

Report on the outcomes of a Short-Term Scientific Mission¹

Action number: E-COST-GRANT-CA22145-d5c41f5e

Grantee name: Alex de Voogt

Details of the STSM

Title: Materiality and Games

Start and end date: 04/07/2024 to 11/07/2024

Description of the work carried out during the STSM

Description of the activities carried out during the STSM. Any deviations from the initial working plan shall also be described in this section.

(max. 500 words)

During my meetings with Walter Crist we discussed possible training materials of heritage games. We went over time lines and the content of such training in light of the existing training program. As a case study, the details of checkers were discussed that could benefit upcoming fieldwork by Walter himself.

We visited the RMO (Museum of Antiquities) to look at the graffiti of the temple. We postponed this project until Walter receives permission to look on the roof of the temple where he may have a first look to determine the presence of any graffiti gaming boards.

Finally, we discussed the possibility of an edited volume on materiality and games. This discussion was extensive and eventually lead to an idea to create a volume that discusses game pieces, a topic that has received very little attention and for which materiality is also a useful theme.

In addition to discussions, we also visited two Egyptologists. I was fortunate that both Prof. Olaf Kaper and Dr. Ben Haring were present so that Walter could make their acquaintance for future work on Egyptian games. During these visits, Prof. Kaper showed us an exciting and unpublished Alea board of two rows from the Dahlah Oasis that he intends to publish shortly.

Description of the STSM main achievements and planned follow-up activities

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.

Description and assessment of whether the STSM achieved its planned goals and expected outcomes, including specific contribution to Action objective and deliverables, or publications resulting from the STSM. Agreed plans for future follow-up collaborations shall also be described in this section.

(max. 500 words)

We established the perimeters and the timeline for training activities of heritage games such as mancala and checkers, most likely to start in 2026.

We agreed on further collaboration on the possible graffiti games on the temple in the RMO.

We finalized a proposal for an edited volume on gaming pieces. We wrote the call for papers and the main themes, we set out a detailed timeline we thought feasible, we made a list of prospective contributing authors, and we put out the call on the COST network. In this call for papers, we also announced that both Walter and I would give a presentation in December to those interested in contributing where we will discuss some of our own material and the themes we think are worth highlighting in the overall work.