

GameTable

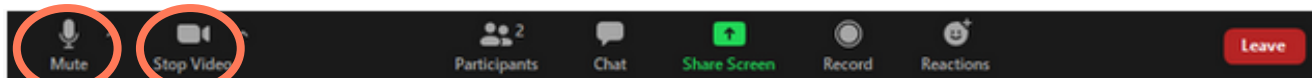
Computational Techniques for Tabletop Games Heritage

GP1-2 MC meeting

Etiquette for ZOOM meeting



- **GDPR:** no pictures without consent, no recording
- **Identity:** use your full name for the meeting log
- **In plenary:** video on, mute your microphone



- **Chat function:** limited to clear and concise points relevant to everyone, otherwise addressed in private. Chat is auto-saved and made available to the MC (public messages).
- **Hand raise function:** will not be monitored



Identity:

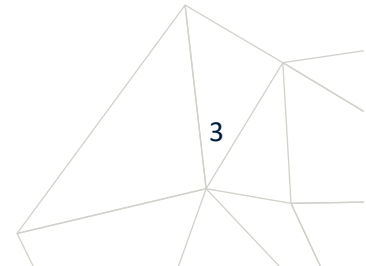
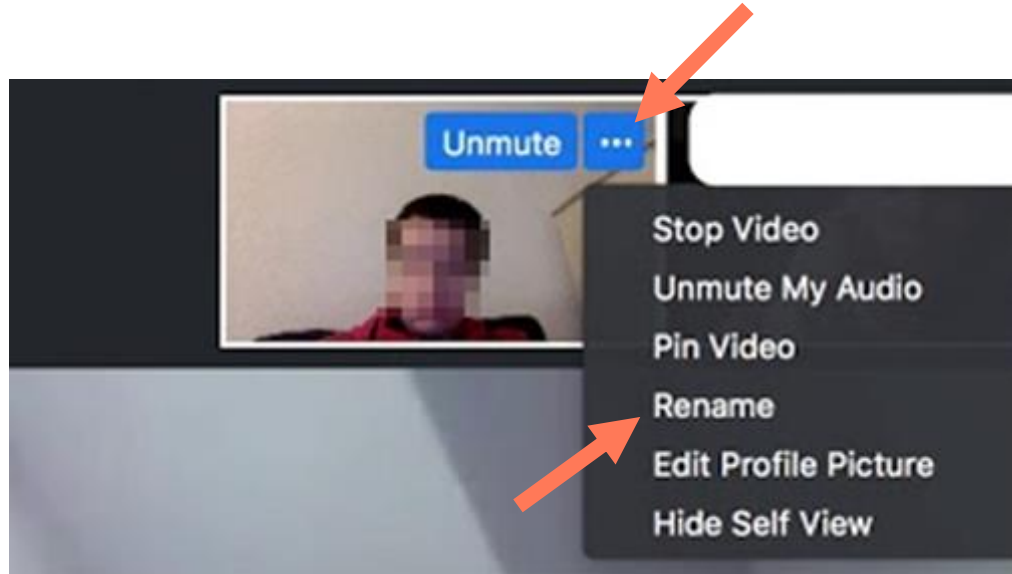


MC members to rename according to this format: Country Code Name Surname

e.g. **ES Monica Cabero**

WG participants to rename according to this format: WG Name Surname

e.g. **WG Giuseppe Lugano**





Country Codes

Albania	AL	France	FR	Malta	MT	Spain	ES
Austria	AT	Georgia	GE	Moldova	MD	Sweden	SE
Armenia	AM	Germany	DE	Montenegro	ME	Switzerland	CH
Belgium	BE	Greece	EL	Northern Macedonia	MK	The Netherlands	NL
Bosnia & Herzegovina	BA	Hungary	HU	Norway	NO	Turkey	TR
Bulgaria	BG	Iceland	IS	Poland	PL	Ukraine	UA
Croatia	HR	Ireland	IE	Portugal	PT	United Kingdom	UK
Cyprus	CY	Israel	IL	Romania	RO	COST staff	COST
Czech Republic	CZ	Italy	IT	Serbia	RS		
Denmark	DK	Latvia	LV	Slovakia	SK	Non-MC members	ZZ
Estonia	EE	Lithuania	LT	Slovenia	SI		
Finland	FI	Luxembourg	LU	South Africa	ZA		

Agenda

- **(1) GameTable (quick description)**
- **(2) GameTable GP1**
- **(3) Grant Awarding GP1 & GP2**
- **(4) WG1 GP1 activities & GP2 plans**
- **(5) WG2 GP1 activities & GP2 plans**
- **(6) WG3 GP1 activities & GP2 plans**
- **(7) WG4 GP1 activities & GP2 plans**
- **(8) WG5 GP1 activities & GP2 plans**
- **(9) Science Communication: Summary Data**
- **(10) Discussion and Votes (GP2 budget and objectives)**

GameTable

- **Interdisciplinary network** = Artificial Intelligence, Computer Science, Mathematics, Economics, Archaeology, History, Anthropology, Education, Dissemination, etc.
- Scholars and stakeholders from all career stages across academia, industry, and heritage institutions
- Main goals:
 - **Build and Reinforce** an excellent interdisciplinary **network** of researchers in Europe and beyond in (tabletop) games.
 - Inspire **new methodologies**.
 - Develop **new applications**.
 - **Collaborations** through meetings, events, short missions.
 - **Teach and Learn** through training schools and missions.
 - Offer opportunities for **Young Researchers and Investigators** (YRIs).
 - Significantly improve **general inclusivity**.
 - Pave the way to work with **industries** and **institutions**.
 - **Disseminate** our results, opportunities, and challenges.
 - **Facilitate future research** on games through the creation of **digital tools**.
 - **Identify AI techniques** that can answer research questions on other fields.
 - **Develop pedagogical programs** and activities among students at all levels of educations.
 - **Explore funding opportunities** between GameTable members.

Deliverables

- A public **website (M2)**.
- **Tutorials** and **videos** to promote the results and activities **(M16)**.
- **Reconstructed rulesets (M24)**.
- **White papers** from each WG leader after the first two years **(M24)**.
- **Book(s)/survey(s)** papers **(M26)**.
- **Educational** materials such as **booklets (M36)**.
- **Two public events** in partnership with **museums** or other **cultural institutions (M36)**.
- **Digital Exhibition** to highlight impactful games in world history **(M44)**.
- A **system** tailored for **public** and **non-computer science researchers**, designed to study, analyse, evaluate, and play any tabletop game **(M46)**.
- **Vision papers** on future challenges and avenues for research **(M48)**.
- **Publications** in peer-reviewed journals and conference proceedings. Each WG will produce a minimum of five (open-access) articles/reports/documents **(M48)**.
- **Interdisciplinary collaborations** between the WGs will be a priority to present scientific results at conferences **(M48)**.

Core Group Panel (15 members)



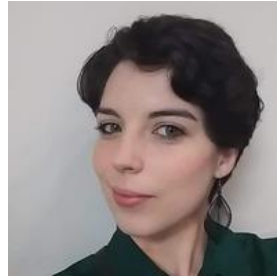
Action Chair

Grant Holder Scientific Repre.



Action Vice-Chair

WG2 Leader



Science Comm. Coord.



Grant Awarding Coord.



Gender Balance Coord.



Industrial Relationship Coord.



UCLouvain

Grant Holder Institution



Grant Holder Manager
Anne-Christine Baudouin



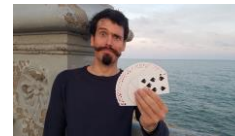
WG1 Leaders



WG2 Leaders



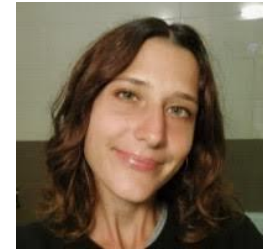
WG3 Leaders



WG4 Leaders



WG5 Leader



Co-Grant Awarding Coord.

Work plan for GP1

#	Description	MOU Objective Associated
1	Exploring new interdisciplinary ways to study games within GameTable	Challenge
2	Identify relevant historical and archaeological questions that can be addressed by AI based on the expertise of participants and determine how to pursue these goals with GameTable	Secondary objective 1; Secondary objective 2; Secondary objective 11; Secondary objective 12; Secondary objective 13
3	Establishing a research agenda for the development of game playing AI with human-like playstyles and reward structures	Secondary objective 4; Secondary objective 6; Secondary objective 7
4	Developing scientific collaborations between the network.	Secondary objective 13; Secondary objective 14; Secondary objective 15; Secondary objective 16; Secondary objective 17
5	Develop cross-disciplinary research skills.	Secondary objective 2; Secondary objective 11; Secondary objective 12; Secondary objective 20
6	Survey the mathematical study of games and find common disciplinary factors developing new mathematical research	Secondary objective 2; Secondary objective 3; Secondary objective 7; Secondary objective 9; Secondary objective 20
7	Developing methods "representations, and evaluation processes" for generating full of parts of tabletop games	Secondary objective 8; Secondary objective 12

#	Objective Number	Objective Description
1	Challenge	explore new ways to study games across diverse fields such as history, archaeology, mathematics, and education, in collaboration with AI researchers. Together, we will design algorithms, methods, and techniques capable of emulating human-like gameplay across a wide range of tabletop games to unlock new insights for research within these disciplines.
2	Secondary objective 1	Identify AI techniques that can answer archaeological and historical research questions and facilitate future research on games of the past through the creation of digital tools.
3	Secondary objective 2	Understand the ways that cultural processes can change gameplay, and explore the ways that games have had an impact on cultural change. Provide methodologies to connect artefacts with specific kinds of gameplay and create innovative techniques for studying gaming cultures of the past.
4	Secondary objective 3	Improve standard approaches for the analysis of tabletop games in developing interaction between AI search techniques and the mathematical aspects involved in these techniques.
5	Secondary objective 4	Provide explainable approaches for the strategies performed by the AI agents and elements of comparison between tactics and strategies.
6	Secondary objective 5	Design AIs using a variety of strategies, simulating how humans experience gameplay. Learn from human in-game communication and teach AIs how to interact with AIs and humans.
7	Secondary objective 6	Provide reconstructed games for use by cultural institutions in their educational programs and create accessible digital tools to engage the public with heritage games.
8	Secondary objective 7	Extend General Game Playing (GGP) research by developing a framework to model imperfect-information games.
9	Secondary objective 8	Develop procedural generation techniques of higher quality games and puzzles than are currently being achieved with existing approaches and provide automatic evaluation, play testing and balancing of tabletop games.
10	Secondary objective 9	Generate innovative and original high-quality games for commercialisation.
11	Secondary objective 10	Develop effective educational strategies for teaching Game AI and pedagogical programs and activities among students at all levels of education.
12	Secondary objective 11	Establish a robust network of European researchers, through the organisation and coordination of open and multidisciplinary events, fostering enduring collaborations that extend beyond the duration of the project.
13	Secondary objective 12	Promote a collaborative research agenda aimed at facilitating the inception of new projects that leverage combined expertise, skills, and human resources. This strategic approach will enable the Action to effectively address the challenges posed by the Action.
14	Secondary objective 13	Attract the next generation of young researchers and innovators in games, and support them to learn about the manifold subjects, topics and possibilities in the fields to contribute to the improvement of computer science, mathematics, history, anthropology, and archaeology.
15	Secondary objective 14	Promoting Young Researchers and Investigators (YRI) in increasing their visibility through conferences and workshops.
16	Secondary objective 15	Develop collaborations between YRIs and experts from various fields in supporting researcher mobility by encouraging researchers to participate in training schools and through the intensive use of Short-Term Scientific Missions (STSM). The Action will strive for a fair and diverse membership.
17	Secondary objective 16	Significantly improve gender equality in the Action.
18	Secondary objective 17	Disseminate the results of the Action activities to the scientific community and to the public.
19	Secondary objective 18	Achieving geographical and demographical diversity, with special attention to gender balance and COST Inclusiveness Target Countries (ITC), throughout the Action.
20	Secondary objective 19	Identify and interact with stakeholders. Stakeholders will be actively identified among Action members and their networks but also beyond.
21	Secondary objective 20	Form an educational programme to offer training in the different multidisciplinary areas embedded in this Action.

How many were we on MC1 (24/10/2023)?

- **111 members** within 5 Working Groups (WGs)
- Included **43 MC members** and **14 Core group members**
- **34 COST Countries + 9 International Countries**
- **WG1: Game-playing AI (50 members)**
- **WG2: Cultural Heritage of Games (55 members)**
- **WG3: Procedural Content Generation (36 members)**
- **WG4: Mathematics in Games (31 members)**
- **WG5: Implementation, Dissemination and Education (63 members)**

How many are we?

- **234 members** within 5 Working Groups (WGs)
- Included **62 MC members** and **15 Core group members**
- **WG1: Game-playing AI (101 members)**
- **WG2: Cultural Heritage of Games (114 members)**
- **WG3: Procedural Content Generation (90 members)**
- **WG4: Mathematics in Games (73 members)**
- **WG5: Implementation, Dissemination and Education (132 members)**

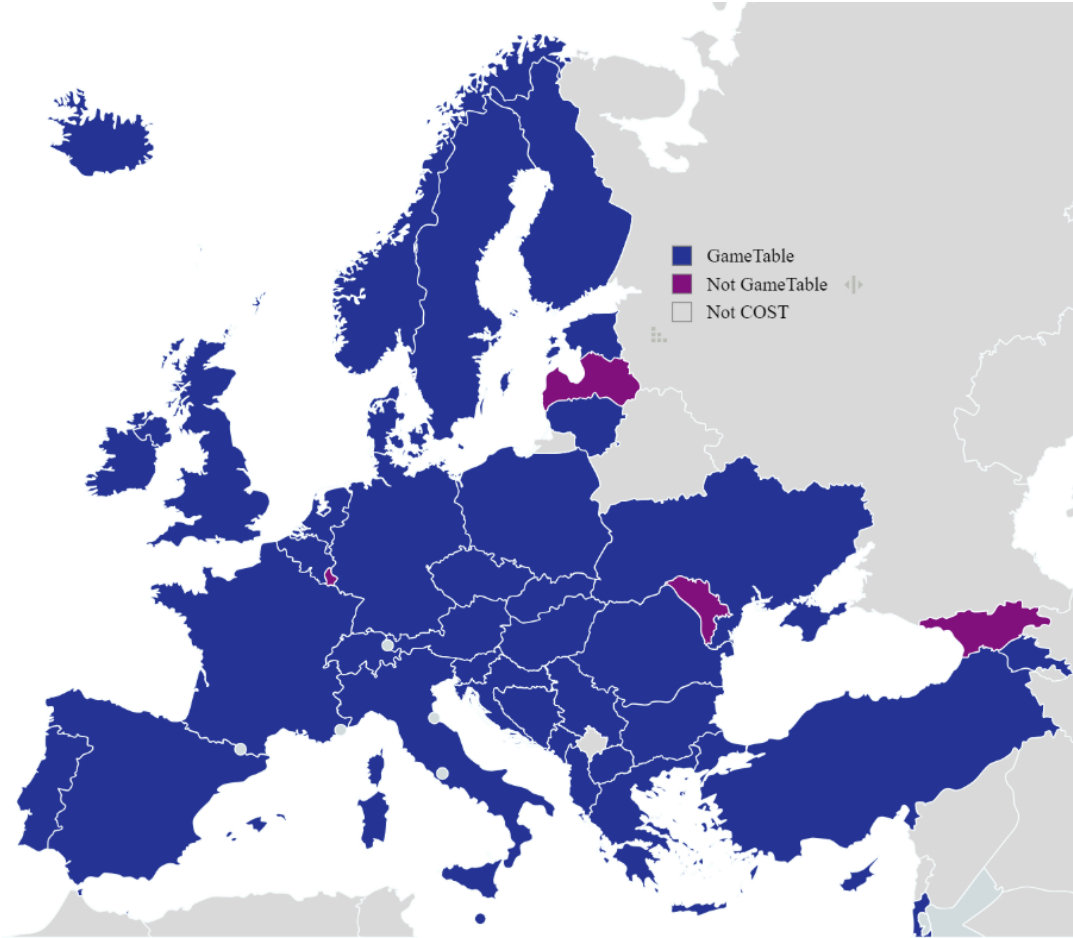
How many COST countries?

- **38 COST countries (22 ITC):**

Portugal, Spain, Italy, Malta, Greece, Cyprus, Turkey, Israel, Albania, North Macedonia, Bulgaria, Serbia, Bosnia and Herzegovina, Croatia, France, Switzerland, Slovenia, Austria, Slovakia, Czechia, Poland, Germany, Belgium, Netherlands, United Kingdom, Ireland, Denmark, Finland, Sweden, Norway, Iceland, Hungary, Estonia, Ukraine, Lithuania, Romania, Montenegros, Armenia

- **Only 4 more are remaining:**

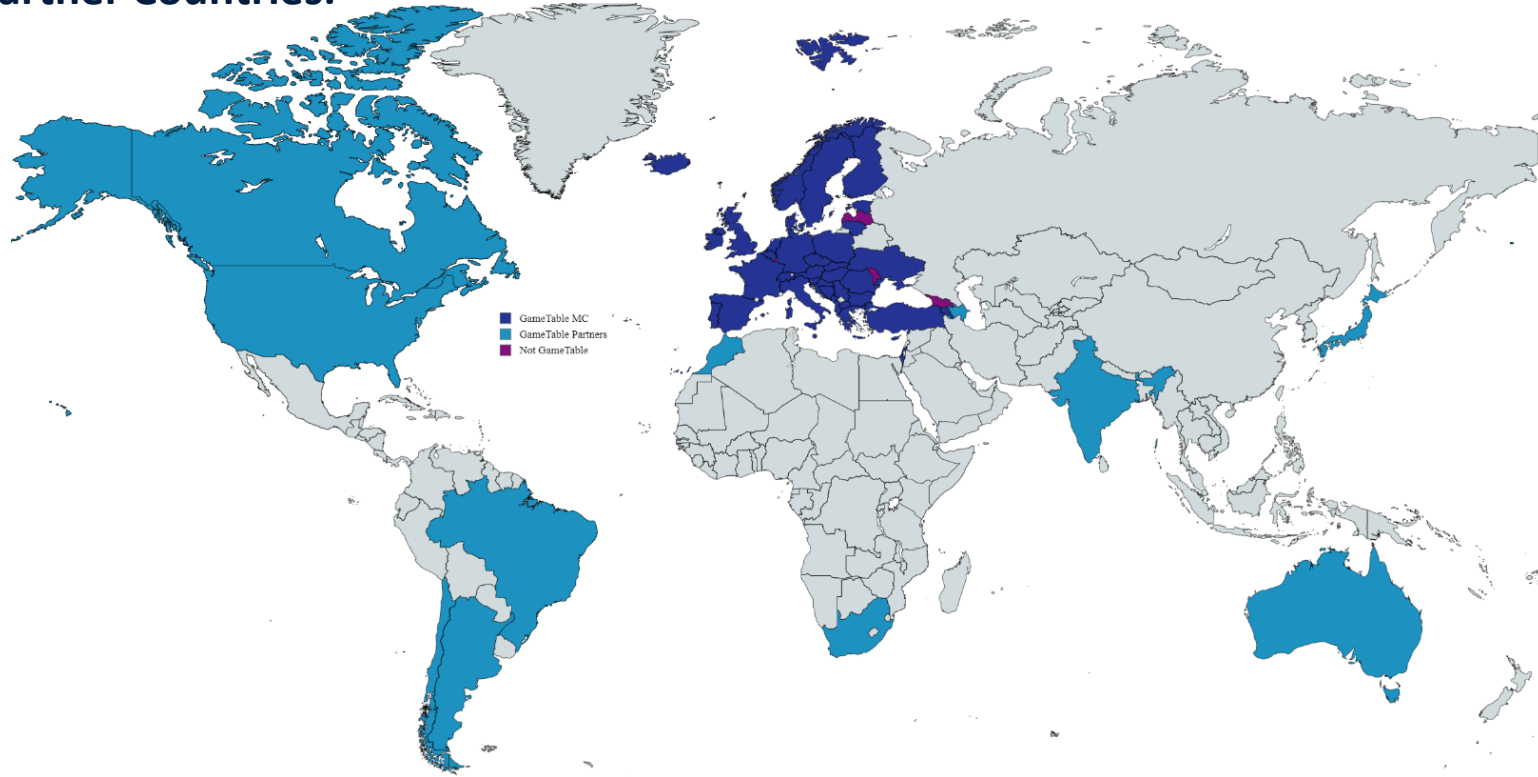
Luxembourg, Latvia, Moldova, Georgia



And in the world?

11 International Partner Countries:

- USA
- Brazil
- Argentina
- South Africa
- Azerbaijan
- Japan
- India
- Australia
- Chile
- Canada
- Morocco



Evolution of GP1 budget

24/10/2023
Initial Budget
125,000 euros

12/04/2024
Amendment
+ 30,000 euros

01/11/2023 – 31/10/2024
Budget
155,000 euros

Financial and Scientific Administration and Coordination (FSAC) - 15 % = 20,215.62€

Real GP1 Budget = 134,784.38 €

(current) GP1 budget

Total	Grant budget (a)	Expenditure					Delta (g=f-a)
		Actuals (b)	Accruals (c)	Total (d=b+c)	Forecast (e)	Total (f=d+e)	
Meeting	100 396.78	73 376.32	663.09	74 039.41	23 580.00	97 619.41	-2 777.37
Training School	0.00	0.00	0.00	0.00	0.00	0.00	0.00
Short-Term Scientific Mission Grant	15 500.00	8 238.00	5 000.00	13 238.00	2 262.00	15 500.00	0.00
Virtual Mobility Grant	0.00	0.00	0.00	0.00	0.00	0.00	0.00
Inclusiveness Target Countries Conference Grant	4 419.00	0.00	0.00	0.00	4 419.00	4 419.00	0.00
Dissemination Conference Grant	13 955.00	8 000.00	1 200.00	9 200.00	4 755.00	13 955.00	0.00
Dissemination and Communication Products	500.00	27.00	0.00	27.00	0.00	27.00	-473.00
Other Expenses Related to Scientific Activities (OERSA)	0.00	0.00	0.00	0.00	0.00	0.00	0.00
Virtual Networking Support Grant	0.00	0.00	0.00	0.00	0.00	0.00	0.00
Networking expenditure	134 770.78	89 641.32	6 863.09	96 504.41	35 016.00	131 520.41	-3 250.37
Eligible Networking expenditure	134 770.78	89 641.32	6 863.09	96 504.41	35 016.00	131 520.41	-3 250.37
FSAC 15% of Eligible Networking expenditure	20 215.62	13 446.20	1 029.46	14 475.66	5 252.40	19 728.06	-487.56
Eligible Costs	154 986.40	103 087.52	7 892.55	110 980.07	40 268.40	151 248.47	-3 737.93

Dissemination and Communication Products

Budget Prevision = 500€

Reality = 27€

(Domain name)

GameTable Website:

<https://gametable.network/>



 Twitter  Facebook  Youtube  e-COST

Home

About

Structure

Activities

Grants

Results

News & Events

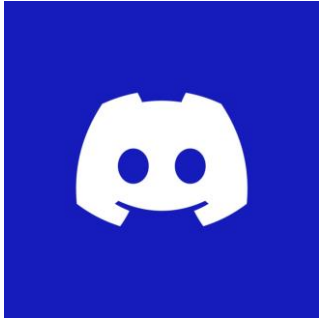
Join Us

COST ACTION CA22145

Computational Techniques for Tabletop Games Heritage

An international and interdisciplinary network of scholars and stakeholders from all career stages across academia, industry, and heritage institutions to inspire methodologies and applications on how to use game AI to study, reconstruct, and preserve the intangible cultural heritage of games.

Google Groups and Discord server



<https://discord.gg/9mdfV4Rm>

Google Groups

<https://groups.google.com/u/1/g/gametable-network>

<https://groups.google.com/u/1/g/gametable-ai>

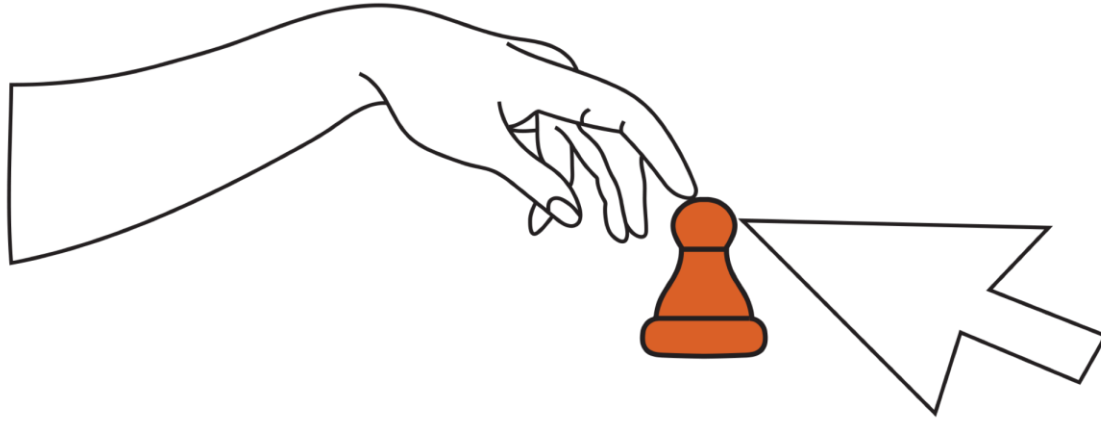
<https://groups.google.com/u/1/g/gametable-cultural>

<https://groups.google.com/u/1/g/gametable-pcg>

<https://groups.google.com/u/1/g/gametable-maths>

<https://groups.google.com/u/1/g/gametable-dissemination>

GameTable Logo



GameTable

Social networks and Youtube Channel



<https://twitter.com/GameTableNet>



<https://www.facebook.com/GameTableNetwork>



<https://www.youtube.com/@GameTableNetwork>

GP1 budget per past meeting

GameTable kick-off/WG1 meeting (3 days)

Title	GameTable Kick-off and WG1 meeting	EUR 37 910.88	
Type	Workshops/Conferences, Working Group Meeting		
Dates	29/01/2024 - 31/01/2024		
Location	Leiden (Netherlands)		
Participants	75		
Reimbursed	42		

WG4 meeting (1 day)

Title	WG4 - Day 0 Let's start	EUR 7 936.20	
Type	Working Group Meeting		
Dates	15/03/2024 - 15/03/2024		
Location	Aveiro (Portugal)		
Participants	20		
Reimbursed	12		

WG3 meeting (1 day)

Title	WG3 physical kickoff meeting	EUR 10 094.76	
Type	Working Group Meeting		
Dates	25/03/2024 - 25/03/2024		
Location	Valletta (Malta)		
Participants	20		
Reimbursed	12		

WG2 meeting (1 day)

Title	WG2 - Meeting 1 - Cultural Heritage of Games	EUR 17 640.00	
Type	Working Group Meeting		
Dates	03/05/2024 - 03/05/2024		
Location	Ürgüp, Nevşehir (Türkiye)		
Participants	30		
Reimbursed	20		

WG5 meeting (Santorini): Last GP1 event

2 days: 10-11/10/2024



Budget 34.700 €

> 25 people, LOS = 4.000€

GameTable Kickoff



- 58 participants
- Fundamentals:
 - Cultural Heritage
 - Maths in Game
 - Game AI
- Case Studies
- Discussions and Debates
- Dissemination
- Organisation

Leiden, the Netherlands – 29-30/01/2024

Eric Piette, Walter Crist, Dennis J.N.J. Soemers, Lisa Rougetet, Summer Courts, Tim Penn, Achille Morenville [GameTable COST Action: kickoff report](#), ICGA Journal 2024

Grant Awarding

**Fatih Parlak
&
Ilaria Truzzi**

GP1 Grants

Achille <u>Morenville</u>	STSM	WG1, WG3	Exploring Approaches in RL for Imperfect-Information Game	3100
Alex de Voogt	STSM	WG2	Materiality and games	799
Alex de Voogt	STSM	WG2	Analyzing Mourra	3199
Daniel Finnegan	STSM	WG2-WG5	<u>Augmented</u> Board Games	2000
Eric <u>Piette</u>	DCG	Action Chair	<u>GameTable</u> Introduction: Presentation and Panel Participation to BGS 2024	2000
Ilaria Truzzi	DCG	WG2, WG5	Dissemination of the <u>Gametable</u> Network and research projects	400
Lisa <u>Rougetet</u>	DCG	WG4	<u>GameTable</u> Panel at the XXVI BGS	2000
Manuel Eberhardinger	STSM	WG1, WG4	Explaining the Decision-Making Process of Board Game Agents with Program Synthesis	2000
Michele Masini	DCG	WG1, WG5	Analysis of Visual and Cognitive Ergonomics in Board Games	400
Milos <u>Stojakovic</u>	STSM	WG1, WG4	Client- <u>Waiter</u> games on <u>graphs</u>	1140
<u>Summer Courts</u>	DCG	WG2, WG5	<u>GameTable</u> Panel at the XXVI BGS	2000
Dorina <u>Moullou</u>	DCG	WG2, WG5	Dissemination grant for EAA 2024 Conference	1500
Tommaso Piccinno	DCG	WG1, WG5	Analysis of visual and cognitive ergonomics in boardgames	400
Walter <u>Crist</u>	DCG	Action Vice-Chair	<u>GameTable</u> Panel: How to explore games with AI?	2000
Walter <u>Crist</u>	STSM	Action Vice-Chair	Games Heritage of Azerbaijan	3000

Annual Grant Allocation:
25.938 €

(n° 7) STSMs =
15.238 €

(n° 8) DCGs =
10.700 €

ITCs = 0

A word from the Grant Awarding Coordinators

Positive outcomes of this first GP, according to the Gametable MoU:

STSM Goals:

- Support specific and diverse topics that can help achieving the Action MoU objectives and deliverables, allowing research collaborations among the Gametable members on a large scale and contributing to the visibility and impact of the Action.
- STSM allow the researchers to meet and forge new collaborations that can continue in the future, leading to innovative scientific publications all on behalf of the Action topics and interests

DCG Goals:

- Significantly increase the visibility of the Action in international conferences in the field of a topic relevant to Gametable, attracting additional stakeholders, researchers and innovators and disseminating the results of the Action to the relevant end-users
- Key to facilitate collaborations between academics and non-academics, a starting point for opening dialogues with industry and cultural institutions

A word from the Grant Awarding Coordinators

What do we plan for the next GP?



- Preparing new calls and publish them on our website and social accounts, to notify all the Action members of the new open possibilities for research studies and dissemination opportunities
- Continue supporting the projects that were granted this year
- Incorporate new research studies useful for topics and objectives of the Action MoU
- Improve the ITC grants visibility in order to increase geographical diversity and the empowerment of young researchers
- Continue the cooperation with all the WGs leaders to secure a balanced plan to address all the different goals of each WGs through targeted STSM

What can you do?



- Advertise all WGs members, especially our new participants, of the grant possibilities of our Action
- Address us (Fatih and Ilaria) for any questions regarding the submission and evaluation process of the various grants
- More research ideas to motivate more STSM submissions

WG1

Dennis Soemers
&
Jakub Kowalski

WG1 activities during GP1

- In-person (+ remote) meeting in Leiden (January 2024)
 - 28 participants (20 reimbursed)
 - Three core topics
 - human-like AI, imperfect-info GGP, explainable search and RL
 - Meeting report published in ICGA Journal (pre-press)
- We sent a spy (Vanessa) to attend the WG2 meeting
- 2 WG1-focused STSMs (Achille and Manuel)

WG1 plans for GP2

- WG1 meeting: London, November 4 and 5, 2024
 - ~25 invitations with reimbursement
 - Increased focus on grant discussions?
 - Hopefully it doesn't get cancelled
- Potentially: second event co-located with the yearly Summer School on AI and Games
 - End of June, in Malmö
 - Event type to be determined (meeting, training school, other...)
- More online activities?

WG2

**Walter Crist
&
Tim Penn**

WG2 activities during GP1

- WG2 meeting: Mustafapaşa, Turkey, 3 May 2024
- Related STSMs:
 - Alex de Voogt (USA) to Lisa Rougetet (France)
 - Alex de Voogt (USA) to Walter Crist (Netherlands)
 - Walter Crist (Netherlands) to Aslan Gasimov (Azerbaijan)
 - Daniel Finnegan (UK) to Indrė Jovaišaitė-Blaževičienė (Lithuania)
- Related Dissemination grants
 - GameTable panel (26th Board Game Studies Colloquium Tampere, Finland: Éric Piette, Walter Crist, Summer Courts, Lisa Rougetet)
 - GameTable Network: Unveiling the Past, Embracing the Future through AI-driven Archaeological Research (European Association of Archaeologists, Rome; Dorina Moullou)
- Cultural Heritage of Games Webinar Series
 - Scheduled Sept 24, 2024–August 2025
- Ludii Games Database Survey

WG2 activities during GP1

- WG2 is starting to feed directly and indirectly into grant applications, e.g.
 - 1) Ilaria Truzzi obtained doctoral funding for three years at the University of Reading for her project 'Playing in ancient Iberia: The materiality of games in a multicultural context (c. 800 BCE-800 CE)' (c. £120k)
 - 2) Tim Penn obtained funding from AHRC Impact Accelerator Account for 'Roman boardgames in society: connecting people through play' (c. £7.2K)
 - 3) A group of six WG2 members have applied to the Game in Lab fund for 'Play and the city: investigating the cultural heritage of games of the City of Rome (200 BC-500 AD)'
- Please let us know about grants you are applying for that are linked to GameTable and WG2!

WG2 plans for GP2

- WG2 meeting: Baku, Azerbaijan, March 2025
 - 20 people including in-country attendees, 1 day
- Training School: Game Graffiti Documentation
 - Athens, Greece (Barbara Carè)
 - May 2025 (around the Computer Applications and Quantitative Methods in Archaeology conference in Athens)
 - 10 people funded (+ up to 10 further attendees) / 3 days
- Dissemination grant: Computer Applications and Quantitative Methods in Archaeology conference (Athens, 5–9 May 2025)
 - 2–3 people
- Dissemination grant: organized session on heritage of games at European Association of Archaeologists Meeting (Belgrade, Serbia, 3–6 September 2025).
 - 5 people?
- Potential STSMs: investigating problems in historical chess manuscripts with AI, game documentation in Aphrodisias, Turkey
- Continue webinar series – We will also help Dorina get set up for a WG5 webinar.

WG3

Swen Gaudl

&

Younès Rabii

WG3 - New leaders



Swen Gaudi

he / him

- Senior Lecturer for Interaction Design, University of Gothenburg
- Lecturer in Computer Science, University of Plymouth
- Research: AI & technology for digital and physical artefacts (games, music/dance, robots)
- keywords: eHealth, co-design, computational-creativity, agent-frameworks



Younès Rabii

they / them

- PhD student at Queen Mary University of London
- Awarded independant game developer
- Research: AI, game design, Improvised performances in games
- keywords: automated-game-design, improvisation, computational-creativity

WG3 Activities during GP1

1st In-Person meeting



March 25 - Valletta, Malta

Hosted at the University of Malta by Antonios Liapis

WG3 plan for GP2

- **Start a series of monthly meetings**
 - 1st iteration: Present the specialties/interests of WG3 members to the others (youtube videos, discord Q&A)
- **Second event in Gothenburg, Sweden**
 - organise in-person meeting February or March 2025
 - 1 day meeting,
 - attendance “World of Games”



WG4

**Lisa Rougetet
&
Tiago Hirth**

WG4 activities during GP1

- January 24th → 1st Online Meeting (introductory presentations + organizational discussion)
- March 15th → 1st In-Person Meeting in Aveiro, Portugal (presentations of researches)
- Monthly Webinar on Mathematics and Games:
 - April 15th: Emin Durmishi “Digital topology and board games”
 - June 10th: Yannick Rochat “Teaching the mathematics of games in a faculty of arts”
 - July 15th: Miloš Stojakovic “Introduction to Positional Games”
- Start of a shared bibliography on Mathematics and Games

WG4 plans for GP2 (1/2)

- Monthly Webinar on Mathematics and Games:
 - September 23rd: Miloš Stojakovic
 - October 21st: Martijn Bousse
 - November 25th: Georg Grasegger
- December 9th: 2nd Online Meeting (5pm-7pm CET) to share what have been done individually (or commonly) within WG4.
- January 24th (date to be confirmed): “Math and Games” session at the Recreational Mathematics Colloquium VIII (Lisbon), online broadcasting.

WG4 plans for GP2 (2/2)

- July (when? where?) → 2nd In-Person Meeting (1 day)
+ summer school (4 days) 20-25 persons (?)

Possible topics:

- ❖ Combinatorial Game Theory classes
- ❖ Game Theory classes
- ❖ Recreational Mathematics classes

Possible places:

- ❖ Glasgow, UK
- ❖ Brest, FR

Possible deliverable: posters produced collectively during the summer school.

WG5

Dorina Moullou

WG5 activities during GP1

- **Virtual meeting January 4 2024**
- **Formation of Focus Groups each dedicated to specific deliverables:**
 - **FG1 Game System**
 - **FG2 Educational Programs and Materials**
 - **FG3 Digital Exhibition**
 - **FG4 Scientific Papers**
- **In Person Kick-off meeting Santorini, Greece, October 10-11, 2024**

WG5 plans for GP2

- **Leadership:** Select a WG5 Co-leader.
- **In-Person Meetings:**
 - **Two meetings** planned for the next grant period.
 - **Attendance:** >20 people each.
 - **Dates & Locations:** To be suggested and finalized (?) during the kickoff meeting in Santorini.
- **Online Meetings:**
 - **Minimum two online meetings** in between the in-person meetings to strengthen collaboration, share ideas and to receive updates/progress reports from members (to track group milestones)
- **Webinar Series:**
 - **Starting:** November 2024.
 - **Monthly/Regular webinars** on relevant topics.
- **Collaborative Projects:**
 - Initiate small group projects or task forces to focus on specific goals or research.
 - Propose a GameTable Session for the CAA Int. Conference (5-9 May, Athens Greece)

Science Communication

Summer Courts

Summary Data: Social Media

Followers - Facebook: 48 // Twitter-X: 52 // Youtube: 58

- **Engagement:**

- **Twitter/X:**

- does not offer a full analytics breakdown without a Premium subscription. I can't provide more information from this source.

- **Facebook:**

- 1.6k total reach over the last year and 166 total engagements. This is a 10% conversion rate and is actually one of our strongest rates.

- **Youtube:**

- 618 total views of all Youtube Videos, with an average watch time of 2 minutes and 2 seconds. Our viewers are fairly evenly split between the 35-44 year old category and the 55-64 year old category, though the 55-64 year old category accounts for 70% of our total watch time.

Engagement time:

The majority of our current viewers are viewing our social media on Friday at 6PM British Time, so I will be scheduling posts for around this time in future.

Summary Data: Social Media

Facebook/Twitter/X:

Facebook and Twitter are generally low engagement and what we do have is primarily generated from our own network. This because we are using our social media as a nothing more than a pinboard with information. With this in mind, we either need to collaborate to produce easy palatable content (consider something like the #MosiadMonday hashtag) to try and gain traction or accept that our social media is generally low return. If option 1, this needs to be a collaborative effort where everyone picks an image or something and writes a pithy 2/3 sentence thing about it. Maybe a 'my favourite piece of gaming history/technology' or similar? I can then upload several weeks/months content in one go. If option 2, we may want to minimise our social media presence and focus on the Discord and mailing group instead. We can discuss this more in the meeting.

Youtube:

While our Youtube videos are getting lots of initial views, people are not sticking around to view the whole content. It's just too long and probably a bit too academic. We can continue to produce these videos for our network, but it seems that even our internal people are not viewing them for very long. As it stands our Youtube engagement is functionally null – 2 minutes is simply not long enough to deliver the content we are trying to deliver. We may want to try switching to shorter style vlogs or similar if we want a YouTube presence.

Let's discuss and vote!

Quorum Reached?

- We need representation from **2/3 of the countries within the Management Committee (MC)**.
- With 38 countries, this equates to **26 countries** ($2/3$ of 38 = 25.3, rounded up).
- If this quorum is not met, all votes will be conducted through e-votes.

WG5 a co-leader? Let's vote!

Barbare Care?



GP2 budget to decide !?

224.000 euros for the second grant period (GP2)

01/11/2024 – 31/10/2025

Networking Tools	Quantity	Amount
FSAC (15%)	15%	33.600€
WG1 Meeting/TS	2	30.000
WG2 Meeting/TS	2/3	30.000
WG3 Meeting/TS	2	30.000
WG4 Meeting/TS	2	30.000
WG5 Meeting/TS	2	30.000
Grants	20-40	40.400

After the current WG plans

After FSAC (15%), 190 400€ for GP2 budget

Networking Tools	Quantity	Travel Cost?	Estimation (e-cost)
WG1 Meeting (London)	2 days / 25 people	400€	28 870€ + LOS
WG1 Meeting (Malmo)	?? Days / ?? people	???€	20 000€? + LOS
WG2 Meeting (Baku)	1 day / 20 people	600€	22 656€ + LOS
WG2 TS (Athens)	3 days / 10 people	400€	12 492€ + LOS
WG3 Meeting (Gothenburg)	1 day / 20 people	600€	21 552€ + LOS
WG4 Meeting/TS	5 days / 20 people	400€	36 416€ + LOS
WG5 Meeting 1 (Serbia)	1 day / 20 people	500€	19 168€ + LOS
WG5 Meeting 2 (Fribourg)	1 day / 20 people	500€	19 168€ + LOS
TOTAL	180 332 + LOSssss		
Grants	??-??	Only 10 068 - LOSsssss	

Work plan for GP2? Decision!?

Identify AI techniques that can answer archaeological and historical research questions and facilitate future research on games of the past through the creation of digital tools.

Understand the ways that cultural processes can change gameplay, and explore the ways that games have had an impact on cultural change. Provide methodologies to connect artefacts with specific kinds of gameplay and create innovative techniques for studying gaming cultures of the past.

Improve standard approaches for the analysis of tabletop games in developing interaction between AI search techniques and the mathematical aspects involved in these techniques.

Provide explainable approaches for the strategies performed by the AI agents and elements of comparison between tactics and strategies.

Design AIs using a variety of strategies, simulating how humans experience gameplay. Learn from human in-game communication and teach AIs how to interact with AIs and humans.

Provide reconstructed games for use by cultural institutions in their educational programs and create accessible digital tools to engage the public with heritage games.

Extend General Game Playing (GGP) research by developing a framework to model imperfect-information games.

Develop procedural generation techniques of higher quality games and puzzles than are currently being achieved with existing approaches and provide automatic evaluation, play testing and balancing of tabletop games.

Generate innovative and original high-quality games for commercialisation.

Develop effective educational strategies for teaching Game AI and pedagogical programs and activities among students at all levels of education.



Need 3 Research Coordination objectives

Need 3 Capacity Building objectives



Establish a robust network of European researchers, through the organisation and coordination of open and multidisciplinary events, fostering enduring collaborations that extend beyond the duration of the project.

Promote a collaborative research agenda aimed at facilitating the inception of new projects that leverage combined expertise, skills, and human resources. This strategic approach will enable the Action to effectively address the challenges posed by the Action.

Attract the next generation of young researchers and innovators in games, and support them to learn about the manifold subjects, topics and possibilities in the fields to contribute to the improvement of computer science, mathematics, history, anthropology, and archaeology.

Promoting Young Researchers and Investigators (YRI) in increasing their visibility through conferences and workshops.

Develop collaborations between YRIs and experts from various fields in supporting researcher mobility by encouraging researchers to participate in training schools and through the intensive use of Short-Term Scientific Missions (STSM). The Action will strive for a fair and diverse membership.

Significantly improve gender equality in the Action.

Disseminate the results of the Action activities to the scientific community and to the public.

Achieving geographical and demographical diversity, with special attention to gender balance and COST Inclusiveness Target Countries (ITC), throughout the Action.

Identify and interact with stakeholders. Stakeholders will be actively identified among Action members and their networks but also beyond.

Form an educational programme to offer training in the different multidisciplinary areas embedded in this Action.

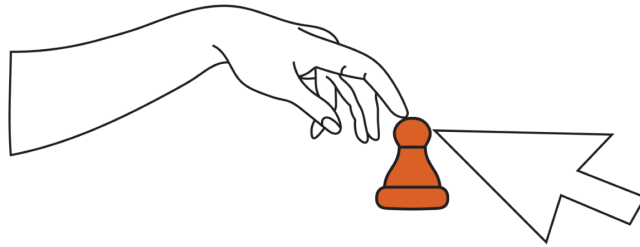
Something else to vote and discuss?



Thank you!



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GameTable

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