

Report on the outcomes of a presentation and participation in a Dissemination Conference¹

Action number: CA22145 Computational Techniques for Tabletop Games Heritage (GameTable)

Grantee name: Theodora (Dorina) Moullou

Conference Details

Conference title: **30th EAA Annual Meeting in Rome**

Conference web-page: <https://www.e-a-a.org/ea2024>

Conference venue²: Sapienza University of Rome, Piazzale Aldo Moro 5
00185 Roma, Italy

Conference start and end date: 28/08/2024 to 31/08/2024

Accepted oral contribution details

Title of the presentation: GameTable Network: Unveiling the Past, Embracing the Future through AI-driven Archaeological Research

Co-authors: Dorina Moullou, Walter Crist, Timothy Penn, Éric Piette

Other details of the presentation: specify here any additional details related to the contribution (e.g. title of the session / track of the conference programme in which the contribution is accepted)

Session #818: Current Status and the Future of Digital Archaeology in the Eastern Mediterranean

Outcome of the conference participation

Description of the outcome of the conference presentation, including contacts made and potential for future collaborations.

(max.500 word)

The presentation of the GameTable Network at the session was crafted to engage an audience of archaeologists, focusing on the intersection of AI and archaeology in the study of historical games. The discussion began by contextualizing games as significant cultural artifacts, underscoring their role not just in entertainment but as reflections of societal values and historical narratives. This framing was particularly relevant to the audience, as it linked the study of games to broader archaeological efforts to understand and preserve cultural heritage.

¹ This report is submitted by the grantee to the Action MC for approval and for claiming payment of the awarded grant. The Grant Awarding Coordinator coordinates the evaluation of this report on behalf of the Action MC and instructs the GH for payment of the Grant.

² For an online conference, specify virtual participation; for hybrid conferences, specify whether it is an in-person or virtual participation.

The presentation resonated with archaeologists concerned about the loss of intangible cultural heritage. The audience was particularly interested in how the GameTable Network seeks to address these issues by reconstructing lost or incomplete games using AI methodologies. By presenting case studies of heritage games, the presentation highlighted the practical application of AI in archaeology, demonstrating how modern technology can enhance traditional archaeological methods. The technical aspects of the project, such as using AI to reconstruct missing rules and simulate gameplay, were explained with a focus on their relevance to archaeological research. The audience of archaeologists appreciated the innovative approach of combining AI with archaeological evidence, recognizing the potential of these tools to fill gaps in historical knowledge that are otherwise difficult to bridge.

In conclusion, the presentation outlined future directions for the GameTable Network, including the development of educational programs and the involvement of local communities in the research process. This approach was well-received by the audience, as it aligned with current trends in archaeology that emphasize collaboration and public engagement.

The presentation sparked discussions among attendees, particularly regarding the potential of AI in reconstructing lost aspects of cultural heritage. Many participants expressed interest in how AI can help overcome the gaps in the study of games and expressed their interest in participating in GameTable network and showed interest in potential collaborations. Among them Milica Tapavicki- Illic Principal Research Fellow in the Institute of Archaeology of Serbia and Savannah Ulalian Bishop from Koç University, Istanbul, Turkey.

The presentation successfully conveyed the importance of integrating AI with archaeology to enhance the study and preservation of game heritage, sparking interest and enthusiasm among the archaeologists in attendance.

The exposure, feedback, and connections made will contribute to advancing the project's goals. I am very happy about the collaborations that have been initiated and look forward to the continued dialogue and partnership opportunities that emerged from this session.

Acknowledgement of inclusion of necessary supporting documents to claim the grant

I confirm that the following documents have been uploaded on e-COST as an integral part of this report:

- the certificate of conference attendance.
- the programme of the conference or book of abstracts / proceedings indicating the oral presentation of the grantee.
- copy of the given presentation.