

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

Action number: CA22145

Grantee name: Michele Masini

Conference Details

Conference title: Board Game Research Meeting- Game4CED

Conference web-page: <https://game4ced.di.unimi.it/board-game-research-meeting-2024/>

Conference venue²: Dipartimento di Informatica, Unimi, Via Celoria, 18, Milano (Italy)

Conference start and end date: 18/07/2024 to 19/07/2024

Accepted oral contribution details

Title of the presentation: Dissemination of the Gametable Network and research project

Co-authors: Ilaria Truzzi, Tommaso Piccinno

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)

I have been invited by the conference organizers to contribute to their first annual meeting by presenting the ongoing Gametable Action: focusing on the network, the goals, the latest achievements and the upcoming events of this first GP.

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 first Board Game Research Meeting took place at the Università Degli Studi di Milano, Department of Computer Science, on July 18th-19th. The conference was organized by the Game4CED funded project, which focuses on researching tabletop games and board games for visually impaired and color-blind players, with the aim of developing games and tools to slow the progression of color-blindness in young people.

The event was distinguished by the diverse backgrounds of its participants: researchers and university professors of education, psychology, anthropology, mathematics, and computer science, but also game designers, teachers,

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.

educators, game publishers, and avid board game enthusiasts. This diversity was a significant strength of the event, as it facilitated highly interesting exchanges of opinions and feedback following various presentations.

Research topics presented included case studies of specific games, the game industry in Italy, game design, and reflections on games and accessibility. There were also discussions on the use of games as educational tools for young people with visual impairments or learning disabilities, and their application in therapeutic environments.

Moreover, the conference included a wide poster session, held in the same space and time as the daily coffee breaks. This setting allowed the presentation of work and projects in a relaxed atmosphere, with the constant presence of participants, thereby promoting the dissemination of their research results. I presented two posters at the conference: one on ergonomic analysis applied to board games, and another on evaluating the effectiveness of a training course for educators using board game. Presenting these posters enabled us to make contacts with companies in the sector and initiate initial professional collaboration activities.

Participating in the meeting was beneficial for presenting the reality of our COST Action, which focuses on many of the conference topics, offering a place for networking and leading to the development of future collaborations. In particular, during the presentation of the COST Action, I concentrated on WP5, the dissemination aspect. I then shared my experience, highlighting two key points: first, the streamlined bureaucratic management of the entire COST process, from registration to grant applications, with excellent support from the project staff, including exceptional response times and availability. Second, the high potential for networking, as we were able to leverage contacts to advance some research within a couple of months from registration.

The presentation of our COST Action garnered great interest from the attendees, who asked numerous questions about the registration process. As a result, we expect an increase in participation in the days to come. This will open up possibilities for further research proposals and the expertise of new highly qualified members in addition to our Gametable Network.

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.