

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

Action number: CA22145

Grantee name: Walter Crist

Conference Details

Conference title: 26th Board Game Studies Colloquium

Conference web-page: <https://boardgamestudies.jimdofree.com/>

Conference venue: PAIDIA, Tampere, Finland

Conference start and end date: 23/01/2024 to 26/04/2024

Accepted oral contribution details

Title of the presentation: How To Explore Games with AI; The Fleeting Materiality of Board Games: Games in Prehistory and Beyond

Co-authors: Éric Piette, Summer Courts, Lisa Rougetet

Other details of the presentation: in the Materiality and Immateriality session and the Parallel Workshops sessions.

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.

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 GameTable panel at the Board Game Studies Colloquium brought forth an engaging discussion and triggered positive reactions and the beginning of new ideas among the audience. Throughout the conference, GameTable was a topic of conversation, and the panel itself generated several new Working Group applications, even among people who did not physically attend the panel itself.

As Vice Chair of the action, and leader of Working Group 2, I presented the goals and focus of the Cultural Heritage of Games working group. I particularly discussed the Ludii database, which is one of the main tools that we will use for our intangible heritage preservation strategy. Because this colloquium is heavily focused on scholars who are interested in the heritage of games, much of the discussion around the things that are interesting to these scholars and how they can benefit from GameTable was led, answered, and discussed by me. In particular, we talked about some of the planned activities within Working Group 2, such as graffiti game identification training schools, publications, and the planned exhibition. The panel also included considerable discussion among the audience and panel about what can be covered under STSMs, and several ideas for future applications were explored.

Outside of the panel itself, GameTable was a regular discussion in breaks in programming as well as during the social schedule of the conference. Ideas that began to be developed include the development of a computer vision program that can identify board games at archaeological sites or in museum collections, and then connect the user to a playable version of that game on their phone. This is something that can be explored between Working Groups 1 and 2. I also personally recruited several new members to join the Action, and many others joined of their own accord after having been introduced to it during the panel discussion.

The Action was very visible, as it was mentioned many times by other members who were in attendance, during my own presentation that focused on reorienting the way we examine archaeological material related to games, and by the organizers. It became clear that GameTable will be a defining initiative for board games researchers in coming years, as evidenced by the enthusiasm of multiple conference attendees as well as strategizing among senior members of the community on how to take advantage of the opportunities afforded by GameTable. Discussions are already being had about how to continue the work of the Action beyond 2027.

Overall, the participation of GameTable and its centrality in the Board Game Studies Colloquium was a resounding success for the Action, providing a fitting introduction to the most important scholarly tabletop gaming research conference and solidifying its role within this community for the duration of the Action.

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.