

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

Action number: CA22145

Grantee name: Tommaso F. Piccinno

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: Michele Masini, Ilaria Truzzi

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. Furthermore I presented two contributions to the poster session of the conference.

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 has been organized by the Game4CED funded project which focus on researching tabletop games and boardgames that works for visual impaired and blind colours players, with the aim to develop games and tools to establish the premature progress of the colour-blind disease in young people.

Therefore, 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,

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.

teachers, educators, game publishers, and even 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 have been both case studies of specific games, game industry in Italy, game making, and multiple reflections on games and accessibility, as much as games as educational tools for young people with visual impairment or learning disabilities and games applied in therapeutic environments.

Moreover, the conference included a wide poster session, being hosted in the same physical and time space as the daily coffee breaks. The 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.

Participating the meeting was beneficial to present the reality of our Cost Action which focus on many of the conference topics, offering a place for networking and leading to the development of future collaborations.

In particular, the presentation of our COST Action was followed by great interest by 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 possibilities for further research proposals and the expertise of new high-qualified members in addition to our Gametable Network.

I had the opportunity of attending the inaugural Board Game Research Meeting at the Università Statale di Milano, Department of Computer Science, on July 18th -19th 2024. This conference, organized by the Game4CED funded project, focused on research into board games for visually impaired and color-blind players, although the conference encompassed many other topics related to board game research

As a representative of our COST Action, I found the diverse array of participants to be particularly valuable. The event brought together researchers and university professors from various fields, including education, psychology, history, mathematics, and computer science, as well as teachers, educators, professionals in the field of the game industry and simple gamers. This diversity facilitated enriching exchanges of ideas and feedback following the presentations.

The conference covered a wide range of research topics, including game-based teaching experiences, game design and game development, and accessibility of games.

My talk focused on my experience as “newcomer” of the COST Action’s network and how I found it very welcoming and open. I expressed my appreciation for finding such a stimulating and multidisciplinary environment, rich with opportunities for collaboration. I believe that the contribution of a 'newbie' like myself may have helped many understand that this is truly an opportunity for any researcher interested in this field of study. I, then, actively participated in the poster session, which was strategically held in conjunction with the coffee breaks. This setting provided an excellent opportunity for me to present our COST Action's work in a relaxed atmosphere, enabling continuous engagement with other participants and effectively disseminating our research results. My participation in this meeting was instrumental in introducing our COST Action to a wider audience. Our focus aligns closely with many of the conference topics, and I was able to establish valuable connections that may lead to future collaborations. Notably, my presentation of our COST Action generated significant interest among the attendees. I fielded numerous questions about the registration process, which I expect will result in increased participation in our Action in the near future.

It has been extremely beneficial for me to have the opportunity to share my research in this context. The experience not only allowed me to contribute to the dissemination of our COST Action but also provided valuable insights and connections that will undoubtedly enhance our ongoing work.

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.