- active participation including from MC members
- Membership validated by the MC

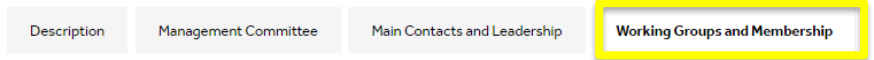
Working Group members application



- Apply via the COST website - **MC members as well**
- WG preference, Scientific Background, Motivation, WG contribution
- Approved WG members will appear on the Action page of the COST website



[Home](#) > [Browse Actions](#) > LIFT: Lifting farm animal lives – laying the foundations for positive animal welfare (LIFT)

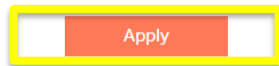


Working Groups

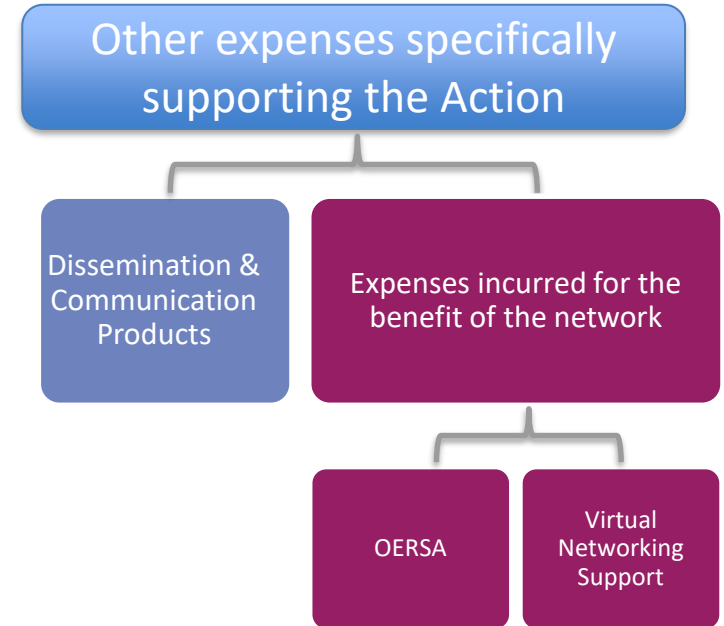
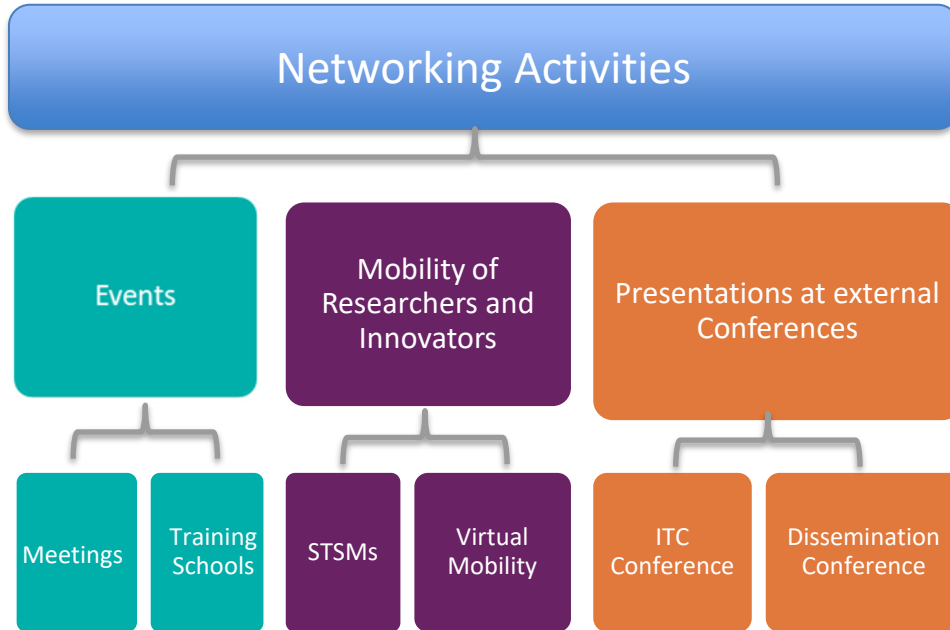
Number	Title	Leader
1	WG 1 "Defining key concepts of positive animal welfare"	Prof Jean-Loup RAULT
2	WG 2 "Identifying valid methodologies to assess positive animal welfare"	Prof Linda KEELING
3	WG3 "Devising potential indicators of positive animal welfare to be used on-farm"	Dr Pol LLONCH
4	Dissemination and Knowledge Transfer and Exchange	Dr Irene CAMERLINK

Express your interest to join any of the working groups by applying below.

It is required to have an e-COST profile to submit your application. If needed, [create it first](#) and then click 'Apply'.



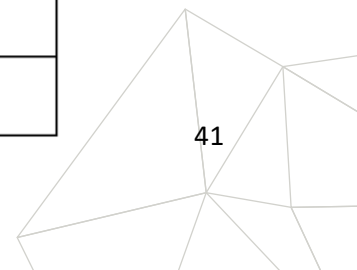
What can be funded by COST?



Location of Activities



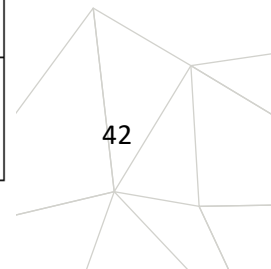
		Meetings	Training Schools and other networking activities
Virtual Environment		✓	✓
COST Members	Full or Cooperating Members	✓	✓
	Partner Member	✗	✓
NNC		✓	✓
IPC/Third State		✗	✓
Specific Organisations		Rule applicable to territory where it is vested	



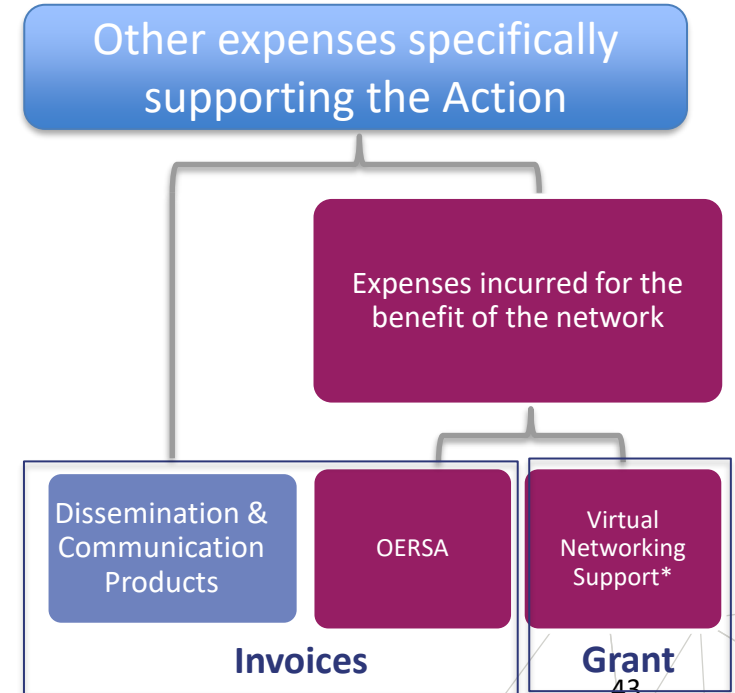
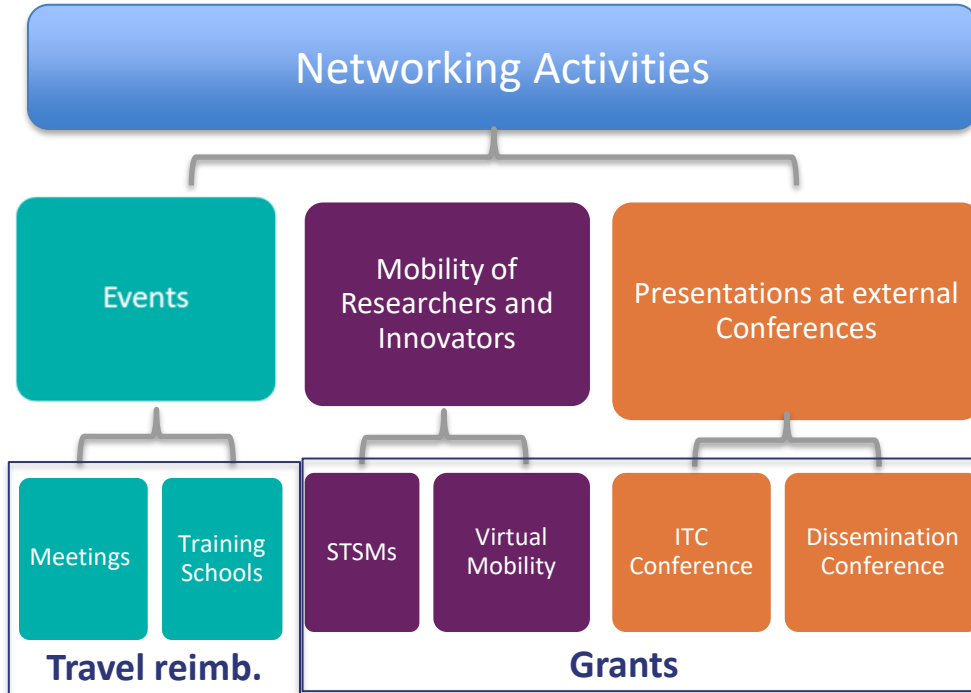
Eligibility to receive funding



Affiliation to		Meetings		Training Schools			Other networking activities	
		Invited individual	Local Organiser	Trainer	Trainee	Local Organiser	ITC Conf Grant*	All others
COST Members	Legal entity in COST F/C Member	✓	✓	✓	✓	✓	✓	✓
	Legal entity in CPM	At COST Partner Member's costs (dedicated budget line)						
Specific Organisations	EC/EU	At EC, EU body, office or agency cost (minimisation of cascade funding)						
	Eur. RTD Org.	✓	✓	✓	✓	✓	✗	✓
	IO	Once in the lifetime of the Action	✗	✓	✗	✗	✗	✗
NNC	Legal entity in a NNC	✓	✓	✓	✓	✓	✓	✓
IPC / Third States	Legal entity in an IPC	Once in the lifetime of the Action	✗	✓	✗	✗	✗	✗



Reimbursement modalities



Travel Reimbursement rules



Daily allowance (DA) covers:

- Hotel
- Meals
- Short distance travel (≤100 km one way)

Based on:

- Location (meeting country)
- Travel times

No invoice required



Long distance travel (>100 km one way) covers total travel expenses up to a maximum of 1500 EUR round trip

- Train, bus
- Plane
- Ferry
- Car – limited to 2000 km, 0.35 €/km

Others:

- Visa costs
- Travel cancellation insurance

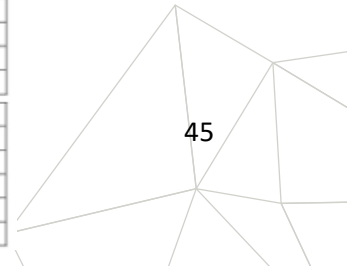
Travel supporting documents required





- ✓ Daily Allowance is based on the country of the event (Meeting or Training School)
- ✓ MC can decide to lower the amount of the DA
- ✓ Training Schools: trainers and trainees can have different DA

Country	Daily allowance
Albania	180
Austria	199
Belgium	220
Bosnia and Herzegovina	195
Bulgaria	191
Croatia	191
Cyprus	204
Czech Republic	191
Denmark	209
Estonia	192
Finland	207
France	195
Georgia	191
Germany	212
Greece	193
Hungary	191
Iceland	207
Ireland	211
Israel	195
Italy	201
Latvia	191
Lithuania	182
Luxembourg	205
Malta	193
Moldova	180
Montenegro	182
Netherlands	211
Norway	214
Poland	194
Portugal	195
Romania	187
Serbia	191
Slovakia	189
Slovenia	187
Spain	192
Sweden	199
Switzerland	209
Republic of North Macedonia	191
Turkey	191
Ukraine	191
United Kingdom	222
Any other country	222

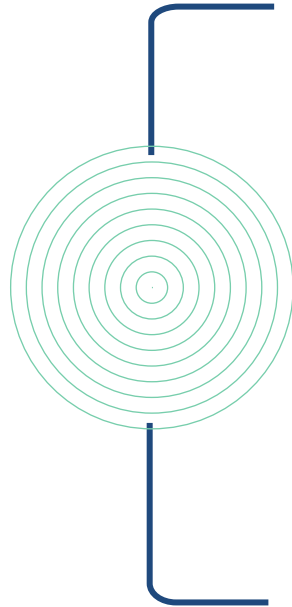


Local Organiser Support (LOS) Grant



Grant parameters:

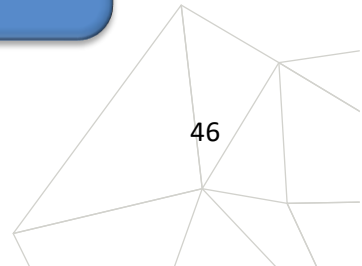
- Format of meeting (F2F, Hybrid or Virtual)
- Number of **unique** attendees
- Duration



e-COST invitation to all attendees (regardless of eligibility)

Daily attendance list signed daily

Virtual meeting log as generated from virtual platform (e.g. Zoom, Teams, etc)



Short-term scientific missions (STSM)



WHERE:

To a host organization located in a **different** country than the country of affiliation

Grant AMOUNT:

(Up to 4000 EUR)
Paid after report approval
(after the STSM)

ITC or Dissemination Conference Grants

WHERE:

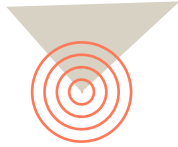
To high-level conference **not organised by the Action itself**

Grant AMOUNT:

(Up to 2000 EUR) or 500 EUR (virtual)
Paid after report approval



Virtual mobility grant



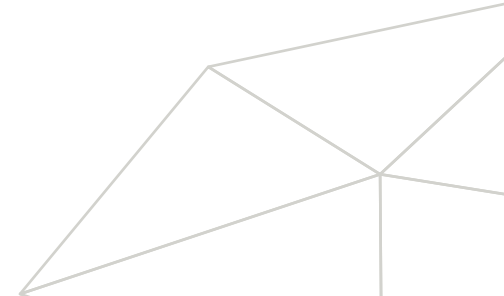
WHAT:

A collaboration in a virtual setting among Action researchers or innovators to exchange knowledge, learn new techniques, etc.

Grant AMOUNT:

Up to 1500 EUR
Paid after report approval

***All activities must take place within a Grant Period**



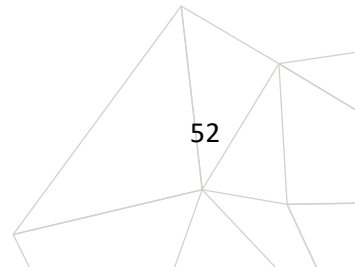
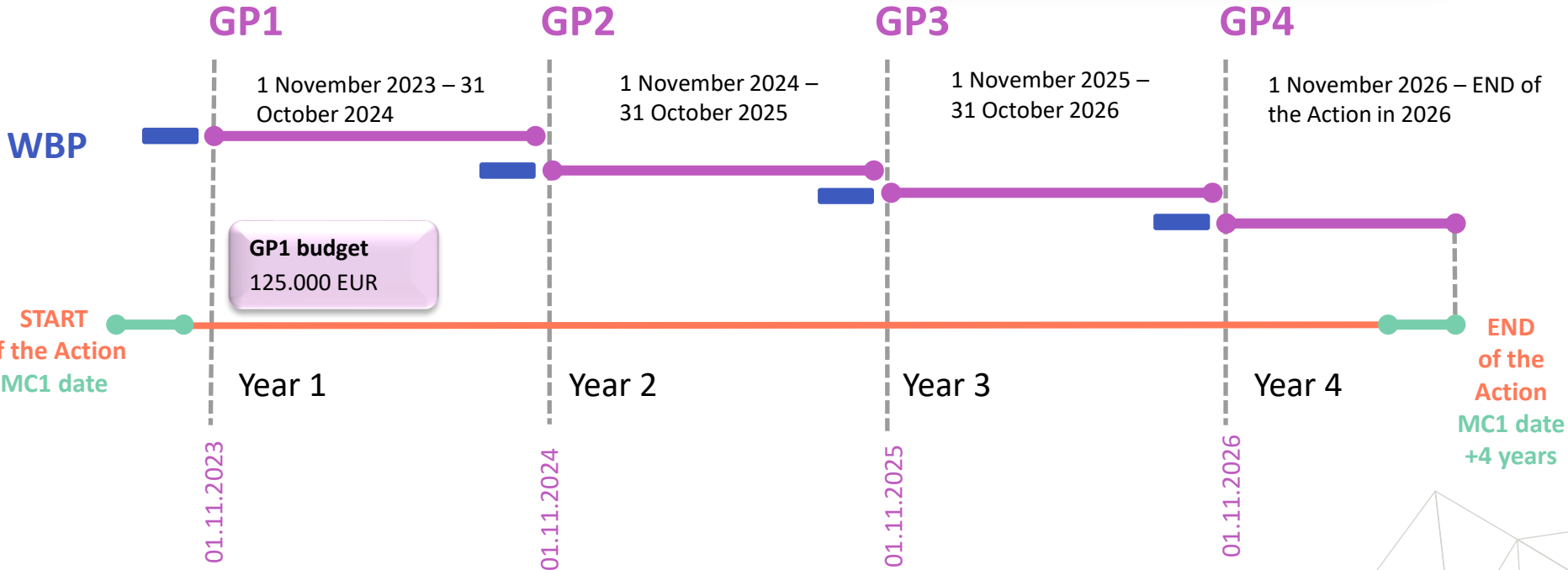


~~Double funding~~



Grant Periods and budgets

No Budget carry-over from one GP to the following one



Questions?

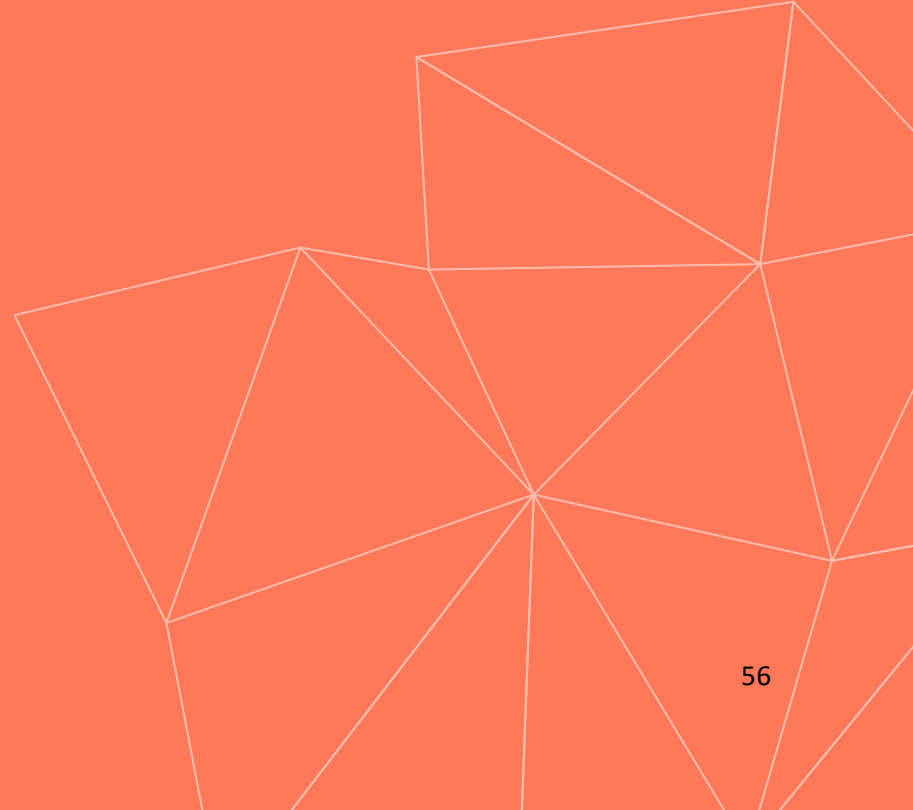


Action Chair candidate

Presentation of the Action



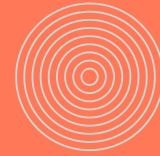
Questions



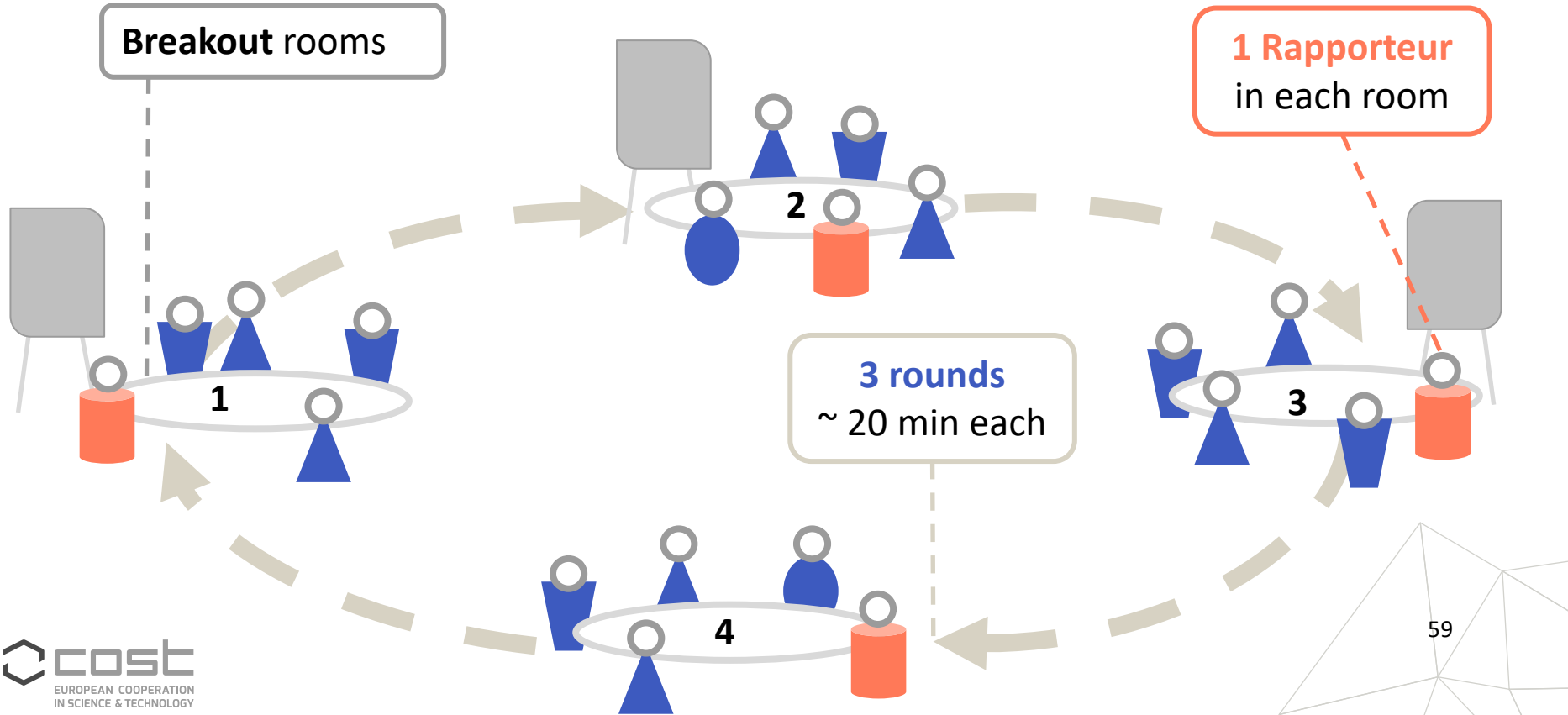
Group Photo and Break

We resume at 11:xx

COST Action Café



Structured Discussion: COST Action Café






Action Number:
Room Title:
Rapporteur(s):
Meeting Participants interested in contributing to the topic: <i>(Only for the groups discussing Grant Awarding, Science Communication plan and Stakeholder Engagement – WGs information on the e-COST platform.)</i>
What is our main goal?
How can we achieve it?
Which resources do we need? <i>(e.g. budget, use of networking tools, different expertise etc.)</i>
What are the next steps?

Template for the break-out rooms

If you don't have the chance to visit the group – please send your interest to the Rapporteur

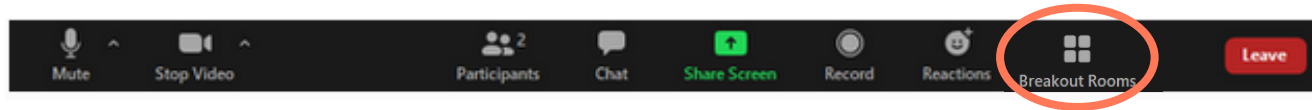


ROOM	TOPIC	MODERATOR
1	Search, Planning, Learning, and Explainability	Dennis Soemers
2	Cultural Heritage of Games	Walter Crist
3	Automated Game and Puzzle Design	Antonios Liapis
4	Mathematics in Games	Lisa Rougetet / Tiago Hirth
5	Implementation, Dissemination, and Education	Theodora Moullou
6	Grant Awarding Coordination	Fatih Parlak
7	Sc Communication Coordination	Summer Courts

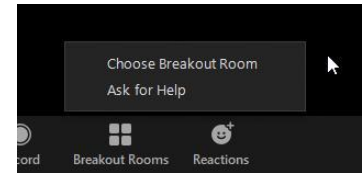


Moving to a break-out room

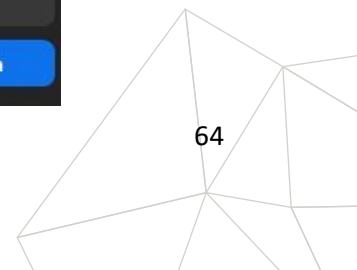
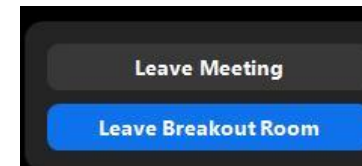
- Click on the breakout room icon on the control bar



- You can move across different rooms. The hosting team will assist in the rooms if necessary (ask for help!)



- At the end of a round, don't leave the room, but join another room
- If needed leave room to return to main session



Lunch


We resume at 2pm



Debrief by Rapporteurs

Next steps





ROOM	TOPIC	MODERATOR
1	Search, Planning, Learning, and Explainability	Dennis Soemers
2	Cultural Heritage of Games	Walter Crist
3	Automated Game and Puzzle Design	Antonios Liapis
4	Mathematics in Games	Lisa Rougetet / Tiago Hirth
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7	Sc Communication Coordination	Summer Courts

Action Chair, Vice Chair and Grant Holder Scientific Representative

Elections



COST Action MC Decision Making



MC MEETINGS

Minimum once a year

Typical duration ½ day

Decisions only valid if at least 2/3 of the COST Countries represented in the MC are present

Simple majority vote of MC Members with one vote per COST Country represented at the MC

MC decision must be in the minutes and sent to COST Association

E-VOTE (in e-COST)

Initiated and managed by the Action Chair (or Vice Chair if applicable)

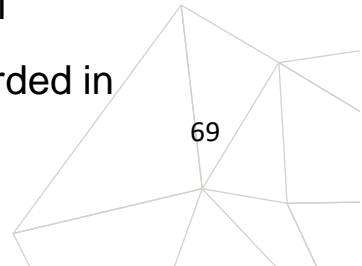
All MC members are automatically included.

Vote open (7 days)

Simple majority vote of MC Members with one vote per COST Country represented at the MC

Abstention means tacit approval

MC decision automatically recorded in e-COST



Quorum

34 countries

Quorum = 23



What are you voting for:

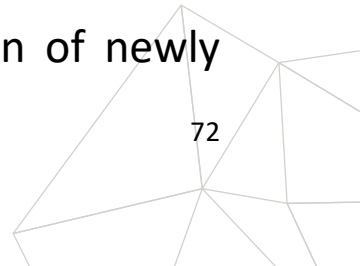


- The **Action Chair** is responsible for the coordination and implementation of the Action.
- The **Vice Chair** assists in these activities when requested to do so by the Action Chair and substitute the Action Chair when required or mandated to do so.
- **Grant Holder Institution** is the legal entity responsible for the administrative and financial implementation of the COST Action.



After the MC1

- Minutes with the presentations, discussions and decisions taken will be shared to the whole MC;
- Mandatory leadership positions will be entered in e-COST;
- Grant Holder Institution can be finalised in e-COST;
- Work and Budget Plan can be finalised by the Action Chair and submitted in COST for COST Association and Management Committee approval;
- Action Grant Agreement is generated and e-signed by the Legal Representative, the budget is available for the Action;
- The MC votes on the WG membership applications and participation of newly appointed MC members.



Break

We resume at **15:xx**



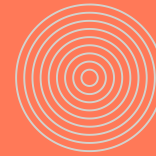
MC discussion and decisions

Elected Action Chair



MC mandate(s)

Elected Action Chair



GameTable

Computational Techniques for Tabletop Games Heritage

MC1 meeting

GameTable COST Action CA22145

Éric Piette and Walter Crist

24 October 2023

Origins of GameTable = Digital Ludeme Project (DLP)

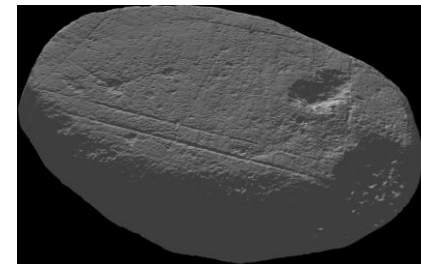
Five-year research project (2018-2023):

1. **Model** full range of traditional strategy games in a single playable digital database



2. **Reconstruct** missing knowledge about ancient games


3. **Map** spread of games throughout history



Collaborating to Conquer Complex Challenges !

- **DLP** explored only **a few ideas and cases**, more can be done.
 - It only focused on board games.
 - **Games** are a topic in many fields.

 - Many games researchers are in disconnected **communities**.
 - Other (funding) **projects** about games are possible.

 - **Interdisciplinary** collaboration.
 - Multiple **challenges** could be solved thanks to **AI**.
 - Multiple AI challenges still remaining.
- 
- Win/Win
Solutions**
- We **need** to create an **international joint effort!!!**

GameTable

Computational Techniques for Tabletop Games Heritage

- **Interdisciplinary network** = Artificial Intelligence, Computer Science, Mathematics, Economics, Archaeology, History, Anthropology, Education, Dissemination, etc.
- Scholars and stakeholders from all career stages across academia, industry, and heritage institutions
- Main goals:
 - **Build** and **Reinforce** an excellent interdisciplinary **network** of researchers in Europe and beyond in (tabletop) games.
 - Inspire **new methodologies**.
 - Develop **new applications**.
 - **Collaborations** through meetings, events, short missions.
 - **Teach** and **Learn** through training schools and missions.
 - Offer opportunities for **Young Researchers and Investigators** (YRIs).
 - Significantly improve **gender equality**.
 - Pave the way to work with **industries** and **institutions**.
 - **Disseminate** our results, opportunities, and challenges.
 - **Facilitate future research** on games through the creation of **digital tools**.
 - **Identify AI techniques** that can answer research questions on other fields.
 - **Develop pedagogical programs** and activities among students at all levels of educations.

Deliverables

- A public **website**.
- **Tutorials** and **videos** to promote the results and activities.
- **Reconstructed rulesets**.
- **White papers** from each WG leader after the first two years.
- **Book(s)/survey(s)** papers.
- **Educational** materials such as **booklets**.
- **Two public events** in partnership with **museums** or other **cultural institutions**.
- **Digital Exhibition** to highlight impactful games in world history.
- A **system** tailored for **public** and **non-computer science researchers**, designed to study, analyse, evaluate, and play any tabletop game.
- **Vision papers** on future challenges and avenues for research.
- **Publications** in peer-reviewed journals and conference proceedings. Each WG will produce a minimum of five (open-access) articles/reports/documents.
- **Interdisciplinary collaborations** between the WGs will be a priority to present scientific results at conferences.

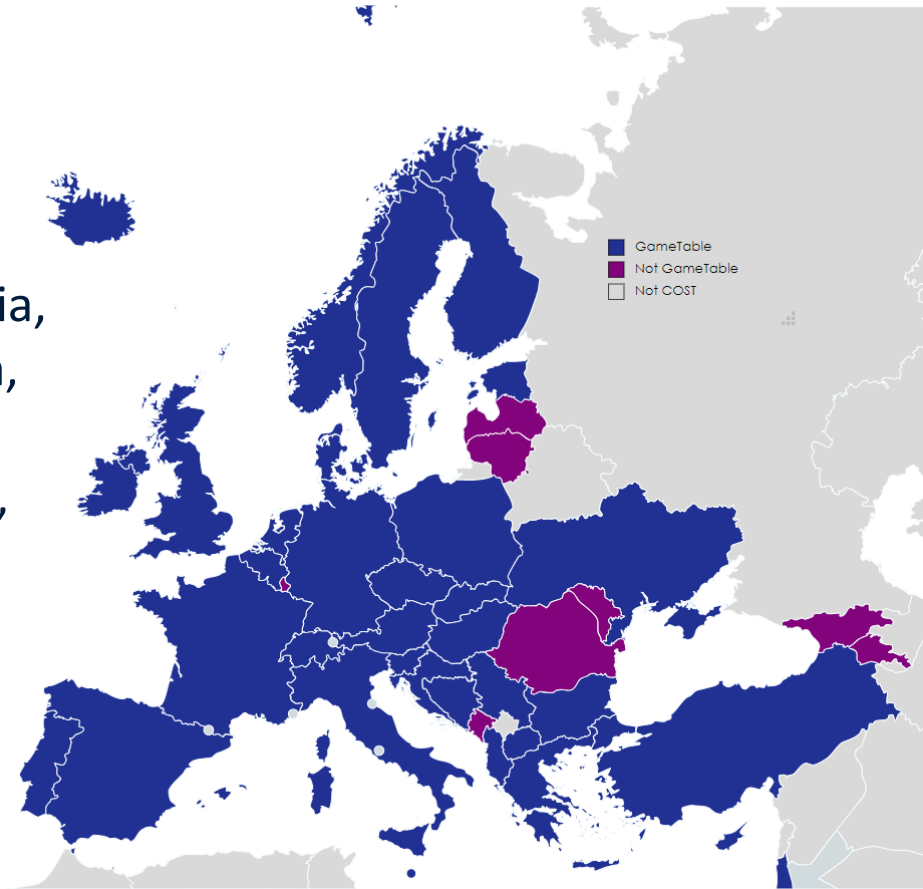
GameTable country members

- **34 COST countries:**

Portugal, Spain, Italy, Malta, Greece, Cyprus, Turkey, Israel, Albania, North Macedonia, Bulgaria, Serbia, Bosnia and Herzegovina, Croatia, France, Switzerland, Slovenia, Austria, Slovakia, Czechia, Poland, Germany, Belgium, Netherlands, United Kingdom, Ireland, Denmark, Finland, Sweden, Norway, Iceland, Hungary, Estonia, Ukraine

- **Only 8 more are remaining:**

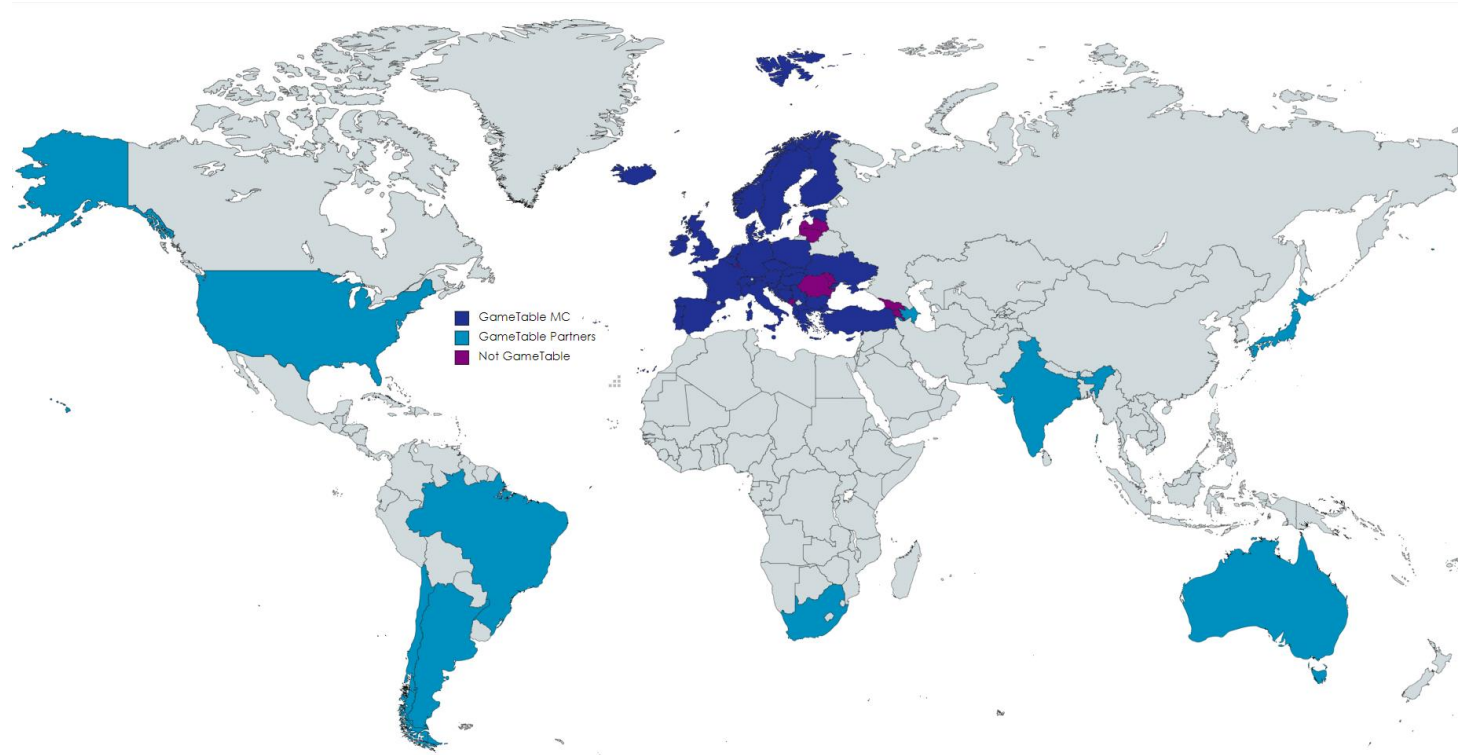
Luxembourg, Latvia, Lithuania, Romania, Moldova, Montenegro, Georgia, Armenia



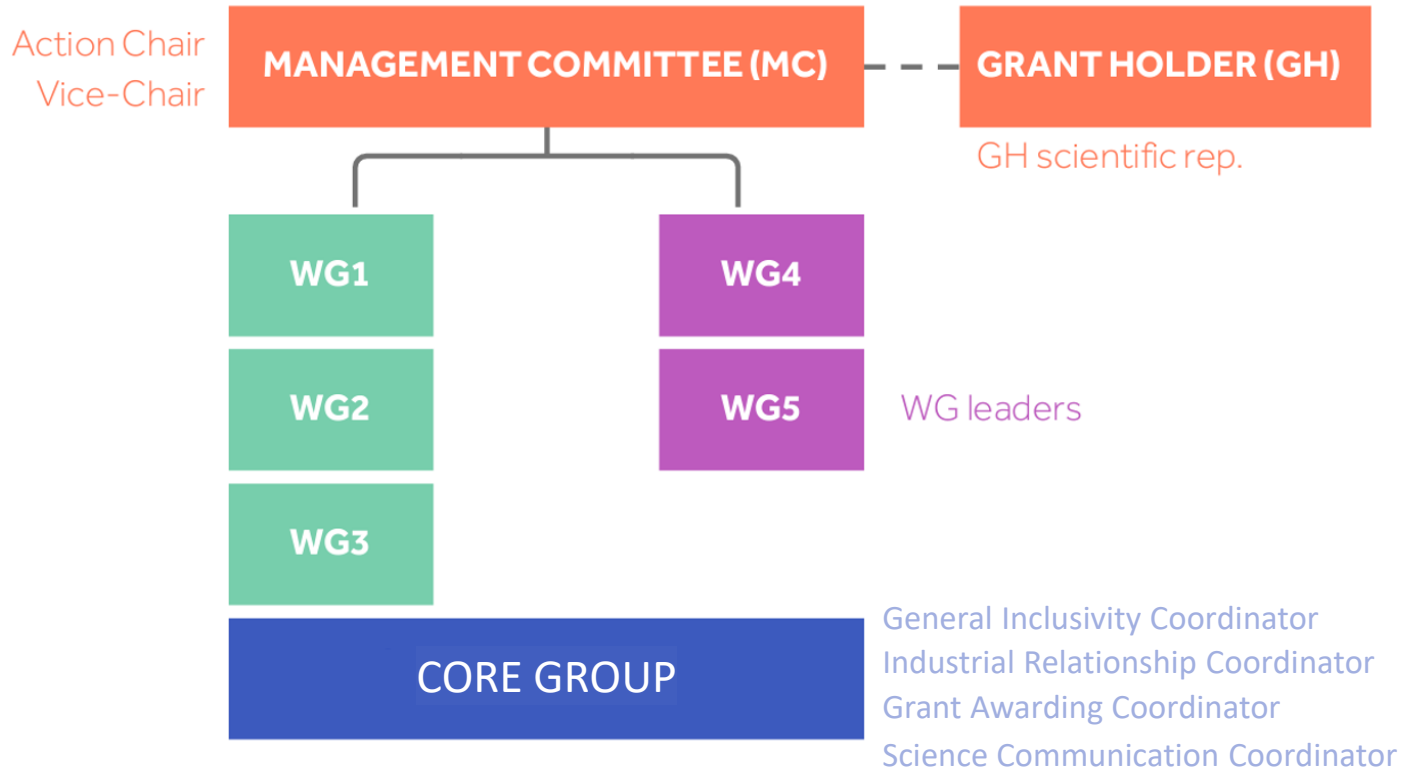
GameTable International Partner Countries

- **9 International Partner Countries:**

- USA
- Brazil
- Argentina
- South Africa
- Azerbaijan
- Japan
- India
- Australia
- Chile



COST Action Structure and leadership positions



WG1 - Search, Planning, Learning, and Explainability

Game AI Techniques:

- Search/Planning
- (Reinforcement) Learning
- Explainable search/RL

→ Focus on General **Game** Playing. Don't just play 1000 different games in theory, but in practice!

→ Don't just play to win; play to model and understand human experience.

WG2 - Cultural Heritage of Games

Comprised of researchers from all culturally-focused disciplines: history, archaeology, Egyptology, Classics, anthropology, Indology, museum studies, art history, etc...

We will explore ways that we can use AI and computational techniques to answer the kinds of research questions we have—as well as collaborate with WG1 to develop AIs that play in a (more) human-like fashion

Major goal: develop Ludii games database into **THE** authoritative resource for traditional games

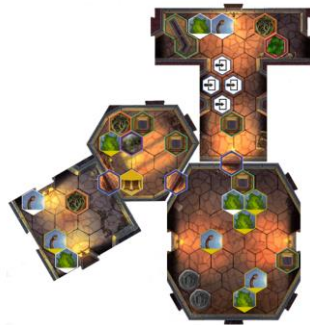
WG3 - Automated Game and Puzzle Design

Will explore how to...

- Reconstruct missing rules of incomplete games
- Generate new high-quality games
- Generate expansions of existing games

What? Full games, rules, equipment?

How? Search-based? LLM-based?



init	avg.						
	Two-step evolution variant						
	1.06	1.07	1.08	1.09	1.03	1.06	1.11
	0.43	0.60	0.24	0.50	0.48	0.54	0.63
RANDOM							
	0.46	0.55	0.32	0.48	0.61	0.52	0.62

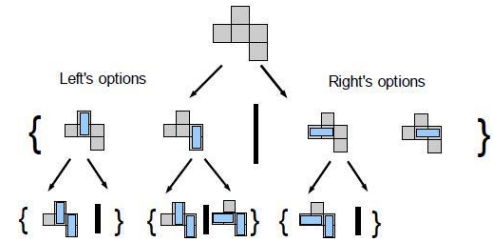
WG4 - Mathematics in Games

A space to explore games from a mathematical perspective:

- Combinatorial Game Theory
- Game Theory
- Mathematical Analysis of Games (from its multiple subfields, topology, statistics, number theory, etc.)
- History and other mathematical aspects of study of games and mathematical games.



		Alice	
		T	L
Bob	T	1,1	1,-1
	L	-1,1	0,0



WG5 - Implementation, Dissemination, and Education

- **Implementation:**
 - Coordinate the development of the **general game system** so that it is **user-friendly** and can be used by researchers outside of computer science as well as by the public.
 - Production of **interdisciplinary scientific papers** in cooperation with all WGs.
- **Dissemination:**
 - Targeting **partner institutions and organisations**.
 - Target meetings with **museums**: workshops, classes, other programming events with local cultural heritage and games organisations.
 - Creation of different **tutorials and videos to promote the results** and to make easier use of the AI-based tools produced.
 - Organisation of the **final conference**.
- **Education:**
 - Organisation of **educational events**, including **training schools (TS)** and **meetings**. **Connect heritage education and game-based learning** related activities within Europe and **share** experience, methodology and best practices.
 - Production of **booklets, videos** and **tutorials** on games, history and mathematics for teacher training, both in primary and in secondary schools.
 - Creation of a **digital exhibition on applications of Game AI to traditional games**.

Time for answers!



GameTable

Computational Techniques for Tabletop Games Heritage

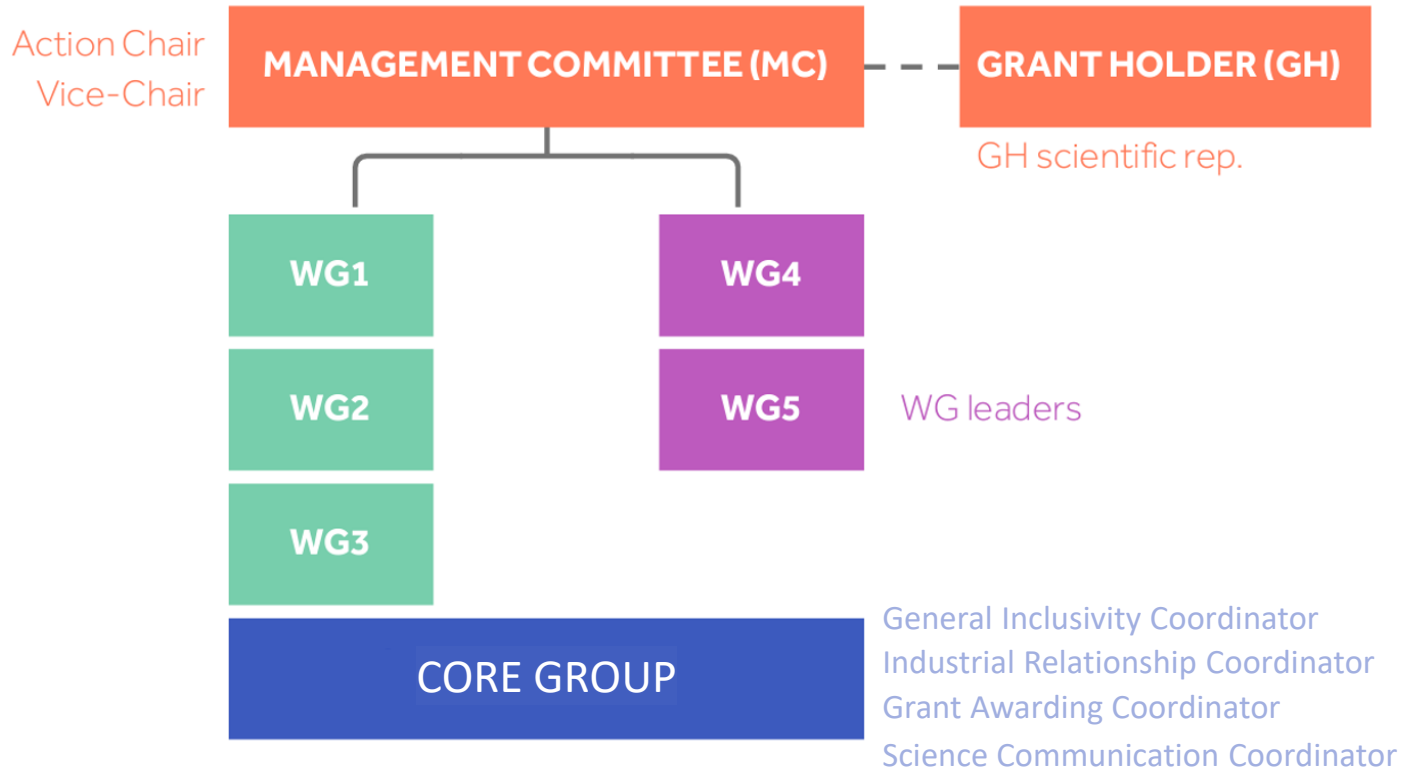
MC1 meeting

GameTable COST Action CA22145

Éric Piette and Walter Crist

24 October 2023

COST Action Structure and leadership positions



Core Group



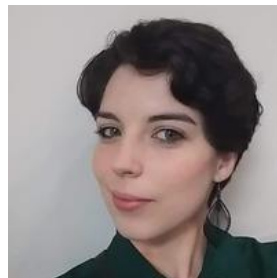
Action Chair

Grant Holder Scientific Repre.



Action Vice-Chair

WG2 Leader



Science Comm. Coord.



Grant Awarding Coord.



Gender Balance Coord.



Industrial Relationship Coord.



UCLouvain

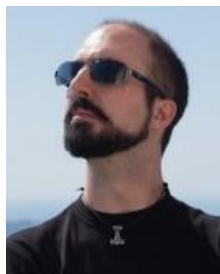
Grant Holder Institution



**Grant Holder Manager
Anne-Christine Baudouin**



WG1 Leader



WG3 Leader



WG4 Leaders



WG5 Leader (education)

Action Chair & Grant Holder Scientific Representative



Eric Piette

eric.piette@uclouvain.be

Responsible for the coordination of the Action on behalf of the MC i.e.

- Approves / rejects Nominated MC member and Observers, WG applications, Local Organizer Support post-approval.
- Assigns Leadership positions.
- Submits Work/Budget Plan, initiate (e-)votes, Progress Reports.



UCLouvain

- Represents the institution which is legally responsible for the administrative and financial management.
- Assign administrative and financial task to himself or an assistant.

Grant Holder Manager - Anne-Christine Baudouin

anne-christine.baudouin@uclouvain.be

Vice Action-Chair



Walter Crist
wcrist@asu.edu

- Assists the Chair and acts as substitute for the Action Chair when required or mandated to do so.
- Represents the COST Member State's national community of researchers and innovators on the Action's topic.
- Have the same controls over the Action as the Chair.

Science Communication Coordinator



Summer Courts

s.l.courts@pgr.reading.ac.uk

- Strategic position for both internal and external communication.
- Coordinates the Action dissemination.
- Responsible for the Science Communication Plan.
- Contact point to communicate and disseminate to the general public.
- Contact point for any external parties for questions on Action communication, dissemination, and valorisation.
- Implement the Action communication and dissemination strategy in line with the Visual identity requirements of COST Visual Identity (<https://www.cost.eu/visual-identity/>).
- Will manage multiple social networks and communication in the GameTable website (and more).

Grant Awarding Coordinator



Fatih Parlak

ofatihparlak@gmail.com

- Coordinates and is responsible for the Grant awarding process.
- Approve on behalf of the MC the award of all types of grants for:
 - Mobility of Researchers and Innovators;
 - Presentation of Action results at conferences organized by third parties.

More information of the grant awarding process here:

<https://www.cost.eu/uploads/2021/12/Grant-Awarding-userguide.pdf>

General Inclusivity Coordinator



Raluca Gaina
r.d.gaina@qmul.ac.uk

- Pivotal role in ensuring that all events are well-balanced.
- Actively work towards addressing the gender balance, particularly in fields like AI and CS.
- In charge of any initiatives aimed at promoting inclusivity by receiving full support from the Action.

Industrial Relationship Coordinator



Spyridon Samothrakis

ssamot@essex.ac.uk

- Establishing connections with industrial partners regarding the various projects undertaken within the Action, whether by individual working groups or the Action as a whole.
- Communicating any industrial opportunities to our network to ensure widespread awareness.
- Contact point for anyone interested in working with an industrial partner.

WG1 - Search, Planning, Learning, and Explainability

WG1 Leader



Dennis Soemers

Postdoctoral Researcher

dennis.soemers@maastrichtuniversity.nl

Game AI Techniques:

- Search/Planning
- (Reinforcement) Learning
- Explainable search/RL

- Focus on General **Game** Playing. Don't just play 1000 different games in theory, but in practice!
- Don't just play to win; play to model and understand human experience.

WG2 - Cultural Heritage of Games

WG2 Leader



Walter Crist

Lecturer

wcrist@asu.edu

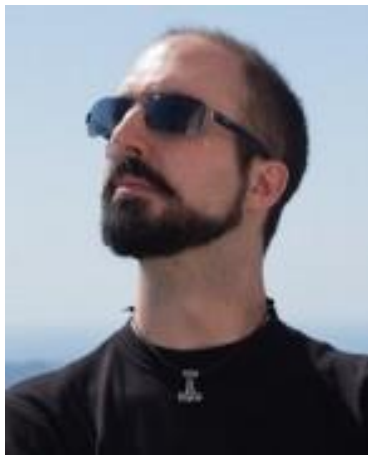
Comprised of researchers from all culturally-focused disciplines: history, archaeology, Egyptology, Classics, anthropology, Indology, museum studies, art history, etc...

We will explore ways that we can use AI and computational techniques to answer the kinds of research questions we have—as well as collaborate with WG1 to develop AIs that play in a (more) human-like fashion

Major goal: develop Ludii games database into **THE** authoritative resource for traditional games

WG3 - Automated Game and Puzzle Design

WG3 Leader



Antonios Liapis

Senior Lecturer

antonios.liapis@um.edu.mt

WG3 will explore how to...

- Reconstruct missing rules of incomplete games
- Generate new high-quality games
- Generate expansions of existing games

What? Full games, rules, equipment?

How? Search-based? LLM-based?



init	avg.	♠	♣	♠	♣	♠	♣
	Two-step evolution variant						
♠							
	1.06	1.07	1.08	1.09	1.03	1.06	1.11
♣							
	0.43	0.60	0.24	0.50	0.48	0.54	0.63
RANDOM							
	0.46	0.55	0.32	0.48	0.61	0.52	0.62

WG4 - Mathematics in Games

WG4 co-Leaders



Lisa Rougetet

Assistant Professor in History
of Mathematics

[lisa.rougetet@univ-
brest.fr](mailto:lisa.rougetet@univ-brest.fr)



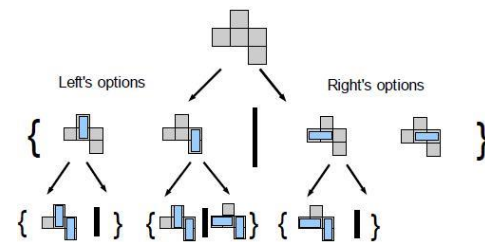
Tiago Hirth

PhD Student in
Recreational
Mathematics

thirth@campus.ul.pt



		Alice	
		T	L
Bob	T	1,1	1,-1
	L	-1,1	0,0



WG5 - Implementation, Dissemination, and Education

WG5 Leader (education)



Theodora Moullou (Dorina)

Senior Archaeologist

moullou.theodora@ac.eap.gr

- **Implementation:**
 - Coordinate the development of the **general game system** so that it is **user-friendly** and can be used by researchers outside of computer science as well as by the public.
- **Dissemination:**
 - Targeting **partner institutions and organisations**.
 - Organisation of the **final conference**.
- **Education:**
 - Organisation of **educational events**, including **training schools (TS)** and **meetings**. **Connect heritage education and game-based learning** related activities within Europe and **share** experience, methodology and best practices.
 - Creation of a **digital exhibition on applications of Game AI to traditional games**.

WG applications (111 applications! 23/10/2023)

Dennis Soemers Maastricht University - Netherlands (NL)	Submitted	1. Search, Planning, Learning, and Explainability 5. Implementation, Dissemination, and Education
Ömer Fatih Parlak Cappadocia University - Turkey (TR)	Submitted	2. Cultural Heritage of Games
Murat Yılmaz Osmaniye Korkut Ata University - Turkey (TR)	Submitted	4. Mathematics in Games 5. Implementation, Dissemination, and Education
Yannick Rochat Faculty of Arts - Switzerland (CH)	Submitted	2. Cultural Heritage of Games 4. Mathematics in Games
Uendi Cerma Aleksander Moisiu University - Albania (AL)	Submitted	1. Search, Planning, Learning, and Explainability 3. Automated Game and Puzzle Design 5. Implementation, Dissemination, and Education
Besa Shahini University of Tirana, Faculty of Economy - Albania (AL)	Submitted	1. Search, Planning, Learning, and Explainability 2. Cultural Heritage of Games 3. Automated Game and Puzzle Design 4. Mathematics in Games 5. Implementation, Dissemination, and Education
Ekrem Bahçekapılı Karadeniz Technical University - Turkey (TR)	Submitted	1. Search, Planning, Learning, and Explainability 5. Implementation, Dissemination, and Education
Ömer KIRMACI Distance Education Implementation & Research Centre - Turkey (TR)	Submitted	1. Search, Planning, Learning, and Explainability 3. Automated Game and Puzzle Design 5. Implementation, Dissemination, and Education
Ivan Nikolov Aalborg University - Denmark (DK)	Submitted	2. Cultural Heritage of Games 5. Implementation, Dissemination, and Education
Miloš Stojaković Faculty of Sciences - Serbia (RS)	Submitted	1. Search, Planning, Learning, and Explainability 4. Mathematics in Games
Mike Cosgrave University College Cork - Ireland (IE)	Submitted	1. Search, Planning, Learning, and Explainability 2. Cultural Heritage of Games 5. Implementation, Dissemination, and Education
Nicolas Barriga Universidad de Talca - Chile (CL)	Submitted	3. Automated Game and Puzzle Design 1. Search, Planning, Learning, and Explainability
Matthew Stephenson College of Science and Engineering - Australia (AU)	Submitted	1. Search, Planning, Learning, and Explainability 3. Automated Game and Puzzle Design
Georg Grasegger Johann Radon Institute for Computational and Applied Mathematics (RICAM) - Austria (AT)	Submitted	4. Mathematics in Games 5. Implementation, Dissemination, and Education
Håvard Vibeto Faculty of Audiovisual Media and Creative Technologies - Norway (NO)	Submitted	2. Cultural Heritage of Games 3. Automated Game and Puzzle Design
Jakub Kowalski University of Wrocław - Poland (PL)	Submitted	1. Search, Planning, Learning, and Explainability 3. Automated Game and Puzzle Design 5. Implementation, Dissemination, and Education 2. Cultural Heritage of Games 4. Mathematics in Games
Gokce Nur Yılmaz TED University - Turkey (TR)	Submitted	3. Automated Game and Puzzle Design 4. Mathematics in Games
Hendrik Baier Eindhoven University of Technology - Netherlands (NL)	Submitted	1. Search, Planning, Learning, and Explainability
Eric Plette Université Catholique de Louvain - Belgium (BE)	Submitted	1. Search, Planning, Learning, and Explainability 2. Cultural Heritage of Games 3. Automated Game and Puzzle Design 4. Mathematics in Games 5. Implementation, Dissemination, and Education
Jacob Schmidt-Madsen University of Copenhagen - Denmark (DK)	Submitted	2. Cultural Heritage of Games

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Ori DAVIDOV University of Haifa - Israel (IL)	Submitted	4. Mathematics in Games
Walter Crist Leiden University - Netherlands (NL)	Submitted	2. Cultural Heritage of Games 5. Implementation, Dissemination, and Education
Ulrich Schaedler Universität de Fribourg - Switzerland (CH)	Submitted	2. Cultural Heritage of Games
Diego Perez Liebana Queen Mary University of London - United Kingdom (UK)	Submitted	1. Search, Planning, Learning, and Explainability 3. Automated Game and Puzzle Design
Spyridon Samothrakis University of Essex - United Kingdom (UK)	Submitted	1. Search, Planning, Learning, and Explainability
Raluca Gaina Queen Mary University of London - United Kingdom (UK)	Submitted	1. Search, Planning, Learning, and Explainability 5. Implementation, Dissemination, and Education
Emanuele Natale Université Côte d'Azur - France (FR)	Submitted	1. Search, Planning, Learning, and Explainability 4. Mathematics in Games
Ivana Pandžić University of Banja Luka - Bosnia and Herzegovina (BA)	Submitted	2. Cultural Heritage of Games 5. Implementation, Dissemination, and Education
Marija Renic Darmar Studio - Croatia (HR)	Submitted	5. Implementation, Dissemination, and Education
Jonas Richter Niedersächsische Akademie der Wissenschaften zu Göttingen - Germany (DE)	Submitted	2. Cultural Heritage of Games 5. Implementation, Dissemination, and Education
tristan cazenave Université Paris Dauphine - PSL - France (FR)	Submitted	1. Search, Planning, Learning, and Explainability 3. Automated Game and Puzzle Design
Tiago Hirth Centro Interuniversitário de História da Ciência e Tecnologia - Portugal (PT)	Submitted	2. Cultural Heritage of Games 3. Automated Game and Puzzle Design 4. Mathematics in Games 5. Implementation, Dissemination, and Education
Jorge Nuno Silva University of Lisbon - Portugal (PT)	Submitted	2. Cultural Heritage of Games 4. Mathematics in Games 5. Implementation, Dissemination, and Education
Carla Cardoso Associação Ludus - Portugal (PT)	Submitted	2. Cultural Heritage of Games 4. Mathematics in Games 5. Implementation, Dissemination, and Education
Ibrahim Ozturk Faculty of Engineering - Turkey (TR)	Submitted	4. Mathematics in Games 5. Implementation, Dissemination, and Education
Emin Durmishi University of Tetova - North Macedonia (MK)	Submitted	4. Mathematics in Games
Timur Koparan Zonguldak Bülent Ecevit University - Turkey (TR)	Submitted	4. Mathematics in Games 1. Search, Planning, Learning, and Explainability 2. Cultural Heritage of Games 3. Automated Game and Puzzle Design 5. Implementation, Dissemination, and Education
Vanessa Voiz mod.ai - Denmark (DK)	Submitted	1. Search, Planning, Learning, and Explainability
Yalın Turel Firat University - Turkey (TR)	Submitted	1. Search, Planning, Learning, and Explainability 3. Automated Game and Puzzle Design
Meisam Taheri Inland Norway University - Norway (NO)	Submitted	1. Search, Planning, Learning, and Explainability 3. Automated Game and Puzzle Design 5. Implementation, Dissemination, and Education

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Elke Rogersdotter Uppsala - Sweden (SE)	Submitted	2. Cultural Heritage of Games
Georgi Markov National Museum of Natural History - BAS - Bulgaria (BG)	Submitted	2. Cultural Heritage of Games
Florian Richoux National Institute of Advanced Industrial Science and Technology - Japan (JP)	Submitted	1. Search, Planning, Learning, and Explainability 3. Automated Game and Puzzle Design 5. Implementation, Dissemination, and Education
Ilaria Truzzi Clio '92. Associazione di insegnanti e ricercatori sulla didattica della Storia - Italy (IT)	Submitted	2. Cultural Heritage of Games 5. Implementation, Dissemination, and Education
Robert Nyamushosho University of Cape Town - South Africa (ZA)	Submitted	1. Search, Planning, Learning, and Explainability 2. Cultural Heritage of Games 3. Automated Game and Puzzle Design 4. Mathematics in Games 5. Implementation, Dissemination, and Education
Tim Penn University of Oxford - United Kingdom (UK)	Submitted	2. Cultural Heritage of Games 5. Implementation, Dissemination, and Education
Theo ZACHARIS Greek Scientists Society - Greece (EL)	Submitted	5. Implementation, Dissemination, and Education
Gokhan Ozkan Kirkilareli University - Turkey (TR)	Submitted	4. Mathematics in Games
Oksana Ruchynska V. N. Karazin Kharkiv National University - Ukraine (UA)	Submitted	2. Cultural Heritage of Games
Aysel Merve Topaloglu ITU Graduate School - Turkey (TR)	Submitted	2. Cultural Heritage of Games 3. Automated Game and Puzzle Design
Lisa Rougetet Université de Bretagne Occidentale - France (FR)	Submitted	4. Mathematics in Games
Mike Preuss Universiteit Leiden - Netherlands (NL)	Submitted	1. Search, Planning, Learning, and Explainability 3. Automated Game and Puzzle Design
Yngvi Björnsson Reykjavik University - Iceland (IS)	Submitted	1. Search, Planning, Learning, and Explainability
Oltion Fociro Polytechnic University of Tirana - Albania (AL)	Submitted	5. Implementation, Dissemination, and Education
Cameron Browne Maastricht University - Netherlands (NL)	Submitted	1. Search, Planning, Learning, and Explainability 2. Cultural Heritage of Games 3. Automated Game and Puzzle Design 4. Mathematics in Games
Levente Kocsis Institute for Computer Science and Control, Eötvös Loránd Research Network - Hungary (HU)	Submitted	1. Search, Planning, Learning, and Explainability
James Hua University of Oxford, Classics Faculty - United Kingdom (UK)	Submitted	2. Cultural Heritage of Games 5. Implementation, Dissemination, and Education
Ruth S. Contreras Espinosa Fundació Universitaria Balmes - Spain (ES)	Submitted	1. Search, Planning, Learning, and Explainability 5. Implementation, Dissemination, and Education
Selim Krichane Swiss Museum of Games - Switzerland (CH)	Submitted	2. Cultural Heritage of Games 5. Implementation, Dissemination, and Education
GIANNIS CHRYSOSTOMOU Pyramid Services Ltd - Cyprus (CY)	Submitted	2. Cultural Heritage of Games 3. Automated Game and Puzzle Design 5. Implementation, Dissemination, and Education

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Thierry Depaulis Musée Suisse du Jeu - Switzerland (CH)	Submitted	2. Cultural Heritage of Games
Rebecca Bayeck Utah State University - United States (US)	Submitted	1. Search, Planning, Learning, and Explainability 2. Cultural Heritage of Games 4. Mathematics in Games
Barbara Care University of Fribourg - Switzerland (CH)	Submitted	2. Cultural Heritage of Games
Branislav Kovar Institute of Archaeology, Slovak Academy of Sciences - Slovakia (SK)	Submitted	2. Cultural Heritage of Games
Magdalena Bielenia-Grajewska Institute of English - Poland (PL)	Submitted	1. Search, Planning, Learning, and Explainability 2. Cultural Heritage of Games 5. Implementation, Dissemination, and Education
Berkay DİNÇER Istanbul University - Turkey (TR)	Submitted	2. Cultural Heritage of Games
Serghei Sprincean Institute of Legal, Political and Sociological Research of the State University of Moldova (Republic of Moldova) - Moldova (MD)	Submitted	1. Search, Planning, Learning, and Explainability 2. Cultural Heritage of Games 3. Automated Game and Puzzle Design 5. Implementation, Dissemination, and Education
Şule Yüksel Özmen Trabzon University - Turkey (TR)	Submitted	2. Cultural Heritage of Games 3. Automated Game and Puzzle Design 5. Implementation, Dissemination, and Education
Manjola Zeneli UAMID - Albania (AL)	Submitted	1. Search, Planning, Learning, and Explainability 2. Cultural Heritage of Games 4. Mathematics in Games 5. Implementation, Dissemination, and Education
Aslan Gasimov National Museum of History of Azerbaijan - Azerbaijan (AZ)	Submitted	2. Cultural Heritage of Games 5. Implementation, Dissemination, and Education
Milena Pejchinovska Faculty of Education - Bitola - North Macedonia (MK)	Submitted	2. Cultural Heritage of Games 5. Implementation, Dissemination, and Education
Stela Maris Ferrarese Museo del Juguetes Étnico Allet Kuzen - Argentina (AR)	Submitted	2. Cultural Heritage of Games 5. Implementation, Dissemination, and Education
Igor Nedelkovski University "St. Kliment Ohridski" - North Macedonia (MK)	Submitted	4. Mathematics in Games 5. Implementation, Dissemination, and Education
Ivan Bratko University of Ljubljana - Slovenia (SI)	Submitted	1. Search, Planning, Learning, and Explainability
Marsida Ibro Western Balkans University - Albania (AL)	Submitted	1. Search, Planning, Learning, and Explainability 2. Cultural Heritage of Games 3. Automated Game and Puzzle Design 4. Mathematics in Games 5. Implementation, Dissemination, and Education
Dolantina Hyka Mediterranean University of Albania - Albania (AL)	Submitted	1. Search, Planning, Learning, and Explainability 4. Mathematics in Games 5. Implementation, Dissemination, and Education
Jean-Emmanuel Barbier IESSID - Belgium (BE)	Submitted	1. Search, Planning, Learning, and Explainability 5. Implementation, Dissemination, and Education
Sony George Norwegian University of Science and Technology - Norway (NO)	Submitted	2. Cultural Heritage of Games 3. Automated Game and Puzzle Design 5. Implementation, Dissemination, and Education
Theodora (Dorina) Moulou Hellenic Ministry of Culture and Sports - Greece (EL)	Submitted	2. Cultural Heritage of Games 5. Implementation, Dissemination, and Education
Sergej Šliško Game industry development agency - Bosnia and Herzegovina (BA)	Submitted	2. Cultural Heritage of Games 3. Automated Game and Puzzle Design 5. Implementation, Dissemination, and Education

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Federico Sangati Università "L'Orientale" di Napoli - Italy (IT)	Submitted	5. Implementation, Dissemination, and Education
Manuel Hohmann University of Tartu - Estonia (EE)	Submitted	1. Search, Planning, Learning, and Explainability 4. Mathematics in Games
Komák Martin Faculty of Informatics and Information Technology - Slovakia (SK)	Submitted	1. Search, Planning, Learning, and Explainability
Elias Stouraitis Ionian University - Greece (EL)	Submitted	2. Cultural Heritage of Games 5. Implementation, Dissemination, and Education
Huseyin OZDEMIR Bursa Osmangazi Mehmet Halit Baki Anatolian High School - Turkey (TR)	Submitted	4. Mathematics in Games
Sybille Lammes LUCAS - Netherlands (NL)	Submitted	2. Cultural Heritage of Games 5. Implementation, Dissemination, and Education
Jana Krivec School of Advanced Social Studies - Slovenia (SI)	Submitted	5. Implementation, Dissemination, and Education
Viliam Lisý Czech Technical University in Prague - Czech Republic (CZ)	Submitted	1. Search, Planning, Learning, and Explainability 3. Automated Game and Puzzle Design
Marco Vespa The Hebrew University of Jerusalem - Israel (IL)	Submitted	2. Cultural Heritage of Games 5. Implementation, Dissemination, and Education
Antonios Liapis University of Malta - Malta (MT)	Submitted	3. Automated Game and Puzzle Design
Ela Varol Agri Ibrahim Çeçen University - Turkey (TR)	Submitted	1. Search, Planning, Learning, and Explainability 2. Cultural Heritage of Games 5. Implementation, Dissemination, and Education
Aleksander Šadikov University of Ljubljana - Slovenia (SI)	Submitted	1. Search, Planning, Learning, and Explainability 3. Automated Game and Puzzle Design
Summer Courts University of Reading - United Kingdom (UK)	Submitted	2. Cultural Heritage of Games 5. Implementation, Dissemination, and Education
Isobel Walsh Dublin City University - School of Psychology - Ireland (IE)	Submitted	2. Cultural Heritage of Games 5. Implementation, Dissemination, and Education
Mark Goadrich Mark Harlan Goadrich - United States (US)	Submitted	1. Search, Planning, Learning, and Explainability
Marin Beroš Institut društvenih znanosti Ivo Pilar - Croatia (HR)	Submitted	2. Cultural Heritage of Games 5. Implementation, Dissemination, and Education
Younes Rabii EPSRC Centre for Doctoral Training in Intelligent Games and Game Intelligence - United Kingdom (UK)	Submitted	3. Automated Game and Puzzle Design 4. Mathematics in Games
Nur Akkuş Çakır Middle East Technical University - Turkey (TR)	Submitted	3. Automated Game and Puzzle Design
Gerda Sula Faculty of Social Sciences - Albania (AL)	Submitted	1. Search, Planning, Learning, and Explainability 5. Implementation, Dissemination, and Education
Noah Morris Hendrix College - United States (US)	Submitted	1. Search, Planning, Learning, and Explainability 3. Automated Game and Puzzle Design 4. Mathematics in Games

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Bruno Filipe Pereira de Sousa Escola secundária de Albufeira - Portugal (PT)	Submitted	5. Implementation, Dissemination, and Education
Marco Tibaldini University of Genoa - Italy (IT)	Submitted	5. Implementation, Dissemination, and Education
Olga Pelcer Vujacic Historical Institute, University of Montenegro - Montenegro (ME)	Submitted	2. Cultural Heritage of Games 5. Implementation, Dissemination, and Education
Murat Topal Educational Sciences - Türkiye (TR)	Submitted	1. Search, Planning, Learning, and Explainability 2. Cultural Heritage of Games 3. Automated Game and Puzzle Design 5. Implementation, Dissemination, and Education
Manuel Eberhardinger Institute for Applied AI - Germany (DE)	Submitted	1. Search, Planning, Learning, and Explainability
Micael Sousa Univerity of Coimbra - Portugal (PT)	Submitted	3. Automated Game and Puzzle Design 5. Implementation, Dissemination, and Education
Ekkehard Schnoor Fraunhofer Heinrich Hertz Institute - Germany (DE)	Submitted	1. Search, Planning, Learning, and Explainability
Lucia Gomes LUSOFONA - Portugal (PT)	Submitted	5. Implementation, Dissemination, and Education
David Milec Czech Technical University in Prague - Czech Republic (CZ)	Submitted	1. Search, Planning, Learning, and Explainability 3. Automated Game and Puzzle Design
Heikki Jungman Tampereen kaupunki - Finland (FI)	Submitted	2. Cultural Heritage of Games 5. Implementation, Dissemination, and Education
musa akbulut Igor Sikorsky Kyiv Polytechnic Institute - Ukraine (UA)	Submitted	1. Search, Planning, Learning, and Explainability 2. Cultural Heritage of Games 3. Automated Game and Puzzle Design 4. Mathematics in Games 5. Implementation, Dissemination, and Education

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Working Group	#WG applications
WG1	50
WG2	55
WG3	36
WG4	31
WG5	63

Work Plan for Grant Period 1

#	Description	MOU Objective Associated
1	Exploring new interdisciplinary ways to study games within GameTable	Challenge
2	Identify relevant historical and archaeological questions that can be addressed by AI based on the expertise of participants and determine how to pursue these goals with GameTable	Secondary objective 1; Secondary objective 2; Secondary objective 11; Secondary objective 12; Secondary objective 13
3	Establishing a research agenda for the development of game playing AI with human-like playstyles and reward structures	Secondary objective 4; Secondary objective 6; Secondary objective 7
4	Developing scientific collaborations between the network.	Secondary objective 13; Secondary objective 14; Secondary objective 15; Secondary objective 16; Secondary objective 17
5	Develop cross-disciplinary research skills.	Secondary objective 2; Secondary objective 11; Secondary objective 12; Secondary objective 20
6	Survey the mathematical study of games and find common disciplinary factors developing new mathematical research	Secondary objective 2; Secondary objective 3; Secondary objective 7; Secondary objective 9; Secondary objective 20
7	Developing methods "representations, and evaluation processes" for generating full of parts of tabletop games	Secondary objective 8; Secondary objective 12

#	Objective Number	Objective Description
1	Challenge	explore new ways to study games across diverse fields such as history, archaeology, mathematics, and education, in collaboration with AI researchers. Together, we will design algorithms, methods, and techniques capable of emulating human-like gameplay across a wide range of tabletop games to unlock new insights for research within these disciplines.
2	Secondary objective 1	Identify AI techniques that can answer archaeological and historical research questions and facilitate future research on games of the past through the creation of digital tools.
3	Secondary objective 2	Understand the ways that cultural processes can change gameplay, and explore the ways that games have had an impact on cultural change. Provide methodologies to connect artefacts with specific kinds of gameplay and create innovative techniques for studying gaming cultures of the past.
4	Secondary objective 3	Improve standard approaches for the analysis of tabletop games in developing interaction between AI search techniques and the mathematical aspects involved in these techniques.
5	Secondary objective 4	Provide explainable approaches for the strategies performed by the AI agents and elements of comparison between tactics and strategies.
6	Secondary objective 5	Design AIs using a variety of strategies, simulating how humans experience gameplay. Learn from human in-game communication and teach AIs how to interact with AIs and humans.
7	Secondary objective 6	Provide reconstructed games for use by cultural institutions in their educational programs and create accessible digital tools to engage the public with heritage games.
8	Secondary objective 7	Extend General Game Playing (GGP) research by developing a framework to model imperfect-information games.
9	Secondary objective 8	Develop procedural generation techniques of higher quality games and puzzles than are currently being achieved with existing approaches and provide automatic evaluation, play testing and balancing of tabletop games.
10	Secondary objective 9	Generate innovative and original high-quality games for commercialisation.
11	Secondary objective 10	Develop effective educational strategies for teaching Game AI and pedagogical programs and activities among students at all levels of education.
12	Secondary objective 11	Establish a robust network of European researchers, through the organisation and coordination of open and multidisciplinary events, fostering enduring collaborations that extend beyond the duration of the project.
13	Secondary objective 12	Promote a collaborative research agenda aimed at facilitating the inception of new projects that leverage combined expertise, skills, and human resources. This strategic approach will enable the Action to effectively address the challenges posed by the Action.
14	Secondary objective 13	Attract the next generation of young researchers and innovators in games, and support them to learn about the manifold subjects, topics and possibilities in the fields to contribute to the improvement of computer science, mathematics, history, anthropology, and archaeology.
15	Secondary objective 14	Promoting Young Researchers and Investigators (YRI) in increasing their visibility through conferences and workshops.
16	Secondary objective 15	Develop collaborations between YRIs and experts from various fields in supporting researcher mobility by encouraging researchers to participate in training schools and through the intensive use of Short-Term Scientific Missions (STSM). The Action will strive for a fair and diverse membership.
17	Secondary objective 16	Significantly improve gender equality in the Action.
18	Secondary objective 17	Disseminate the results of the Action activities to the scientific community and to the public.
19	Secondary objective 18	Achieving geographical and demographical diversity, with special attention to gender balance and COST Inclusiveness Target Countries (ITC), throughout the Action.
20	Secondary objective 19	Identify and interact with stakeholders. Stakeholders will be actively identified among Action members and their networks but also beyond.
21	Secondary objective 20	Form an educational programme to offer training in the different multidisciplinary areas embedded in this Action.

Budget Plan for Grant Period 1

Networking Tools	Quantity	Budget
Meetings	5	EUR 87 145.00
Training Schools	0	EUR 0.00
Mobility of Researchers and Innovators	tbd.	EUR 12 500.00
Presentation at Conferences organised by Third Parties	tbd.	EUR 8 150.00
Dissemination and Communication Products	1	EUR 500.00
Other Expenses Related to Scientific Activities (OERSA)	0	EUR 0.00
Total Science Expenditure		EUR 108 295.00
Financial and Scientific Administration and Coordination (FSAC) - MAX. 15%	15 %	EUR 16 244.25
Total Grant Request		EUR 124 539.25

Details	Amount	Details	Amount
Budget for ITC Conference Grants	EUR 4 400.00	Budget for Short Term Scientific Missions (STSM) Grants	EUR 12 500.00
Budget for Dissemination Conference Grants	EUR 3 750.00	Budget for Virtual Mobility (VM) Grants	EUR 0.00

#	Details	Travel Costs	Support Grant
1	<p>Title Kickoff meeting</p> <p>Type Management Committee Meeting</p> <p>Dates 29/01/2024 - 30/01/2024</p> <p>Location Leiden (Netherlands)</p> <p>Participants 75</p> <p>Reimbursed 35</p>	EUR 39 655.00	EUR 1 000.00
2	<p>Title Establishing Research Agendas for AI-driven Studies of Tabletop Games Heritage</p> <p>Type Working Group Meeting</p> <p>Dates 31/01/2024 - 31/01/2024</p> <p>Location Leiden (Netherlands)</p> <p>Participants 20</p> <p>Reimbursed 20</p>	EUR 8 440.00	EUR 700.00
3	<p>Title WG3 initial meeting</p> <p>Type Working Group Meeting</p> <p>Dates 01/02/2024 - 01/02/2024</p> <p>Location TBD (Malta)</p> <p>Participants 10</p> <p>Reimbursed 10</p>	EUR 8 860.00	EUR 625.00
4	<p>Title WG4 Initial event</p> <p>Type Working Group Meeting</p> <p>Dates 15/03/2024 - 15/03/2024</p> <p>Location Aveiro (Portugal)</p> <p>Participants 10</p> <p>Reimbursed 10</p>	EUR 8 900.00	EUR 625.00
5	<p>Title Working Group 2 Meeting 1</p> <p>Type Working Group Meeting</p> <p>Dates 03/05/2024 - 03/05/2024</p> <p>Location Mustafapaşa (Turkey)</p> <p>Participants 30</p> <p>Reimbursed 20</p>	EUR 17 640.00	EUR 700.00

GameTable face-to-face meetings in 2024?

- GameTable kickoff meeting (29-30/01):
 - Leiden, Netherlands
- WG1 meeting (31/01):
 - Leiden, Netherlands
- WG2 meeting (03/05):
 - Mustafapaşa, Turkey
- WG3 meeting (??/??):
 - Malta?
- WG4 meeting (15/03):
 - Aveiro, Portugal



Thank you!

