

WG2 Introductory meeting (14 December 2023) Minutes: 35 people

Archaeology 1

Walter

Emphasis on cultural boundaries and how games cross them

Worked in on DH a project - digital Ludeme

Emphasis on data collection and collation - so we know what we know and what we don't

Large dataset of >1000 games to find rules, substitute for missing ones in older games use AI to try to play them and see which ones work

There is much to do to improve this.

Tim Penn

Game boards in Britain

Marbles games in Mediterranean Roman cities

What are gaming sets?

Board games in Aphrodisias: space and games; but also looking at chronology also at Jerash

AI looking at time and how long it takes people to play

Véronique Dasen

Locus Ludi

written sources reexamined, topic of global history

archaeology,

how do we reconstruct games

iconography, looking at differences between Greece and Rome, interrogating iconography on the second level

working on proof of concept

Summer Courts

Oxfordshire archaeology, some games

gendered perspective on games, reasons why people play

gaming sets in Britain

how do different social statuses affect play

Ovid and how men play as an example

can we use AI to do this?

Marco Vespa

from Locus Ludi

classical philology

how is play culture embedded in Classical antiquity

information from ancient sources as a literary construction; Texts can't be understood as first degree constructive

need to understand the context for this information

Barbara Carè

Classical archaeology

astragali (knucklebones)

new readings and interpretations of knucklebones

physical, social, geographical contexts of knucklebones

how to assess multifunctional objects and identify the gaming function

graffiti and patterns of games in the ancient agora; also in Eleusis, and in Acropolis!!

Oksana Ruchynska

Classical archaeology

Culture and society of northern Black Sea coast

some information on games in there
Greek, Roman, late antiquity
public and private games in Black Sea Coast
archaeological material that is not discussed in Ukrainian museums

Rachael Baines
phs late antiquity mediterranean
inscribed board games
pilgrimage graffiti
secular graffiti at pilgrimage locations

Aris Politopoulos/Angus Mol
Important that we look at play in the past, from the perspective of play for play's sake - this is really important.

Discussion: Zotero bibliography
hypothèse: Véronique
Linked Open Data
Mike - working with LOD

Walter states that it is important that we apply AI to card games - Eric in particular, not just board games.

History/Anthropology

Fatih Parlak (not here)

Thierry Depaulis: Jean-Marie Lhote died
historian 13–18 century
historian of mind games
especially early modern period
history of Tarot
pre-columbian games
lots of different games
challenge of structure of card games

Elias Stouraitis
digital games and historical culture
user experience
creating digital games
games in school environment
learning history with games
games for museums
escape rooms as a teaching tool

Jonas Richter
lexicographer middle high german dictionary
historical overview of randomizers
early modern dice games
terminology of German merels games
blog on Hypothèse
modern role playing games
textual sources
ludonyms
german role playing games and rpg magazines
games of chance where the dice breaks in half

card game from 17th century rules text
linked open data
reference tool

Carla Cardoso
history of probability

Jacob Schmidt-Madsen
Indology
origins of Snakes and Ladders
translating Sanskrit encyclopedic texts from 19th century
how are games conceptualized as the same game or different even though rules are different
want more Asian games experts!

Isobel Walsh
Neuroscience
facilitators and barrier to video gaming
dealing with problematic gaming behavior
games in therapeutic settings
AI in game design

Discussion:

Game Studies

Georgi Markov
historical and regional chess variants
need to improve details in chess variants
manual reconstruction through play
suggests a selection of cool and interesting games for the public
have a place

Yannick Rochat
mathematics, digital humanities
playful mathematics
video games

Murat Topal
educational technology
digital gaming habits
what platforms people prefer
what game types to they prefer
how it relates to age gender etc
gamification
how people act in digital game environment
problematic gaming behavior

Jorge Nuno Silva
math and history of games
games in education
Games used in a variety of activities including games for kids - 100k participants

Milena Đukanovic

Thiago Hirth
Math imbedded in everything
Discussion about the divide between analog and digital games, materiality

Giannis Chrysostomou
ITC and culture
design of IT platforms for heritage promotion
for museums and municipalities
Games and cultural heritage - virtual museums and municipalities
Recreated 'old games' with a modernising twist to make them suitable to children in an educational setting
e.g. in the latest project combined AI and natural language process to create chatbots with augmented with VR headset to allow interaction with historical figures and personalities as avatars - to allow them to chat using predefined answered

Key themes
WC: Emphasis on data collection and collation in one place.
TP: agreed:
VD: Linking of databases and communication across network
MC: can advise on it
Afternoon session
WC: emphasis on working across working groups on a formal and informal basis.

MC: Marketplace of game on crossovers - very interesting. Lots of game designs courses are computer science with some games modules tacked on - a basis would be interesting and insightful.

Archaeology 2

Aslan Gasimov
unable to connect

Ilaria Truzzi
archaeology and cultural heritage science
ancient toys and games from Empuries
Roman games in the forum of Empuries
tesserae lusoriae
GIS!!
education and archaeology

Elke Rogersdotter
games and play in India and Pakistan
Indus civilization
Vijayanagara as well (medieval)
documentation off sedentary games
material studies
historical sources
ethnographic descriptions
traces of children in Bagasra Indus site
Mohenjo-Daro
theorizing and problematizing
identify and contours of playing space
what can games tell us about ancient society
how to capture the variation of games

Branislav Kovar
Iron Age central europe
collect archaeological data on finds in Czechia Slovakia hungary and Austria
human entertainment in material culture of Iron Age
small number of artifacts
game pieces/tokens
clay cubes
Poprad board
not a lot has been collected from Central Europe
collecting data already on this
aim to incorporate into education

Dorina Moullou
education, outreach, presentation, community involvement

Berkay Dinçer
stone tools
dispersal of early humans

Olga Pelcer-Vujacic
Ancient historian
Latin/Greek epigraphy
Roman cults
all periods of Montenegro
dice in Roman city of Toclea
digital heritage
GIS
photogrammetry
3D visualization

Ulrich Schädler
Greek and Roman games

Robert Nyamoshosho
precolonial civilization

Cultural Heritage
Merve Topaloglu

Şule Özmen
communication science, journalism
serious games
gamification
news games
story telling
esports (LOL)
gender in LoL
intangible heritage communications
digital ethnography
Games as intangible heritage - this is something that needs to be emphasised more in what we do.
Documentation of intangible heritage very important

Ivana Pandzic

archaeology
salt in Neolithic

Fatih Parlak
early modern board games
comparative literature
editor of BGS journal
games as social lubricants

Sony George
not here

Heikki Jungman
Finnish museum of games
historian
next project focusing on Finnish board games (published)
exhibition
Book project on board games - raises question of what good outputs look like for our network Feedback
both on games on how to exhibit games
Crossover with digital games - this is big
Finland is understudied

Selim Krichane
Media studies
film and video game studies
relationship between video games and cinema
Media archaeology approach applied to the history of games

Mike Cosgrave
using games to teach history
games has to force people to explore history and the realm of possibilities
Games as a way of exploring possibilities - designing a game even more - great way to understand games.
Games as a means to understand processes - games as educational in the past?
Open access and outreach

Stela maris Ferrarese
documenting and reconstructing indigenous games in Argentina

Dorina talks about WG5

Education etc.

Milena Pejchinovska-Stojkovikj
dissemination and education
cultural heritage of North Macedonia
explore connections with the rest of the Balkans

Mary Magkou
teacher
game based learning
also game design
Head of develop in boardgames in a Greek company and in a US company - big in worldwide games and toy events.

Marsida Ibro

electronic engineering
designing games for virtual reality
gamification
Albanian ref - keen to learn.
Keen on knowledge exchange within Albanian (I.e. updating own practice).

Musa Abkulut
not here

Manjola Zeneli
telecommunication
gamification

Gloria Tyxhari
applied information technology
interactive multimedia applications
multimedia applications to games and gaming

Magdalena Bielenia-Grajewska
linguist
economist
sociolinguistics
translation
sustainable studies
games
serious games
education
gamification
localizing games to take into account target audiences

Besa Shahini
applied statistics
Previous experience of COST
Games - there are challenges but great already to institutionalise it for children
Games as an educational tool
background: economist - with 20 years of teaching and seeing the application of the statistical methodological in financial markets and financial literacy.
Focus on new generation of students - attention to academic studies are falling - games to make statistic more exciting. The key is to meet colleagues working in network for gamification.
Keen to help with organisation - Albanian links
Open for collaboration in research with statistical basis
Doctoral school - > 25 students, none focussing on the games, but the COST action may be a way for them to take on gaming—related approaches

Discussion
Magda: cultural component
Thierry: more people from other places
Mike: Using gaming companies to bridge a gap for researching gaming histories of their own countries
Reading list for people to build ground
Jacob

turning on and off ludemes with some kind of testing tool

MC: theorisation + reading ground, ER: seconds idea of some kind of reading group and bibliography - downside is that sometimes it becomes very superficial - research on games is very important and needs to be deep and properly theorised.

MC: commercialisation as a vehicle for work in places we don't have good game data for

WC: restated the value of intangible heritage of games in the past - needs to be reiterated regularly - and has connotations for how we use them for games in the past.

WC: deliverables from meetings, ours will be a list of who is doing what - a directory of who is doing what and so on

WC view on common themes:

1. A lot of discussion about LOD and developing a data system or model appropriate to make the games database discoverable - this is a major undertaking that we can pursue.
 2. Filling in the holes in our data and what we know about some regions over others (especially Western-centric biases) - emphasis on equalling visibility
 3. GIS - important approach because graffiti games can be studied properly - to be explored for archaeological research on games.
 4. Gamification - very popular.
 5. Translation / cross cultural interaction - should organically come out of what we are doing.
- This

Key to think about how we can work with AI - colleagues

- Think about use cases for their methods
- How we can improve their methods?

MC: companies might be interested in cards which can accidentally wreck tournaments - modelling is done by hundreds of players who act as a meetspace AI - when someone discovers a combo.

WC: Figuring out how humans play - by learning from previous games.

MC: there are lots of precedents for data harvesting from

RN: real social gaming like mancala - are still played in Southern Africa, translated to AI.

WC: need to step away from western versions of games. But this elides social motivation for playing - which go beyond winning. Documentation of this kind would be very valuable

JSM: Always a question of whether software can do it but the software test variations in peripheral ludemes - turn on and turn off peripheral things? What is the biggest impact to game mechanics?

WC: Important to understand how it is currently difficult to model ludemes - this should be worked on. This is important also for time management - Eric can't do it all on his own.