

# GameTable Kick-off: *Computational Techniques for Tabletop Games Heritage*

## First in-person Workshop (January 29-30, 2024)

Zoom: <https://universiteitleiden.zoom.us/j/62906063948?pwd=VEx2TlhNeGpHMWt2WURYQVQxR2dkZz09>  
Wassenaarseweg 52, 2333 AK Leiden, the Netherlands - Room SB.45, Pieter de la Court Building

Note: all times shown are in Central European Time (CET).

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### Schedule (Monday, January 29, 2024)

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Coffee	(09:30 – 10:00)
<b>Session 1 Introduction</b>	
• Welcome <i>W. Crist, and É. Piette</i>	(10:00 – 10:20)
• Participant Introductions	(10:20 – 11:00)
<b>Session 2 GameTable</b>	
• Core Group Introduction	(11:00 – 11:30)
• Working Groups <i>D. Soemers, J. Kowalski, W. Crist, T. Penn, A. Liapis, L. Rougetet, and D. Moullou</i>	(11:30 – 12:15)
Lunch Break	(12:15 – 13:30)
<b>Session 3 Fundamentals</b>	
• Cultural Heritage <i>W. Crist</i>	(13:30 – 14:30)
• Game AI and Mathematics <i>D. Soemers, L. Rougetet, and É. Piette</i>	(14:30 – 15:30)
Coffee Break	(15:30 – 15:45)
<b>Session 4 Case Studies</b>	
• AI applications to the Study of Ancient Games <i>D. Soemers, W. Crist</i>	(15:45 – 16:45)
• Closing Day 1 <i>W. Crist, and É. Piette</i>	(16:45 – 17:00)

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### Schedule (Tuesday, January 30, 2024)

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Coffee	(09:30 – 10:00)
<b>Session 5 Discussions and Debate</b>	
• Ludii General Game System <i>É. Piette</i>	(10:00 – 10:30)
• Open Discussion	(10:30 – 12:00)
Lunch Break	(12:00 – 13:30)
<b>Session 6 Organisation and Communication</b>	
• Core Group Panel	(13:30 – 14:30)
• Science Communication Talk <i>S. Courts</i>	(14:30 – 15:30)
Coffee Break	(15:30 – 15:45)
<b>Session 7 Deliverables</b>	
• Dissemination and Collaboration Panel <i>S. Samothrakis, F. Parlak, D. Moullou, and I. Truzzi</i>	(15:45 – 16:45)
• Summary <i>W. Crist, and É. Piette</i>	(16:45 – 17:00)

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