

Report on the outcomes of a Short-Term Scientific Mission

Action number: CA22145

Applicant name: Barbara Carè

Details of the STSM

Title: Communication, education and dissemination strategies for heritage games and "game table" network

Start and end date: 14/10/2024 to 20/10/2024

Description of the work carried out during the STSM

(max. 500 words)

The STSM, conducted by Dr Barbara Carè at the Hellenic Open University (from 14/10/2024 to 20/10/2024), focused on an in-depth discussion of dissemination, communication and education strategies on the topics of heritage games and tabletop games, together with WG5 co-leader Dr Dorina Moullou.

Firstly, activities and tasks contributing to the scientific objectives of the Action to be carried out in the next GP were discussed; as a follow-up to the recent WG5 meeting in Santorini, proposals from the various focus groups were reviewed.

The mission also included field activities in preparation for the TS to be held in Athens in 2025 (selection of sites to visit for practical training and identification of games that can be addressed to provide theoretical foundations for heritage games and tabletop games research); field trips were also made to museums in Athens and several museums in Crete to select artefacts for the podcast series.

The mission also facilitated the discussion of topics for publications and conference papers to be presented at the next CAA, to be held in Athens in May 2025, in the panel related to this COST action, and the organisation of a panel at the EAA 2025.

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

(max. 500 words)

The STSM has achieved its goals, and produced the expected deliverables:

a) Training School (TS) framework; b) Museum collaboration strategy; c) Podcast series outline; d) Publication plan; e) Planning for further activities and events within WG.

a) First, we selected options for the TS venue and a preliminary plan for the fieldwork activities to be carried out during the training; both will be discussed soon with the WG2 leaders (meeting scheduled for Thursday 24 October).

b-c) We prepared a list of topics for the podcast series as part of our outreach strategy to engage a wider audience with heritage and games (game boards from the Archaeological Museum of Heraklion; the National Archaeological Museum of Athens; the Archaeological Museum of Pella, Greece; and the Egyptian Museum of Turin, Italy). Members of WG5 and other WGs will be invited to make further proposals to include artefacts from a wider geographical and chronological context. In order to disseminate the activities and objectives of the COST Action and to involve cultural institutions, we will invite museum directors and staff to participate in the podcasts by presenting their own artefacts.

d) We discussed topics that we can present in our panels at the next CAA and EAA conferences (May 2025 and August 2025 respectively) - in cooperation with other WG members - that will also lead to publications:

- Development of a board game recognition app (based on the Ludii database and using a machine learning approach)

- AI-based analysis of the Phaistos Disk (the hypothesis that this still mysterious and undeciphered artefact, discovered during archaeological excavations at Phaistos, Crete, could serve as a game board has been proposed in the past; we now have technological tools that may allow us to verify this hypothesis and further advance the understanding of the artefact).

e) We planned further activities involving the members of WG5: a webinar series will be launched soon; following Santorini's meeting, tasks have been assigned to the WG5 focus groups (progresses will be assessed in our next meeting scheduled for Spring 2025).