

GameTable

Computational Techniques for Tabletop Games Heritage

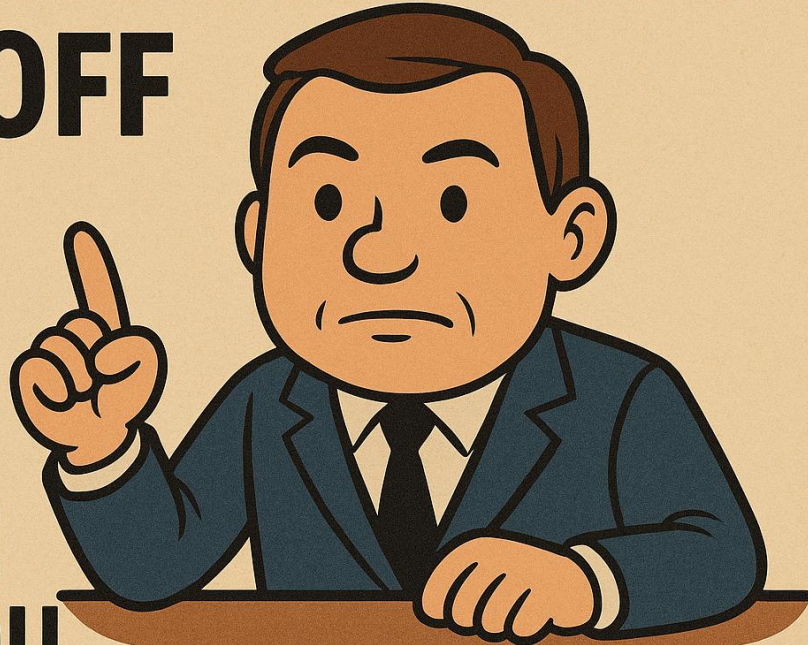
MC3 meeting

Please keep your mics off

**PLEASE KEEP YOUR
MIC OFF**



**UNLESS I
INVITE YOU**



TO SPEAK

Agenda

- **(1) GameTable: Some Data and the mid-term report**
- **(2) GP2 Overview**
- **(3) Grants Awarded during GP2**
- **(4) Science Communication: Summary Data**
- **(5) WG1 GP2 activities**
- **(6) WG2 GP2 activities**
- **(7) WG3 GP2 activities**
- **(8) WG4 GP2 activities**
- **(9) WG5 GP2 activities**
- **(10) GP3 budget and objectives**

Mid-Term Report

Keywords

MoU Objectives

Deliverables

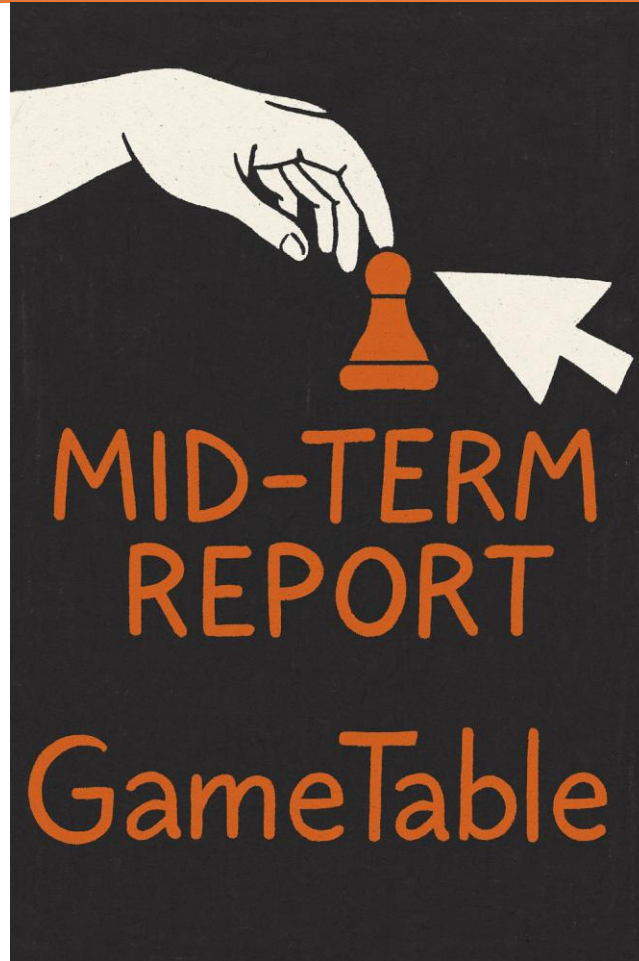
Additional Outputs

Impacts

Dissemination

Other Matters

Summary



Deadline: 23/11

GameTable Objectives

#	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.

We need to express the % of achievement for each of them!
That's in progress, and the numbers looks good 😊

GameTable Deliverables

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

How many were we on MC2 (04/09/2024)?

- **234 members**



- **38 COST Countries + 11 International Countries**
- **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 are we?

- **336 members!**
(+45,5%)



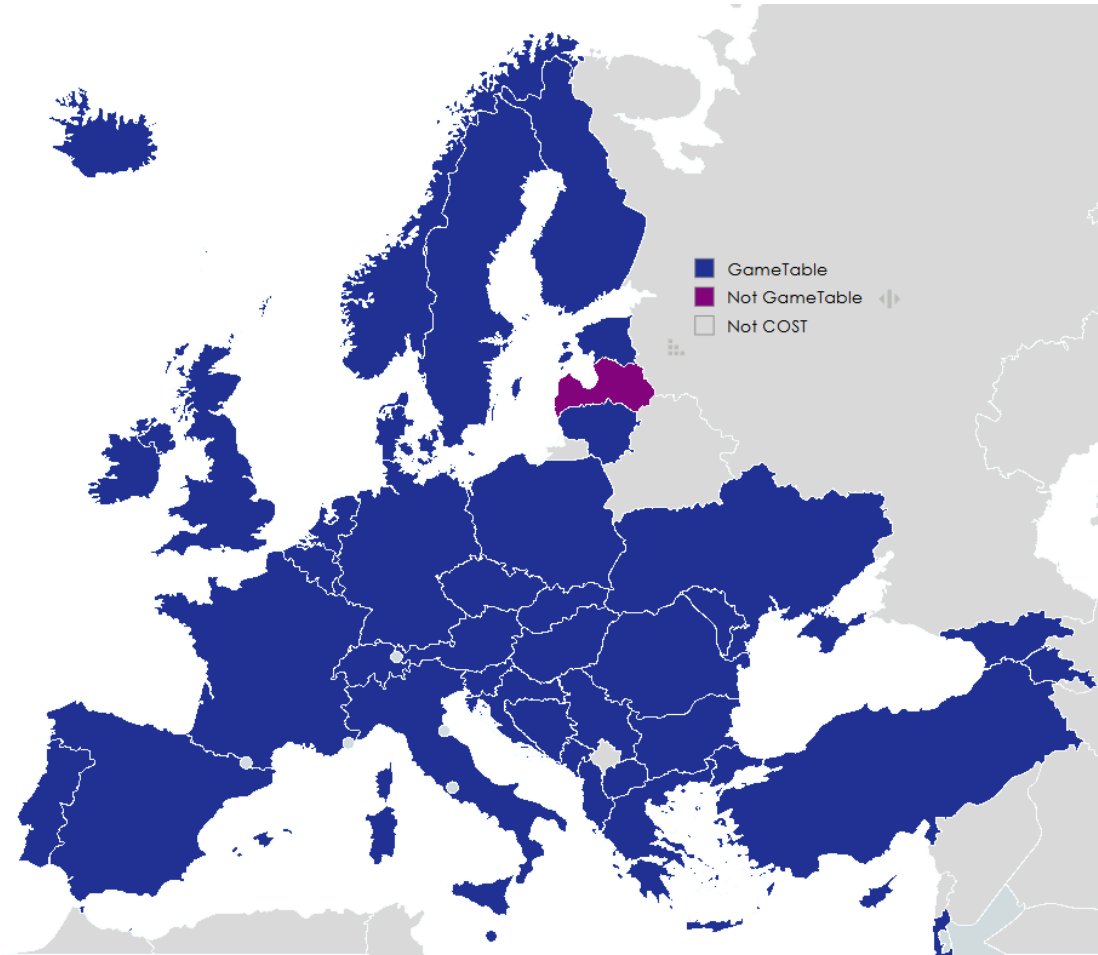
- **WG1: Game-playing AI (136 members)**
- **WG2: Cultural Heritage of Games (171 members)**
- **WG3: Procedural Content Generation (126 members)**
- **WG4: Mathematics in Games (110 members)**
- **WG5: Implementation, Dissemination and Education (190 members)**

How many COST countries?

- **41 COST countries (24 ITC):**

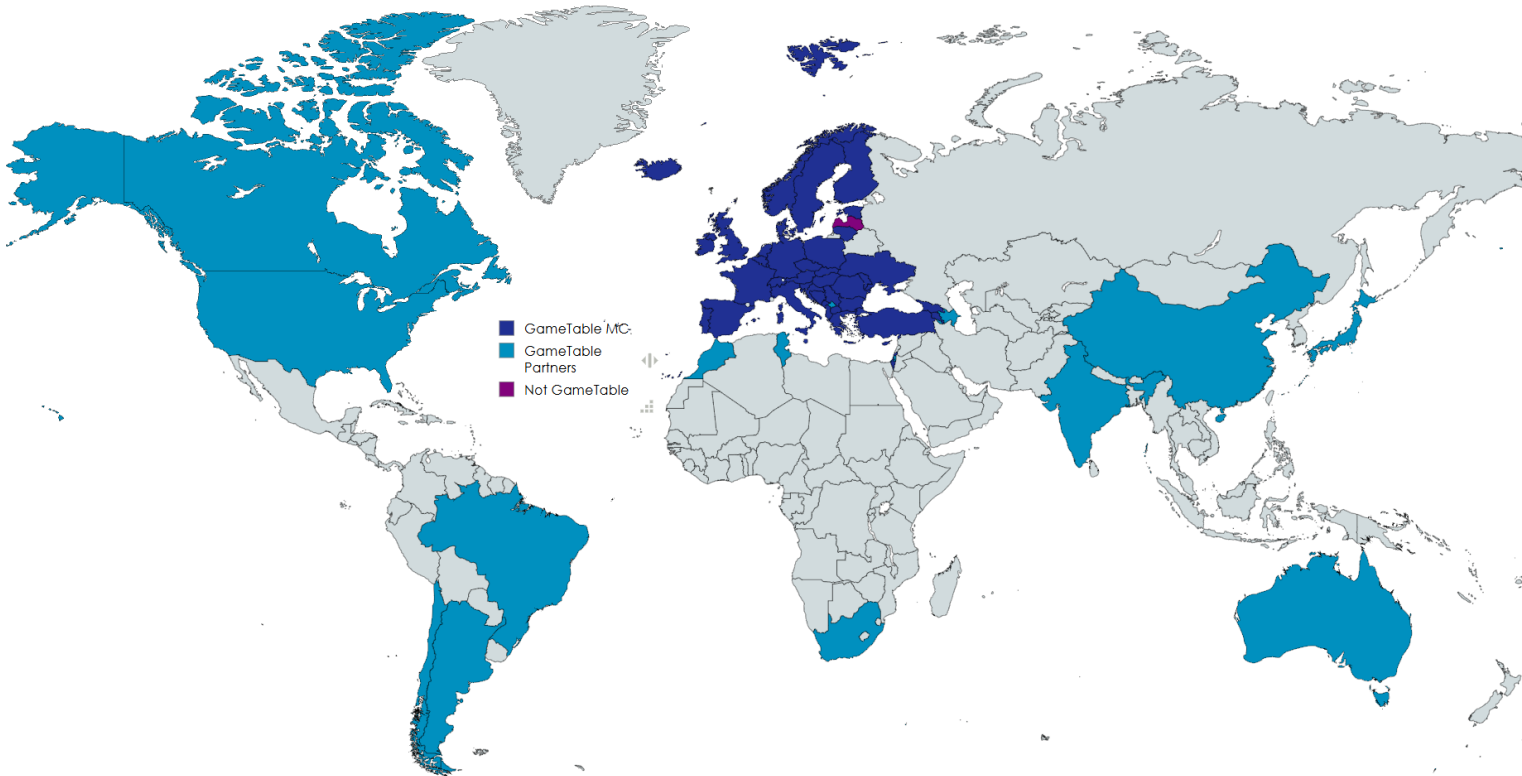
Portugal, Spain, Italy, Malta, Greece, Cyprus, Turkey, Israel, Albania, North Macedonia, Bulgaria, Serbia, Bosnia and Herzegovina, Croatia, France, Switzerland, Slovenia, Austria, Slovakia, Czechia, Poland, Germany, Belgium, Netherlands, United Kingdom, Ireland, Denmark, Finland, Sweden, Norway, Iceland,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

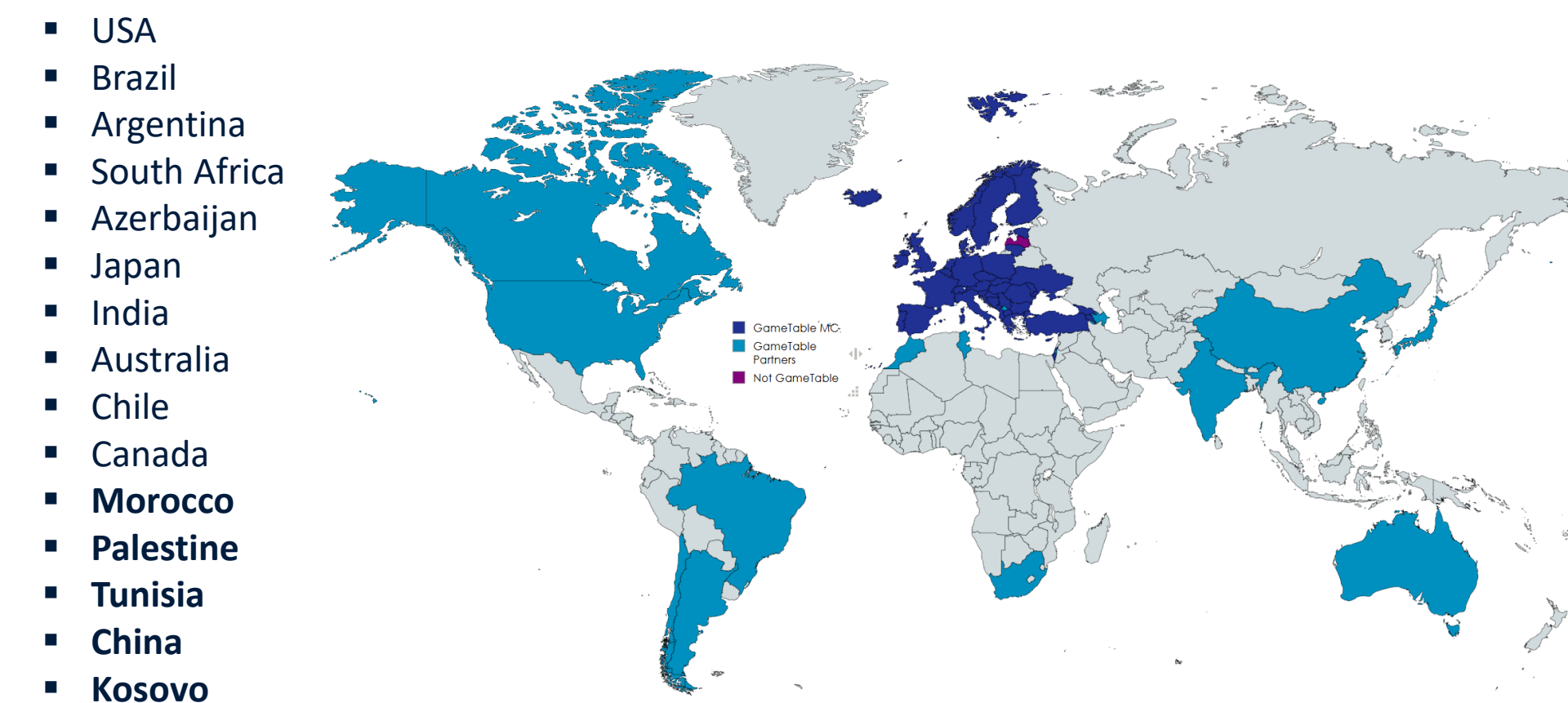
- **Only 1 more is remaining:**
Latvia



And in the world?

15 International Partner Countries:

- USA
 - Brazil
 - Argentina
 - South Africa
 - Azerbaijan
 - Japan
 - India
 - Australia
 - Chile
 - Canada
 - **Morocco**
 - **Palestine**
 - Tunisia
 - China
 - Kosovo
- 
- A world map illustrating the global distribution of GameTable's network. The map is color-coded: dark blue for GameTable MC (Main Campus), teal for GameTable Partners, and purple for Not GameTable. The legend is located in the center of the map. The map shows a high concentration of GameTable MC locations in Europe, particularly in the UK and Germany. GameTable Partners are spread across North America, South America, Africa, Asia, and Australia. Not GameTable locations are shown in a few countries in Europe and Asia.



ITCs? Gender Repartition? Young members?

	Total	ITC	Not-ITC
Countries	41	59%	41%
MC members	60	56%	44%
WG members	336	57%	43%

	Female	Male	Not To Say
Gender	37%	61%	2%

	<40	>40
Age	48%	52%

We collect all the GameTable outputs and Impacts

- Networking!
- Collaborations!
- Skill improvements!
- Internships and new supervisions!
- Publications!
- Special issues!
- Funding!
- Sub-Projects!
- Stakeholders Engagement!
- Dissemination Activities!
- Career Impacts!

TODO: Collect all the GameTable outputs and Impacts

- Networking!
- Collaborations!
- Skill improvements!
- Internships and new supervisions!

We already did a lot!

BUT

We aren't sure to know everything!

Some forms will be sent to all GameTable members to collect the necessary data before the deadline.

- Publications!
- Special issues!
- Funding!
- Sub-Projects!
- Stakeholders Engagement!
- Dissemination Activities!
- Career Impacts!

Connect-Two



Connect-Two is a GameTable initiative to spark collaboration across Working Groups.

Sign up and select groups of interest:

- Each month you're matched with a new member.
- Meet informally to exchange ideas and explore overlaps.
- The aim is simple: low-pressure conversations that can revive ideas, share perspectives, or even spark new collaborations.
- Already 52 participants, and 300+ Matches!

GP2 Overview

Work plan for GP2

#	Description	MOU Objective Associated
1	Foster multidisciplinary training programs that educate students and researchers on Game AI and cultural heritage, integrating archaeology, history, and computer science through hands-on learning and projects.	Challenge; Secondary objective 10; Secondary objective 13; Secondary objective 20
2	Develop AI agents that replicate fundamental human strategies and interactions, with a focus on mimicking human gameplay to enhance AI human-likeness.	Challenge; Secondary objective 4; Secondary objective 6
3	Create innovative tools for mapping the relationship between cultural processes and changes in gameplay, enabling researchers to explore the impact of historical events on the evolution of games.	Challenge; Secondary objective 1; Secondary objective 2; Secondary objective 3; Secondary objective 11; Secondary objective 12
4	Foster inclusivity, diversity, and collaboration by supporting young researchers, ensuring gender balance, engaging stakeholders, and promoting participation from COST Inclusiveness Target Countries (ITC).	Secondary objective 13; Secondary objective 14; Secondary objective 15; Secondary objective 16; Secondary objective 17; Secondary objective 19; Secondary objective 20
5	Enhance AI-driven analysis of tabletop games by refining the interaction between AI search techniques and the mathematical models, ensuring more accurate interpretations of game mechanics.	Challenge; Secondary objective 1; Secondary objective 2; Secondary objective 3; Secondary objective 5; Secondary objective 6
6	Offer digital reconstructions of ancient games to cultural institutions, empowering them to include interactive educational content in their programs and engaging the public with digital heritage tools.	Challenge; Secondary objective 1; Secondary objective 2; Secondary objective 3; Secondary objective 6; Secondary objective 8; Secondary objective 9; Secondary objective 11

GP2 budget

01/11/2024 – 31/10/2025

Budget

223,997 euros

(+44,5% compared to GP1 Budget)

Financial and Scientific Administration and Coordination (FSAC) - 15 % = 29,217.00€

Real GP2 Budget = 194,780.00 €

(current) GP2 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	108 615.00	59 295.26	42 751.16	102 046.42	1 866.00	103 912.42	-4 702.58
Training School	43 548.00	31 727.82	2 979.38	34 707.20	0.00	34 707.20	-8 840.80
Short-Term Scientific Mission Grant	20 000.00	18 643.42	0.00	18 643.42	4 000.00	22 643.42	2 643.42
Virtual Mobility Grant	0.00	0.00	0.00	0.00	0.00	0.00	0.00
Young Researcher and Innovator Conference Grant	0.00	1 000.00	4 475.00	5 475.00	5 600.00	11 075.00	11 075.00
Inclusiveness Target Countries Conference Grant	6 000.00	0.00	0.00	0.00	3 000.00	3 000.00	-3 000.00
Dissemination Conference Grant	14 000.00	0.00	1 408.75	1 408.75	5 591.25	7 000.00	-7 000.00
Dissemination and Communication Products	2 617.00	26.33	0.00	26.33	4 990.00	5 016.33	2 399.33
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	194 780.00	110 692.83	51 614.29	162 307.12	25 047.25	187 354.37	-7 425.63
Eligible Networking expenditure	194 780.00	110 692.83	51 614.29	162 307.12	25 047.25	187 354.37	-7 425.63
FSAC 15% of Eligible Networking expenditure	29 217.00	16 603.92	7 742.14	24 346.06	3 757.09	28 103.15	-1 113.85
Eligible Costs	223 997.00	127 296.75	59 356.43	186 653.18	28 804.34	215 457.52	-8 539.48

All our e-votes during GP2

Delegation of Power: The MC empowers the Core Group to reallocate funds in the last two months of the grant period to increase budgets for final meetings, grants or for communication and dissemination tools, without requiring MC approval.

Eric Piette (Action Chair)

MC-Voting

Closed

✓ Approved

27/08/2025
03/09/2025

 View vote

Options ▾

Annual MC meeting on 15/09 at 2pm

Eric Piette (Action Chair)

MC-Voting

Closed

✓ Approved

28/07/2025
04/08/2025

 View vote

Options ▾

Reducing DA to 90€ for the next WG5 event in Belgrade

Eric Piette (Action Chair)

MC-Voting

Closed

✓ Approved

18/07/2025
25/07/2025

 View vote

Options ▾

Belgrade event extended?

Eric Piette (Action Chair)

MC-Voting

Closed

✓ Approved

03/07/2025
10/07/2025

 View vote

Options ▾

Modification and Extension of the Polish event

Eric Piette (Action Chair)

MC-Voting

Closed

✓ Approved

23/06/2025
30/06/2025

 View vote

Options ▾

Accepting Indrė Jovaišaitė-Blaževičienė (Lithuania) into the MC

Eric Piette (Action Chair)

MC-Voting

Closed

✓ Approved

05/06/2025
12/06/2025

 View vote

Options ▾

Social Media Officer – GameTable (CA22145)

Eric Piette (Action Chair)

MC-Voting

Closed

✓ Approved

03/02/2025
10/02/2025

 View vote

Options ▾

Creation of a GameTable YRI grant budget for GP2

Eric Piette (Action Chair)

MC-Voting

Closed

✓ Approved

25/01/2025
01/02/2025

 View vote

Options ▾

Accepting Milica Tapavički Ilić (Serbia) into the MC

Eric Piette (Action Chair)

MC-Voting

Closed

✓ Approved

07/10/2024
14/10/2024

 View vote

Options ▾

A co-leader for WG5?

Eric Piette (Action Chair)

MC-Voting

Closed

✓ Approved

04/09/2024
11/09/2024

 View vote

Options ▾

GP2 Meetings/Training Schools



GP2 Meetings/Training Schools



GP2 budget per past meeting

London (WG1)

19 reimbursed

12,256.66€

Planned: 21,140€

Baku (WG2)

19 reimbursed

14,179.21€

Planned: 15,400€

Rome (WG5)

18 reimbursed

17,030.03€

Planned: 17,815€

Athens (WG2)

15 reimbursed

18,052.70€

Planned: 16,548€

Gothenburg (WG3)

15 reimbursed

12,597.49€

Planned: 18,440€

Belgrade (WG5)

19 to reimburse

~15000€

Planned: 22,150€

Glasgow (WG4)

14 reimbursed

20,017.37€

Planned: 30,000€

Wroclaw (WG1-3-core)

33 to reimburse

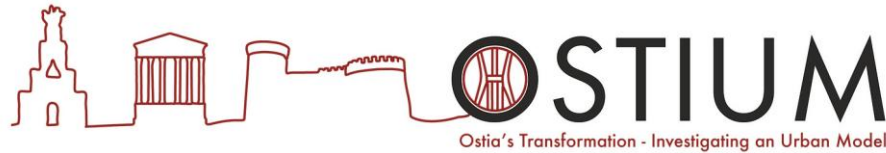
>20,000€

Planned: 25,000€

A meeting with the OsTIUM ARC project

21/10/2025

UCLouvain!



Budget <1500 €

Walter, Summer and I

One more GP2 meeting!

two days: 03-04/10/2025
Switzerland!



Budget 17000 €
~15 people, LOS = 2.000€

Dissemination and Communication Products

Budget Prevision = 2617€

Reality = 27€ + 3000€

(Domain name) + (promotional materials)

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.

Dissemination and Communication Products



GP2 Grant Awarding

GP2 Grants

Achille Morenville	YRIG	 Report approved	YRI grant for Conference on Games 2025 (COG2025)	1975.00	25/08/2025 30/08/2025
Barbara Care	DCG	 Report approved	Dissemination Grant	1408.75	06/07/2025 09/07/2025
Daniela De Angeli	YRIG	 Paid	YRI Conference Grant Calls	1000.00	15/04/2025 17/04/2025
David Milec	STSM	 Paid	Reducing sample complexity in learning games	4000.00	06/06/2025 14/07/2025
Dorela Kaçani	STSM	 Paid	Short Term Scientific Mission (STMS)	2000.00	22/06/2025 28/06/2025
Francesca Condorelli	YRIG	 Report approved	young researcher	2500.00	25/08/2025 29/08/2025
Ilaria Truzzi	YRIG	 Pre-Approved	YRIG	1600.00	08/10/2025 10/10/2025
Ilaria Truzzi	STSM	 Paid	Gaming items of the Valencian Community from Museum Collections and Ancient Roman and Iberian people settlements	1500.00	22/03/2025 01/04/2025
Jakub Kowalski	YRIG	 Grant letter sent	Presenting Generalized Proof-Number Monte-Carlo Tree Search	2500.00	25/10/2025 30/10/2025
Jakub Kowalski	STSM	 Paid	Extending Monte Carlo Tree Search: Proofs and Explainability	4000.00	01/03/2025 29/05/2025
Lisa Rougetet	STSM	 Paid	Study of Mathematical Games in the 1930s centred on Maurice Kraitchik	1650.00	20/01/2025 29/01/2025
Marco Tibaldini	STSM	 Grant letter sent	Ancient and Medieval boardgames common to Chinese and European tradition	4000.00	22/09/2025 13/10/2025
Mark Goadrich	STSM	 Paid	Comparison between CardStock and Belief-Stochastic Game Frameworks for Imperfect Information General Game Playing	1981.22	15/06/2025 21/06/2025
Merve Kara	YRIG	 Grant letter sent	Designing AI-Enhanced Educational Digital Escape Room Games (EDERGs): A Framework for Teacher Implementation	1500.00	29/09/2025 03/10/2025
Tim Penn	STSM	 Paid	Boardgames at Aphrodisias from the Roman to Ottoman periods: documentation to establish standardised recording protocols	3512.20	02/08/2025 23/08/2025

Planned:

STSM = 20.000€

DG = 7.000€

YRI = 10.000€

ITC = 3.000€

Reality:

STSM =22.643,42€

DG = 1408,75€

YRI = 11.075€

ITC = 0€

Difference = +4872,83

A word from the Grant Awarding Coordinators

Overview: A total of 15 grants

- 8 STSMs
- 6 YRIGs
- 1 DCGs

What about ITCs?

Call for applications:

- set up calls with deadlines for the next GP, every 2 months - besides the first one - to allow people to apply in January and February (would it be ok to start a call from 1st November to end of December?)
- mention in the calls that the evaluation process will take a frame of time so that people know that they can't organise their missions right after the deadline

Topics: improve projects that enable different WGs collaborations to foster interdisciplinarity

Evaluation:

- meet up and discuss each received application every two months
- DCG and YRIG to be kept as open calls, if they are not urgent, they can be discussed every 2 months at the STSMs meetings, if they are urgent, we bring it up by sending emails

A word from the Grant Awarding Coordinators

Advertising:

- the GA Coordinators should take care of the publishing of the calls and their advertising on all our channels. (Shall we schedule a publication on Facebook and Instagram?)

- they should also take care of set up doodles and/or meeting days with the rest of the core group

Improve the DCG that at this stage could be useful for participating at high level conferences for disseminating the preliminary results of the Action and attract researchers to use our future materials (e.g. tutorials, videos, educational materials, foster connections with museums and cultural institutions)

Note for the applicants:

- read the calls published on the Gametable website, prepare each document thoroughly. Documentation is important for COST officers
- always use letter head documents (e.g. Invitation from host, conference certificate of attendance)
- remember to provide a breakdown of the budget for STSM. This will allow more people to be able to apply. For calculating the expenses, applicants can also refer to the DA of each countries. You can easily find the DAs document on the official COST website. In the breakdown you can include travel expenses, and conference fee or VISA expenses as well.

Science Communication

Summer Courts

Social Media

- Athene Storey-Cosgrave joined as our Social Media Officer.
- Together we have:
 - Planned and created a GameTable Blusky and Instagram. These operate in addition to our Facebook and YouTube accounts. X is now deactivated.
 - Implemented a dedicated Social Media / Sci comm email inbox.
 - Created and launched a dedicated Social Media Google form to streamline announcements and distribution of social media content.



Social Media: Stats and Plans

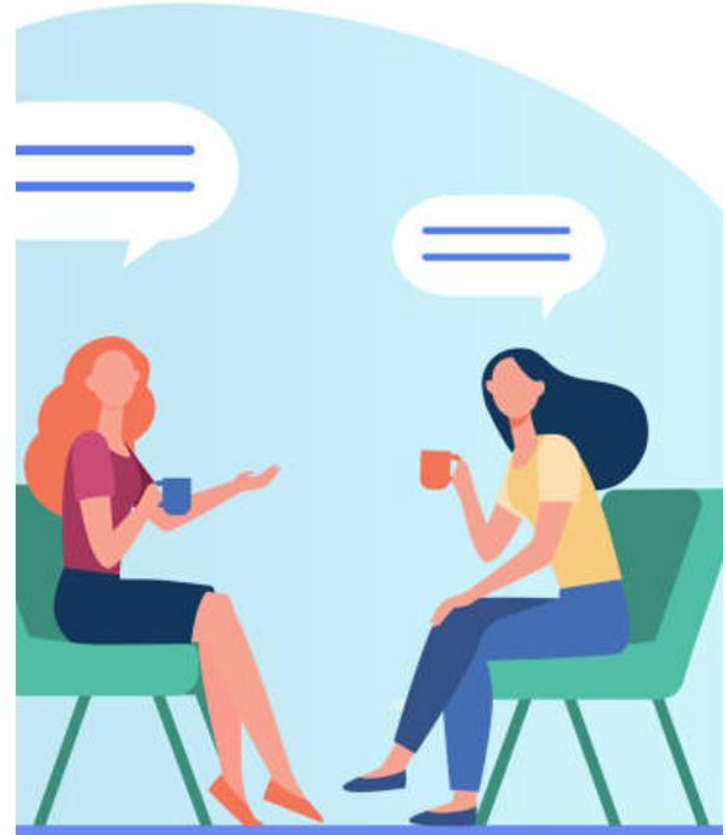
Platform	Followers	Engagements
Facebook	80	500+
YouTube	95	1.5k view / 82.5 watch-hours
Instagram	18	362 views / 185 interactions
Blusky	3	Stats not provided

Plans to increase interactions for all platforms:

- More easily digestible short form content - video clips, extracts, etc.
- More consistent posting – send us your webinar/conference schedules in advance!
- The more content the better, so use of the socials for is encouraged for even interesting posts from members who feel something is worth sharing with our network
- More interactions from members via the actual socials - Following, pictures from meetings etc.

Communication

- With the website launched, branding complete, and the Science Communication Plan accepted (all as of GP1), we have turned our attention toward creating resilience.
- In GP2, we have:
 - Launched a shared Zotero library.
 - Created and begun translating a short media packet (currently available in 4 languages and counting)
 - Have streamlined the data reporting process through the creation of various Google Forms.
 - Coordinated successful conference/dissemination session bids (E.g. CAA, Wolfson AWC).
 - Designed branded dissemination products.
 - Entered discussions on the creation of short informational videos and tutorials to enhance our YouTube.



WG1

**Dennis Soemers
&
Jakub Kowalski**

WG1 activities during GP2

- Meetings
 - London (January 2025)
 - Wroclaw (September 2025)
- STSMs
 - David Milec --> Essex
 - Jakub Kowalski --> Maastricht
 - Mark Goadrich --> UCLouvain
- YRIGs
 - Achille Morenville presented at IEEE COG
 - Jakub Kowalski will present at ECAI

WG1 GP2 Outputs

- Peer-reviewed Publications
 - Morenville A., Piette E. (2024). **Belief Stochastic Game: A Model for Imperfect-Information Games with Known Positions**, Computers and Games 2024 (CG)
 - Jakub Kowalski, Dennis J.N.J. Soemers, Szymon Kosakowski, and Mark H. M. Winands (2025). **Generalized Proof-Number Monte-Carlo Tree Search**. In 2025 European Conference on Artificial Intelligence.
 - Manuel Eberhardinger, James Goodman, Alexander Dockhorn, Diego Perez-Liebana, Raluca D. Gaina, Duygu Çakmak, Setareh Maghsudi, Simon Lucas (2025). **From Code to Play: Benchmarking Program Search for Games Using Large Language Models**. In Transactions on Games Special Issue on Large Language Models and Games (2025).
 - Work in progress: **paper from David Milec's STSM**
 - Work in progress: **paper from Mark Goadrich's STSM**
 - **Probably More!**
- Other:
 - **Kaggle competition** (50K USD prize pool, 1865 participants)
 - **Meeting report** in ICGA Journal

WG2

**Walter Crist
&
Tim Penn**

WG2 activities during GP2

- **WG2 meeting:** Baku, Azerbaijan, March 12
- **Graffiti Games Documentation Training School:** Athens, Greece, May 10–12
- **Related STSMs:**
 - Ilaria Truzzi (Italy) to Ramon Graells i Fabregat (Spain)
 - Tim Penn(UK) to Fatih Parlak (Turkey)
 - Marco Tibaldini (Italy) to Tianyue Lei (China)
- **Related Dissemination/YRI grants:**
 - Barbara Carè: Dissemination: Games without frontiers. The GameTable approach to heritage games research. (Play in antiquity and its reception in modern popular culture, Bristol, UK).
 - Francesca Condorelli: YRI: Heritage conservation from bits: from digital documentation to data-driven heritage conservation. (CIPA 2025 Seoul, South Korea)
 - Ilaria Truzzi: YRI: Marbles from the Celtiberian Vaccae people in the Duero Valley (Meseta Central-Castilla y León) (X Congreso Internacional de Jóvenes Investigadores "Mundo hispánico", Spain)
- **Cultural Heritage of Games Webinar Series**
 - Sept 24, 2024–August 2025 EXTENDED to July 2026

Conference sessions and conferences

- GameTable: Bridging Disciplines for Heritage Games. Computer Applications and Quantitative Methods in Archaeology (CAA) Meeting. Athens, Greece, May 5–9. 7 papers
- Past Moves, Present Finds: The Archaeology of Games in their Social Context. European Association of Archaeologists Annual Meeting, Belgrade, Serbia, September 3–6. 9 papers
- Playful Archaeology Panel, Ancient Games Reconstruction Workshop, The Interactive Pasts Conference 4, Leiden, the Netherlands, October 8–10.
- Building Collaboration between GameTable and OsTIUM meeting, Louvain-la-neuve, Belgium, October 21.

WG2 Outputs

- **Publications:**
 - Crist, Walter and Aslan Gasimov. 2024. Azərbaycan masaüstü oyunlarına dair araşdırma (A survey of table games in Azerbaijan). *Milli Azərbaycan Tarixi Muzeyi* 2024: 225–237.
 - Crist, Walter and Aslan Gasimov. Who knows the rules? Variation in traditional board games in Azerbaijan. Under review for *American Journal of Play*.
 - Penn, Tim, Branislav Kovar, and B. Šebesta. in press. A gameboard from Gerulate (Rusovce) in the context of Roman-period gaming finds in the north of the Carpathian Basin. *Slovenská archeológia*.
 - Condorelli, Francesca. in press. From one picture to lost play: reviving ancient games with artificial intelligence for digital heritage conservation. *ISPRS Journal of Photogrammetry and Remote Sensing*
 - Crist, Walter and Alex de Voogt (eds.) *Moving Along: Game Pieces in Material Culture*. Proposal under review with Oxford University Press. 20 Chapters from GameTable members.
 - Special Issue of *Journal on Computation and Cultural Heritage: Computational Techniques for Tabletop Games Heritage*: accepted; imminent call. Editors: Summer Courts, Walter Crist, Tim Penn, Éric Piette, Dennis J. N. J. Soemers, Vanessa Volz.
- Please let us know about publications that are linked to results of GameTable and WG2!

WG2-related outside funding during GP2

- Thomas Daniaux: Swiss National Foundation Mobility Fellowship to University of Reading (2025-2027) for “Graffiti on bone, horn and ivory counters in Roman Gaul, Germany and Britain.”
- Rachael Helen Banes: Application for MSCA Fellowship to University of Reading, for GEM “Graffiti in Entertainment Venues of the Eastern Mediterranean c. 300-700 CE.”
- Barbara Caré: SNSF Agora: “Histoires d’os”
 - Barbara Caré, Yannick Rochat, Sylvain Fachard, FNS COST: “Graffiti in the shadow of the Acropolis. People, gaming, and urban landscape”
- Tim Penn: Society of Antiquaries of London ‘Whose game is it anyway? Analysing ancient and post-antique boardgames at Aphrodisias, Turkey’
 - Game in Lab ‘Play and the city: investigating the cultural heritage of games of the City of Rome (200 BC-500 AD)’ (With 5 other GameTable members)
 - 3 x Arts and Humanities Research Council, Impact Accelerator Account, University of Reading grants:
 - ‘Roman boardgames in society: connecting people through play’
 - ‘Educating through play: engagement in schools through Roman boardgames’
 - ‘Pastimes with purpose: student-led ancient play’
 - University of Reading, History and Classics Impact Fellowship for ‘Roman games in society: play and well-being through ancient boardgames’
 - University of Reading, Pump Priming fund ‘Rolling the Roman Dice: Experiencing Ancient Chance with AI’
 - four smaller funding applications, one SUCCESSFUL, others decisions pending.
- Please let us know about grants you are applying for that are linked to GameTable and WG2!

WG3

Swen Gaudl

&

Younès Rabii

WG3 Activities during GP2

- Meetings
 - Gothenburg (May 2025)
 - Visit of the **World of Games Exhibition!**
 - Wroclaw (September 2025)
- Close collaboration with WG1 and potential merging. Already a publication in this direction.
- WG3 is looking for collaborations with all other WGs, in particular WG2.



WG3 Outputs

- Peer-reviewed Publications:
 - Todd G., Padula A., Stephenson M., Piette E., Soemers D., Togelius J. (2024). GAVEL: Generating Games via Evolution and Language Models, The 2024 Conference on Neural Information Processing Systems (Neurips)

WG4

**Lisa Rougetet
&
Tiago Hirth**

WG4 activities during GP1&2

GP1 2023/2024

- 2023 January 24: 1st Online Meeting (introductory presentations + organizational discussion)
- 2024 March 15: 1st In-Person Meeting in Aveiro, Portugal (presentations of researches)
- 2024 SS: Webinar on Mathematics and Games:
 - April 15: Emin Durmishi “Digital topology and board games”
 - June 10: Yannick Rochat “Teaching the mathematics of games in a faculty of arts”
 - July 15: Miloš Stojakovic “Introduction to Positional Games”
- Start of a shared bibliography on Mathematics and Games

GP2 2024/2025

- 2025 July 04: IP2 Glasgow
- 2025 30 June-03 July: Summer School, Glasgow
- WG4 Webinar SS 2025 (17/03, 28/04[??], 12/05[??]);
- 2025 January 27: Special Session Recreational Mathematics Colloquium 8
- 2024 WS; 2025 SS: Webinar on Mathematics and Games:
 - September 23, 2024: Miloš Stojakovic “Positional games on graphs”
 - October 21 2024: Martijn Bousse , “Calculus Legacy: A Narrative-Driven Board Game Experience to Discover the World of Calculus”
 - November 2024: Georg Grasegger, “Mathematical Qwirkle”
 - March 31, 2025: Véronique Dasen & Jérôme Gavin, “Playing and calculating on lines in Ancient Greece”

[Discontinued due to lack off adhesion]

WG4 outputs

Publications

- Rougetet, L. and Hirth T. (Pending) “Maurice Kraitchik (1882-1957) and his contributions to recreational mathematics” *Historia Mathematica*
- Rougetet, L. and Hirth T. (2025) “Mathematical games from the sphinx 1931—1939”, *Proceedings for the Recreational Mathematics Colloquium 8*.

WG5

**Dorina Moullou
&
Barbara Caré**

WG5 activities during GP2

- Rome, Ex-Cartiera Latina, Parco Archeologico dell'Appia Antica (24-25 March 2025)
- Kostolac, Archaeological Park of Viminacium (1-3 September 2025)



WG5 activities during GP2

WG5: Organisation of Conference sessions

(with WG2)



- S#49 GameTable: Bridging Disciplines for Heritage Games, 52nd CAA International Conference in Athens, May 8, 2025
- S#34 Past moves, present finds: the archaeology of games in their social context, 31st EAA Annual Meeting (Belgrade, virtual, September 5, 2025)

WG5 activities during GP2

WG5

1st Webinars series

- **April 4, 2025: Mike Cosgrave** - Game Design as an assessment tool
- **April 11, 2025: Elias Stouraitis** - Teaching history through digital games: learning challenges and boundaries
- **April 25, 2025: Dorela Kaçauni and Eriola Qafzezi** - Engage and Inspire: Gamified video creation for interactive learning in higher education
- **May 16, 2025: Nur Akkuş Çakır (20)** - Using Frameworks for Structured Game Integration in Teaching + **Eleni Meletiadou (20)** - Using Lego as a Serious Play as a table game in Higher Education to enhance students' outcomes and motivation
- **May 23, 2025: Marco Tibaldini** - Games as educational tools in Antiquity
- **May 30, 2025: Tiago Hirth** - Single player token games for computational and mathematical thinking
- **June 06, 2025: Francesca Berti** - Traditional Games and Heritage Education: connecting the past, the present and the future
- **June 13, 2025: Pijus Krūminas** - Teaching social science modelling through games

WG5 outputs

- Publications:

Dorina Moullou, Barbara Care, “Games, Learning, and Digital Heritage: Playable Past and Educational Future in the GAMETABLE COST Action”, *ICGA Journal: The Journal of the Computer Games Community*, forthcoming.

- Fundings:

Barbara Carè, Histoires d’os. FNS Agora (Grant number 238022).

Barbara Carè, LUDITECH, FNS Spark (pending decision).

- Educational materials:

Glossary for Table Games, by Mike Cosgrave and Dorela Kacauni

Booklet by Gerda Sula, Elif Ozturk, Milica Tapavici-Illic, Francesca Berti, Nur Akkus Cakir, Barbara Care, Dorina Moullou

Serious Games Survey: Eleni Meletiadou, Joanna Sikorska, Elias Stouraitis, Mike Cosgrave

GP3 Plan

Work plan for GP3?

#	Description	MOU Objective Associated
1	Offer digital reconstructions of ancient games to cultural institutions, empowering them to include interactive educational content in their programs and engaging the public with digital heritage tools.	Secondary objective 2; Secondary objective 6; Secondary objective 17; Secondary objective 20
2	Foster multidisciplinary training programs that educate students and researchers on Game AI and cultural heritage, integrating archaeology, history, and computer science through hands-on learning and projects.	Secondary objective 2; Secondary objective 6; Secondary objective 10; Secondary objective 15; Secondary objective 16; Secondary objective 17; Secondary objective 20
3	Develop capacity for collaborations between AI and heritage researchers to build capacity for cross-disciplinary research resulting in conference/workshop papers and built towards an edited journal special issue on AI and heritage games.	Challenge; Secondary objective 1; Secondary objective 2; Secondary objective 5; Secondary objective 11; Secondary objective 12
4	Explore the ways that games impact social life and physical experiences; focusing particularly on connecting artefacts to gameplay and connecting people with their cultures through interactions with gaming objects and gaming culture via heritage institutions and education.	Challenge; Secondary objective 2; Secondary objective 6; Secondary objective 11; Secondary objective 17; Secondary objective 18; Secondary objective 20
5	Explore the influence in game material culture on scientific education in its multicultural and disciplinary approaches and the lesson it gives in technical approaches, in example ethnomathematics with aims to bridge work in WG2, 4, and 5, contributing to outputs of each group like the WG5 virtual exhibition or educational materials or a comprehensive written publication on mathematics in games.	Secondary objective 2; Secondary objective 3; Secondary objective 6; Secondary objective 11; Secondary objective 12; Secondary objective 13; Secondary objective 18; Secondary objective 20
6	Develop AI algorithms that can efficiently play a variety of games including imperfect-information games, taking into account the possible strategies that are human-like to make the topic more approachable to general audience and useful as a research base.	Secondary objective 1; Secondary objective 3; Secondary objective 4; Secondary objective 5; Secondary objective 7; Secondary objective 8; Secondary objective 11; Secondary objective 14; Secondary objective 17

Main GP3 idea

- **GP1 & GP2:** Focused on strengthening communication, networking, and synergies among GameTable members.
- **GP3:** Moves into concrete action to achieve remaining objectives.
- Each event will involve **at least 2 WGs**, fostering cross-project discussions.
- **Example: First GP3 event should be:**
 - WG1, WG2, WG3 collaborating
 - Presenting joint work for the *JOCCH* special issue
 - Exploring further projects and collaborations
 - In addition to a WG1/3 topic.
- Other important topics:
 - Training school
 - Grants: To achieve or present projects
 - Preparation of the GP4 main event.

GP3 budget?

239,000 euros for the third grant period (GP3)
01/11/2025 – 31/10/2026

Networking Tools	Quantity	Budget
Meetings	9	EUR 133 693.00
Training Schools	1	EUR 36 540.00
Mobility of Researchers and Innovators	tbd.	EUR 22 000.00
Presentation at Conferences organised by Third Parties	tbd.	EUR 15 593.00
Dissemination and Communication Products	0	EUR 0.00
Other Expenses Related to Scientific Activities (OERSA)	0	EUR 0.00
Total Science Expenditure		EUR 207 826.00
Financial and Scientific Administration and Coordination (FSAC) - MAX. 15%	15 %	EUR 31 173.90
Total Grant Request		EUR 238 999.90

GP3 Grant budget?

37593€

Details

Budget for Short Term Scientific Missions (STSM) Grants	EUR 22 000.00
Budget for Virtual Mobility (VM) Grants	EUR 0.00

Dissemination at Conferences organised by Third Parties

Details

Budget for Young Researcher and Innovator Conference Grants	EUR 10 593.00
Budget for Inclusiveness Target Country Conference Grants	EUR 0.00
Budget for Dissemination Conference Grants	EUR 5 000.00

GP3 events?



GP3 Event budget?

170,233€

1	Title	GP3 Opening Meeting	EUR 17 822.00	EUR 2 000.00	4	Title	Games & AI	EUR 17 860.00	EUR 2 000.00	7	Title	European Heritage Days	EUR 5 480.00	EUR 3 500.00
	Type	Working Group Meeting				Type	Working Group Meeting				Type	Workshops/Conferences		
	Dates	19/02/2026 - 20/02/2026				Dates	17/06/2026 - 18/06/2026				Dates	11/09/2026 - 13/09/2026		
	Location	Prague (Czech Republic)				Location	Maastricht (Netherlands)				Location	Athens (Greece)		
	Participants	19				Participants	35				Participants	100		
	Reimbursed	19				Reimbursed	19				Reimbursed	5		
2	Title	Ludii DB meeting	EUR 3 930.00	EUR 400.00	5	Title	Games in Mathematics	EUR 22 230.00	EUR 2 000.00	8	Title	Crossroads of Play	EUR 21 166.00	EUR 2 000.00
	Type	Working Group Meeting				Type	Working Group Meeting				Type	Working Group Meeting		
	Dates	23/02/2026 - 23/02/2026				Dates	29/06/2026 - 01/07/2026				Dates	21/09/2026 - 23/09/2026		
	Location	Berlin (Germany)				Location	Linz (Austria)				Location	Istanbul (Türkiye)		
	Participants	5				Participants	20				Participants	20		
	Reimbursed	5				Reimbursed	19				Reimbursed	19		
3	Title	Pre-Board Game Studies Colloquium (BGS)	EUR 13 186.00	EUR 1 000.00	6	Title	WG2-5 meeting in Lithuania	EUR 17 119.00	EUR 2 000.00	9	Title	MC Meeting	EUR 0.00	EUR 0.00
	Type	Working Group Meeting				Type	Working Group Meeting, Core Group Meeting				Type	Management Committee Meeting		
	Dates	24/04/2026 - 24/04/2026				Dates	13/07/2026 - 14/07/2026				Dates	28/09/2026 - 28/09/2026		
	Location	Alicanted (Spain)				Location	Vilnius (Lithuania)				Location	N/A		
	Participants	19				Participants	20				Participants	60		
	Reimbursed	19				Reimbursed	19				Reimbursed	0		

1	Title	Games in Teaching: a Training School for Educators	EUR 33 040.00	EUR 3 500.00
	Dates	25/05/2026 - 29/05/2026		
	Location	Cork (Ireland)		
	Lecturers	5		
	Students	15		

WG1-3 plans for GP3

- **WG1 and WG3 are joining their forces.**
- **WG1-2-3 meeting:** Prague, Czech Republic, February 2026
- **WG1-3 meeting:** Maastricht, The Netherlands, June 2026
 - Followed by CG, and IEEE World Congress on Computational Intelligence (WCCI)
- **Reinforce collaborations with WG2, WG4 and WG5** to contribute to multiple topics and ideas discussed over the previous GPs.
- Integration to **Ludii** to diverse other projects (GUI Board Maker, Game Recogniser, Android?, VR?, Multiple versions for multiple purposes, etc.)

WG2 plans for GP3

- **WG2 meeting:** Alicante, Spain, April 2026
 - Board Game Studies the following week
- **WG2/5 meeting:** Vilnius, Lithuania, July 2026
- Participation in WG1 meetings and inviting WG1 members to ours to foster cross-disciplinary collaborations for publication in *JOCCH*.
- Development of exhibition content in collaboration with WG5
- **Ludii Database Meeting:** Berlin, February 2026
 - Adapting the database to function as a dissemination and tool that is more useful to heritage scholars
- Organized sessions at CAA (session accepted) and maybe EAA conference again
- Collective Ethnography Project?

WG4 plans for GP3

Objectives

- GP3:
 1. Developing of Outputs discussed at IP2
 2. Contributing to other Outputs (digital exhibit, educational material, etc.)

Agenda

- 2026 January: Online Meeting in preparation of IP3
- 2026 June 29-July 01: IP3 “Material culture of mathematical games and puzzles”

WG5 plans for GP3

Objectives

- Organization of WG5 Training School (Cork, Ireland)
- Production of an educational program on heritage games+ museum kit
- Preparation for the Heritage Games Tournament online and on site (Pompeii)
- Preparation of the Digital Exhibition
- Contribution to the General Game System
- Production of Podcasts on heritage games (Lausanne, Switzerland)
- Creation of apps on heritage games (recognition, education, play)
- Hosting Webinar Series in collaboration with Palamedes
- Establish collaborative projects with game museums and Tocatì, Traditional Games Festival (under the UNESCO heritage framework)

WG5 plans for GP3

Training School

- Cork (May 2026)

Meetings

- Vilnius - Joint WG2-WG5 meeting (July 2026)
- Istanbul (September 2026)

Dissemination Events

- European Heritage Games - Athens (September 2026)

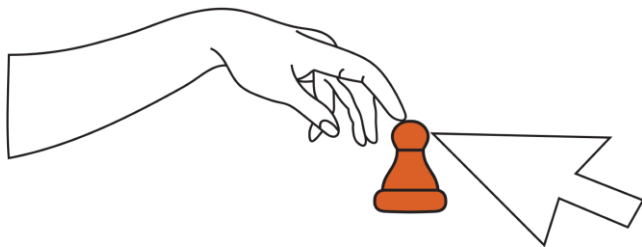
Questions?



Thank you!



Funded by
the European Union



GameTable

<https://gametable.network>



<https://twitter.com/GameTableNet>



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



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