

From Locus Ludi to Palamedes New Knowledge and Dissemination Issues

WG 5 Santorini, October 10, 2024



European Research Council
Established by the European Commission

LOCUS LUDI

The Cultural Fabric of Play and
Games in Classical Antiquity

2017-2022/2023



Written Sources

1. Pollux and children's games (S. Costanza)
2. Reconstructing a lost heritage (anthology) (M. Vespa)
3. Play game and education

Archaeological material: Locus Ludi

1. Roman towns/country, east and west (U. Schädler, A. Pace, Th. Daniaux)
2. Games in liminal places (tombs, sanctuaries...) (M.-L. Arnette, E. Alevizou)

Iconography

Play and the construction of social identity

1. Children as social actors (H. Ammar)
2. Games and the fabric of gender (A. Attia)

Play and games as global history: education, religion, politics...
The reconstruction of past games, rules, social and religious dynamics.
Access to children's life experience and women's agency

Continuities or discontinuities?



500/490 BCE



50-25 BCE



Girl with a hoop (1885)
Pierre-Auguste Renoir

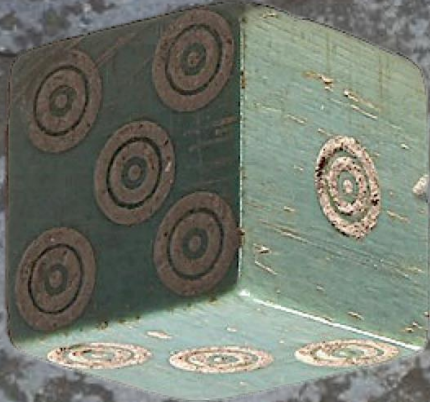


"The Hula Hoop Song" 1958
Gymnastique rythmique

Game and luck



Lost objects ... in the reserves
of museums...

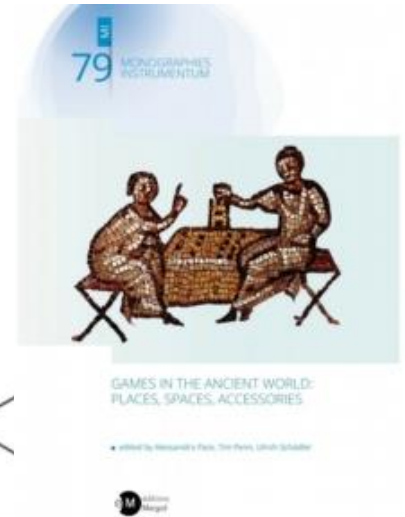
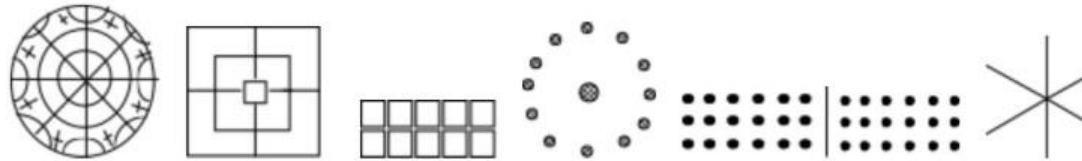


The mercury die from Mageroy
Dimensions : 9 x 9 x 9 mm
Preserved mercury weight : 0,59g



GAME TYPOLOGY

Home About Results Events Innovation Resources Gallery Contact



INTRODUCTION | CIRCLES | SQUARES | RECTANGLES | HOLES | ROWS | STAR | TRIANGLE

Single circles

C. Single circles

C.1

A simple circle

C.2

Circle with 4 spokes | Example, with photograph: IAPH2007 10.9.C.1 (online)

Two concentric circles

CC. Two concentric circles

CC.1

Circle with 6 spokes, central circle

CC.2

Circle with 8 spokes, central circle

Three concentric circles

CCC. Three concentric circles

CCC.1

Central circle, two outer circles with 8 spokes

CCC.2

Central circle with 4 spokes, two outer

CCCC. Four concentric circles

CCCC. Four concentric circles

CCCC.1

Central circle, second circle with 8 spokes, two outer circles, and four 7 beacons | Example, with photograph: IAPH2007

Simple Squares

S Simple Squares

S.1

Single Square

S.2

Square with external triangles

S.3

Square, four spokes | Example, with photograph: IAPH2007 4.6.1 (mistahalled as

Two Concentric squares

SS Two Concentric squares

SS.1

Three Concentric Squares

SSS Three Concentric Squares

SSS.1

Mill design or Nine Men's Morris | Example, with photograph: IAPH2007 1.10 (online)

SSS.2

Three concentric squares

Square Grid

Square Grid

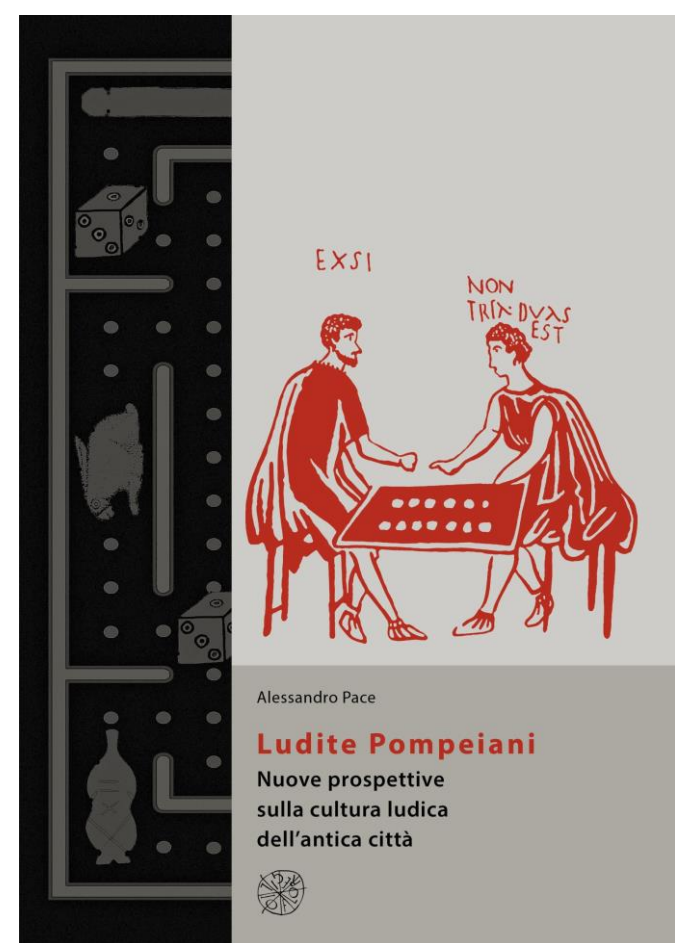
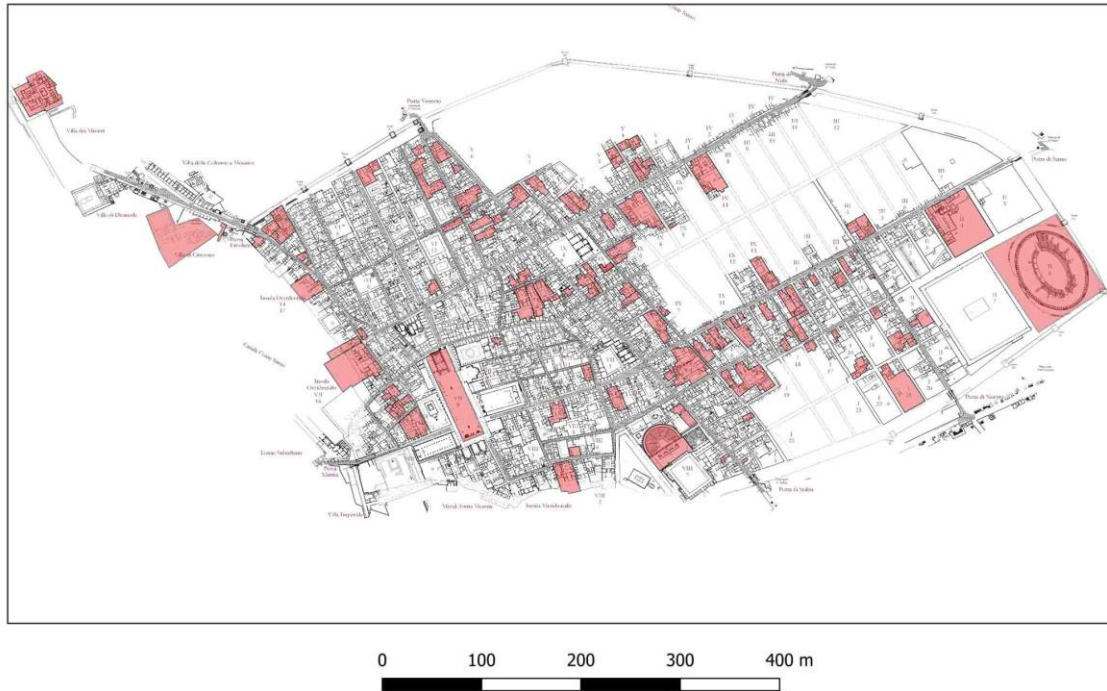
SG.1 | 8 x 8

SG.2 | 10 x 10

Pace, Penn T., Courts S., "Appendix II. A Guide to Recognising Carved Pavement Signs in the Greek and Roman World", in *Games in the Ancient World: Places, Spaces, Accessories*, Mergoil, 2024.

R.C. Bell and Ch. Roueche, Pavement signs and game boards of the Graeco-Roman world, a BM typology, in I. L. Finkel, *Ancient Board Games in Perspective*, London, 2007

A GIS for Pompeian Games



Pace, A., *Ludite Pompeiani. Nuove prospettive sulla cultura ludica dell'antica città*, Firenze, All'Insegna del Giglio, 2023









CIL, VI, 22168, Rome (end of first c. AD.)

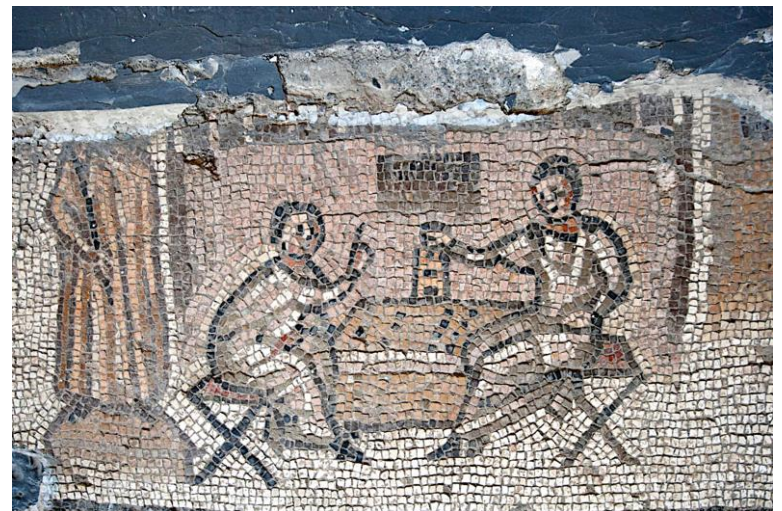
D(is) M(anibus) | Margaridi ser(uae) | M(arcus) Allius Herma | b(ene) m(erenti) fec(it)



Lost games, lost rules – social rules

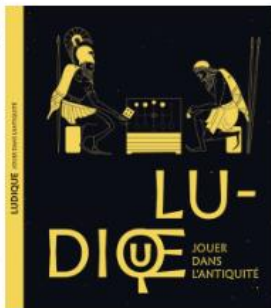
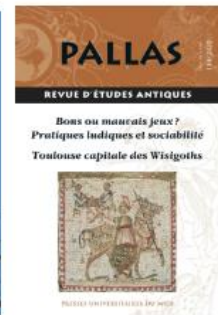
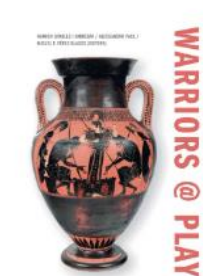
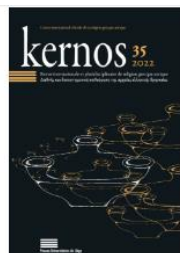
**The Cultural Fabric of
Ancient Societies**

**Gender Identity and
Dynamics**



Megalopsychia mosaic, from Yakto.
Antakya museum (ca 450-469 CE)

Scientific results

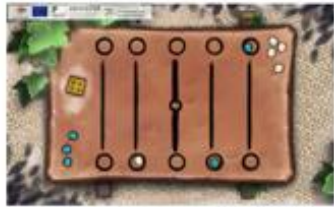


**Greek and Roman Jointed Dolls
(10th cent. BC- 7th cent. AD)
Archaeological and Anthropological Approaches
(2020-2024)**



Bianchi Ch., *Pupae: Bambole articolate di età romana*, Chauvigny

Outreach results: Reconstructing ancient games



Click to play
Pentagrammai



Click to play Alea



Click to play 3 men's
morris



Click to play
latrunculi

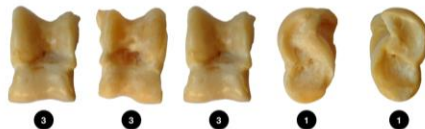
Discover games with knucklebones



Click on the picture to play the game

Three games to explore: the throws, Augustus' game and the Asia Minor knucklebone oracle.

L'ORACLE A PARLÉ
Les dieux vous ont répondu!



De Niké, Victoire

Tu vas gagner, et obtenir ce que tu veux! Tout te sera accordé.
La divinité te donnera les honneurs, tu vaincras les ennemis.
Quels que soient tes projets, tu réussiras.

PARTAGEZ L'ORACLE



ART AND
RESEARCH
Projects Focus
Research

Focus Artistic Research
Focus Scientific
Research

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Angewandte > Art and Research > Projects Focus Research > Focus Scientific Research

Focus Scientific Research

Locus Ludi: The Cultural Fabric of Play and Games in Classical Antiquity

Project lead: Véronique Dassen (Université de Fribourg)
Angewandte: Florian Bettel, Ernst Strouhal (Dept. Cultural Studies), Veronika Kocher (diploma project)
In cooperation with Ulrich Schädler (Musée Suisse du Jeu)

Project summary

Game culture in its diversity developed over many centuries. The project "Locus Ludi" focuses on the game culture in classical antiquity. The project identifies, categorises and reconstructs classical games in a decidedly interdisciplinary perspective, that is, using linguistic, historical, archaeological, typological, topographical, iconographic and anthropological methods. The "ludic" culture also reflects the interactions between different milieus and classes, it mirrors mentalities and religious changes. The analysis of games opens up a new perspective on the cultural fabric of ancient society, provides models for education and research in related fields, as well as up-to-date material for schools, museums and libraries. Understanding the role of education, society and integration in the past is important in understanding the present and broadening the debate on high-tech toys and new ways of being together.

Specifically, the project team of the Université de Fribourg and the University of Applied Arts Vienna, Dept. Culture Studies, reconstructs four antique games in two variants (Pente Grammai, Duodecim Scripta/Alea, Ludus Latrunculorum, Three Men's Morris) in their historical context. The games will be made playable for computers and smartphones (together with Causa Creations and Gentle Troll Entertainment). In the game-sociological part of the project, the relationship between game grammar and narration is considered respectively a preference for certain game variants is empirically examined by interviewing pupils at two elementary schools in Vienna.

For more information see locusludi.ch

Funded by the European Research Council (ERC) under the European Union's Horizon 2020 research and innovation programme (Grant agreement No. 741520); ERC Advanced Grant 2017-2022. The subproject "Reconstruction of Four Ancient Games as Video Games" will run from 2019 to 2020.



Abacus or game?



*Click to play
Pentegrammai*



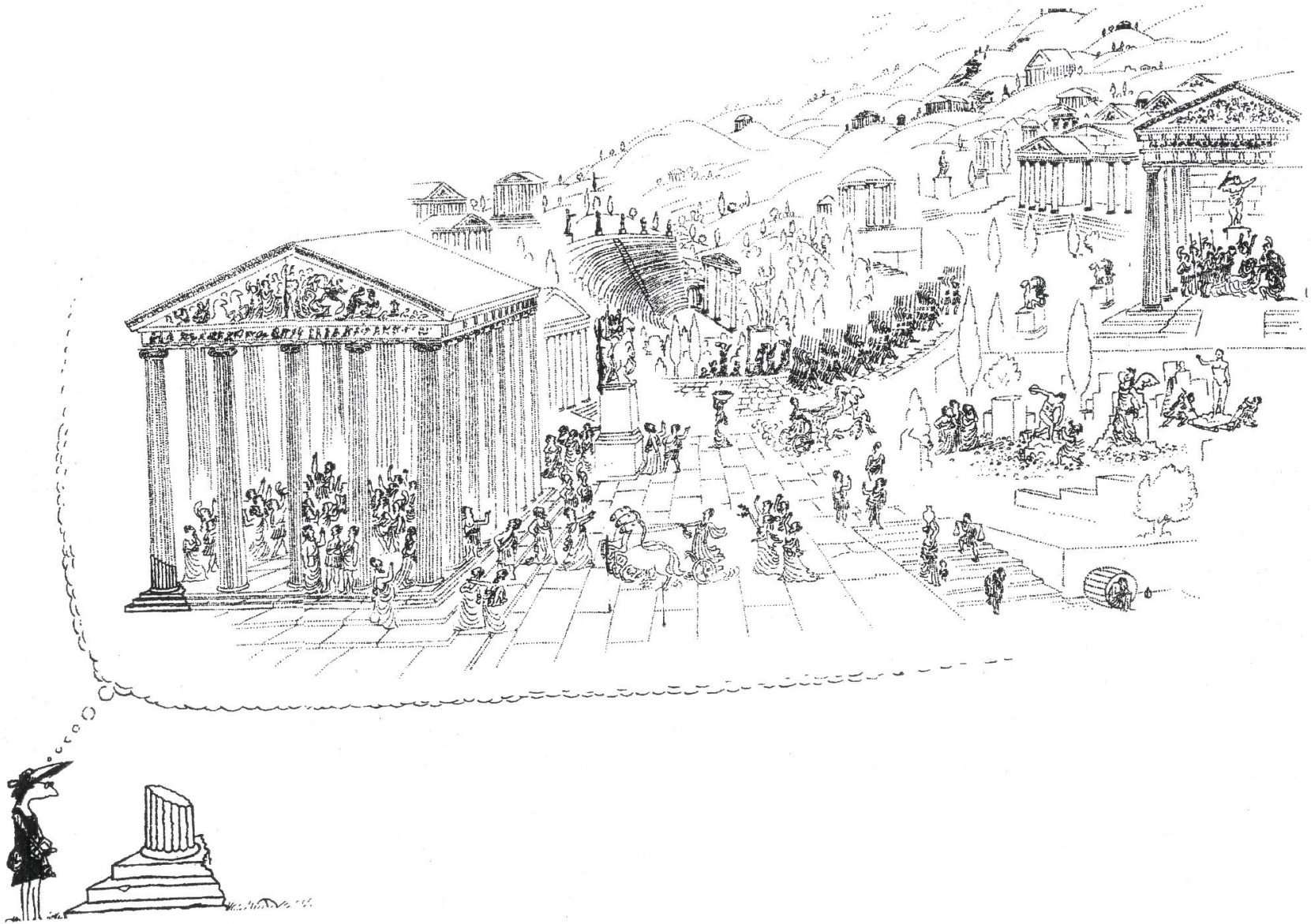
Click to play Alea



*Click to play 3 men's
morris*



*Click to play
latrunculi*



Pentelitha



Pentelitha



Pleistobolinda:



Omilla



Tropa

Nuts



Marbles





All Animations



Further Resources



About Vases



Publications



Ancient Warfare



Our Mythical Childhood



Galateo



Locus Ludi

Animations of artefacts and monuments

"Play Hide and Seek in Herculaneum" is the new animation realised by Steve Simons and Sonya Nevin (Panoply) for Locus Ludi.

This delicate animation, evoking the carefree happiness of loved children and hope, is meant as a gesture of solidarity with all our Italian friends, our colleagues and the many people throughout Europe and the world who are currently isolated. In the past as today, play and games can provide suspended moments of shared happiness. The animation is based on a wall painting from the so-called cryptoporticus of the House of the Stags (Casa dei Cervi), one of the largest dwellings in Herculaneum with a beautiful terrace that once overlooked the sea.

The eruption of Mount Vesuvius in 79 CE destroyed the city but the pyroclastic flow preserved the splendour of this wealthy house. Children may have actually played hide and seek in the corridor which was decorated with a series of small panels depicting Erotes engaged in various lively activities.

The scene is a perfect example of the contribution of images to the history of play and games: it preserves the memory of children's social life ; they perform a collective activity, hide and seek, which otherwise left no archaeological trace and belongs to an immaterial heritage. The picture shares an imaginary, cheerful world where children are no longer mortal, but divine: they are depicted as carefree winged supernatural beings.

Images, however, do not provide us with game rules. The Dictionary (Onomasticon) written by Julius Pollux in the 2nd century CE provides a list of games with descriptions. Pollux lists four variants of hide and seek games : Myinda, Apodidraskinda, Chalké Muia, some of which are still practiced today. But which one is illustrated in Herculaneum? The animations skilfully propose different hypotheses.



Steve Simons
Sonya Nevin
Panoply.org.uk



Ball Games

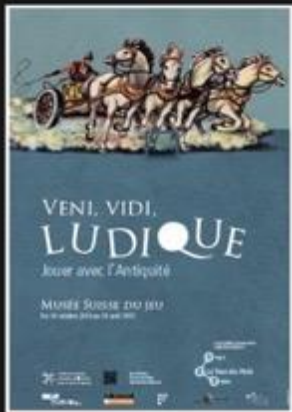
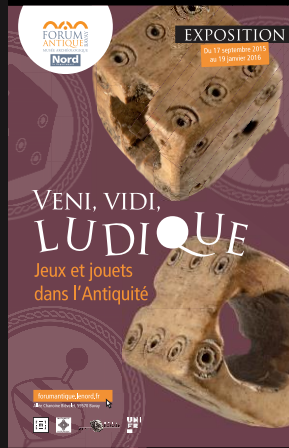
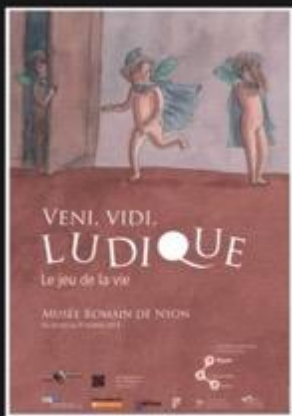


Munich, Antikensammlungen



https://www.youtube.com/watch?v=2c_l9ZafLTM

MUSEUMS FOR DISSEMINATION



Bavay 2015

Cholet 2016

Nuremberg 2017

Vieux-la-Romaine 2017



Jublains 2020



Pompei 2023-2024



University of Reading
Ure Museum of Greek Archaeology
06.09– 30.11.2023

Locus Ludi: Anyone can play!

LUGDUNUM

GRANDLYON

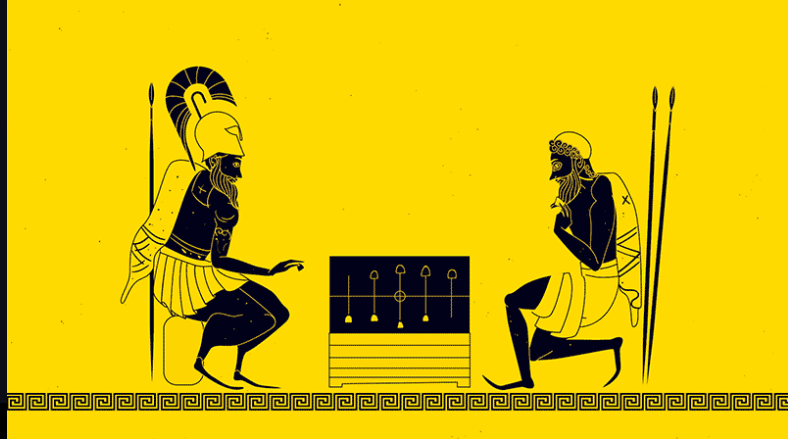
Lyon/Lugdunum 2019

2019, Lyon Lugdunum



2019, Lyon Lugdunum

LUDIQUE JOUER DANS L'ANTIQUITÉ



LU- DIQUE

JOUER
DANS
L'ANTIQUITÉ



Ailleurs et aujourd'hui - Les enfants du Haut Atlas
Collection Jean-Pierre Rossie/Musée de Moirans





Jouer dans la Mort Playing in Death

Le jeu de hasard est une activité humaine ancienne. Il est présent dans toutes les cultures et toutes les époques. Le jeu de hasard est une activité humaine ancienne. Il est présent dans toutes les cultures et toutes les époques. Le jeu de hasard est une activité humaine ancienne. Il est présent dans toutes les cultures et toutes les époques.



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« Qu'est-ce qu'il y a de mort dans le lancer des os ? »
« Qu'est-ce qu'il y a de mort dans le lancer des os ? »
« Qu'est-ce qu'il y a de mort dans le lancer des os ? »
« Qu'est-ce qu'il y a de mort dans le lancer des os ? »
« Qu'est-ce qu'il y a de mort dans le lancer des os ? »





Assassin's Creed Odyssey



LOCUS LUDI.
 September 23, 2023-March 1, 2024
 | Arnaque à la romaine | Fribourg
 University, Museum Bible & Orient

Production of movies (Arnaque à la
 romaine)



Starting Grant

Consolidator Grant

Advanced Grant

Proof of Concept

Synergy Grant

Proof of Concept

Have you already received an ERC grant for your frontier research project and now want to explore the commercial or societal potential of your work? The ERC Proof of Concept Grant could be for you.

Who can apply?

All Principal Investigators in one of the ERC frontier research main grants (Starting,

Ongoing evaluation

[Timeframe](#) ERC Proof of Concept
2024

Palamedes: A Ludic Multicultural Museum and Educational Program

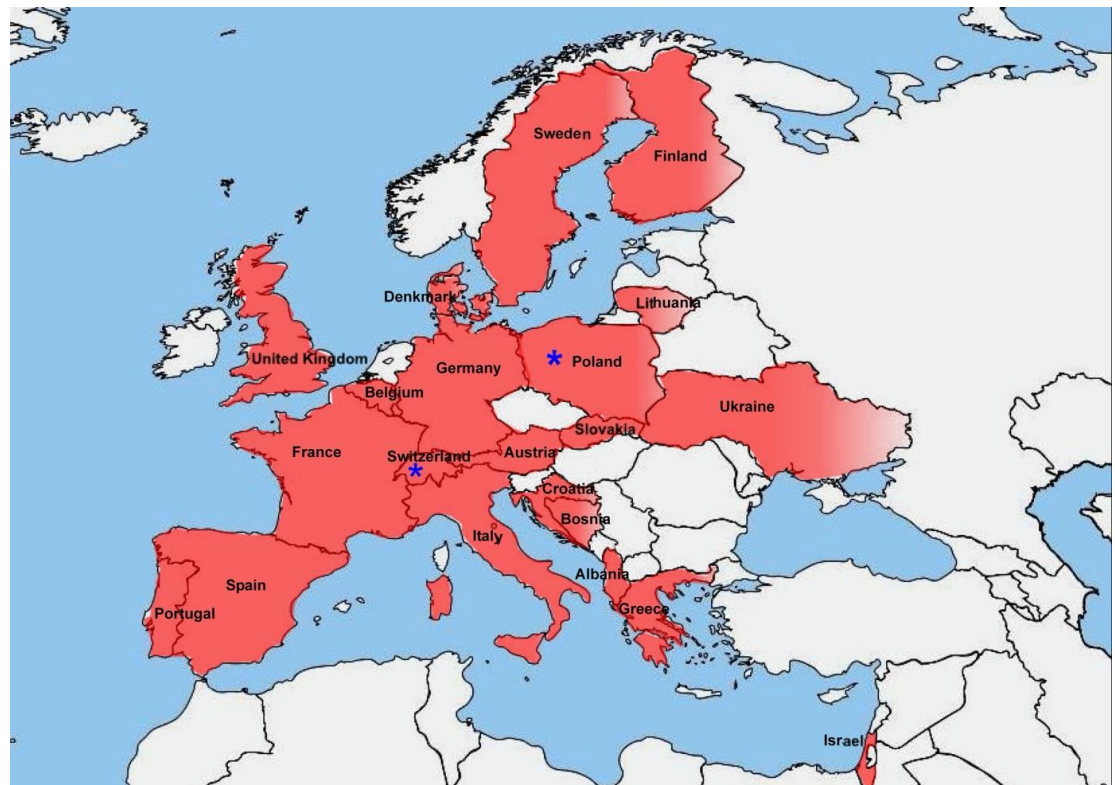
A Multimedia Interactive Handbook

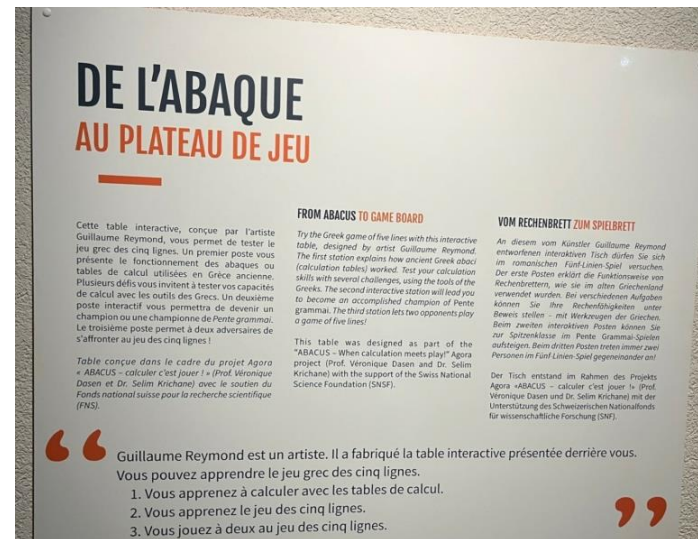
20 countries in alphabetic order:

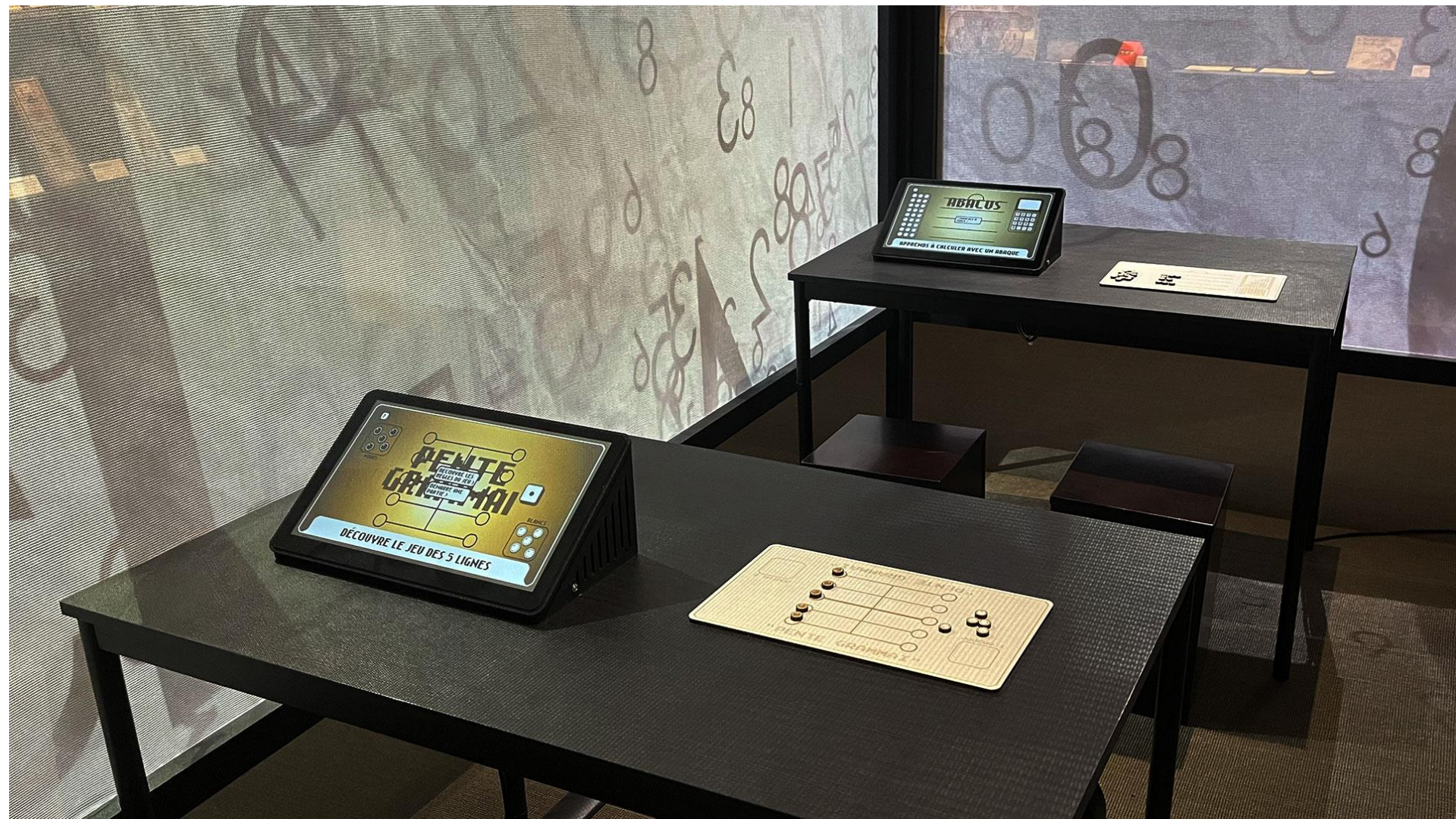
Albania, Austria, Belgium, Bosnia,
Croatia, Germany, Finland, France,
Greece, Israel, Italy, Lithuania,
Poland, Portugal, Slovakia, Spain,
Sweden, Switzerland, Ukraine, United
Kingdom

40 museums

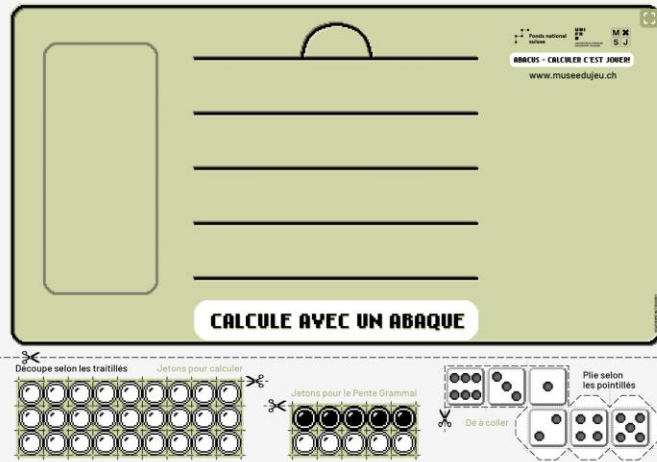
13 High Institutions



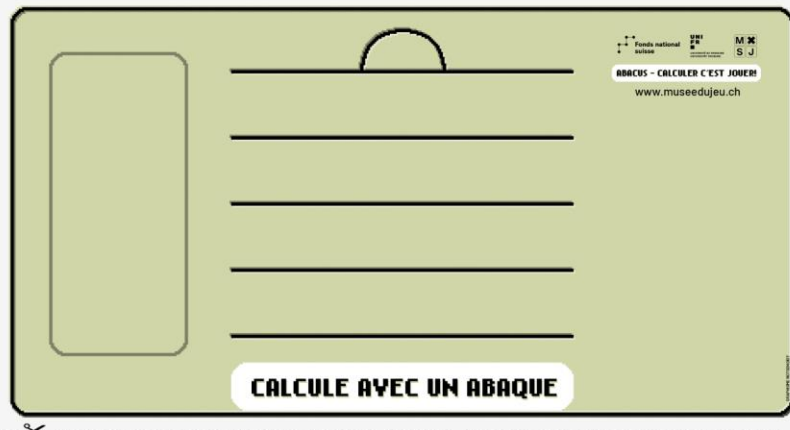




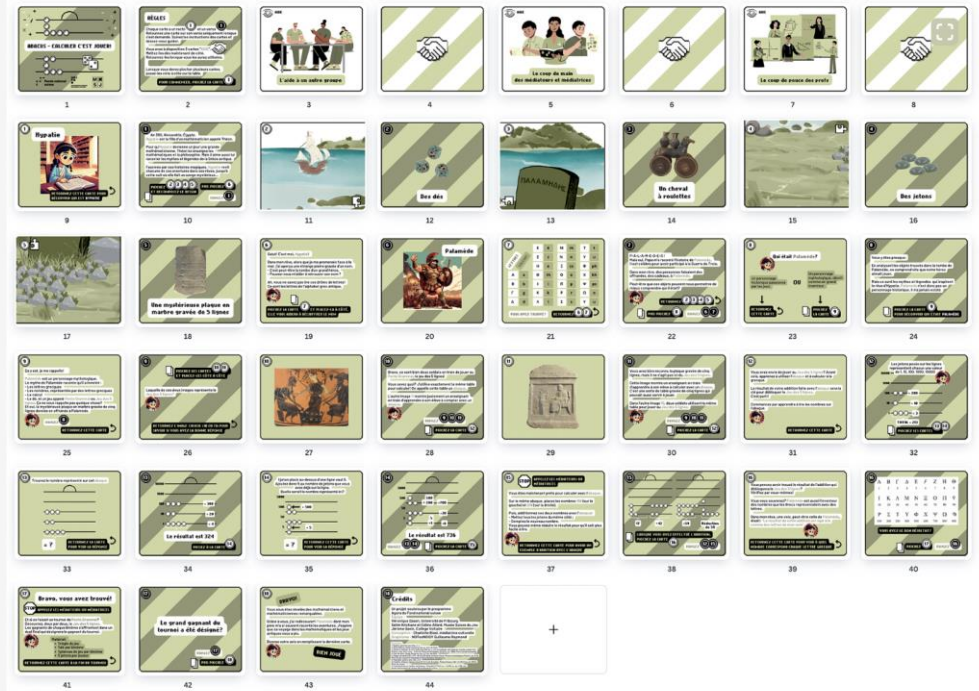
Fiche de jeu à découper A4 (recto)



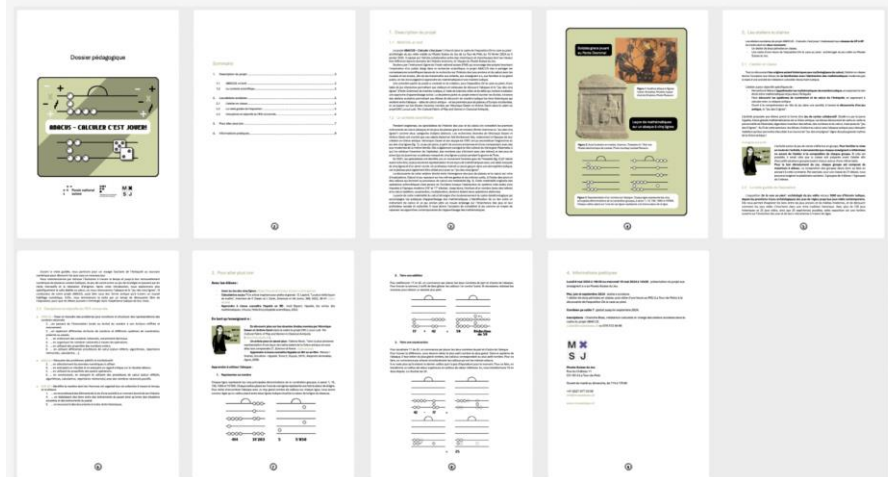
Fiche de jeu à découper A4 (recto)



Jeu de carte



Dossier pédagogique

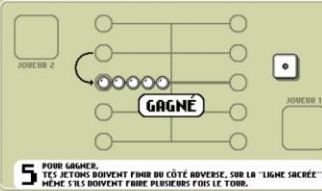
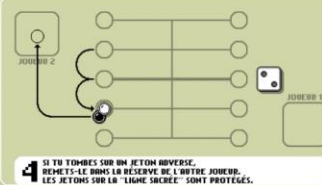
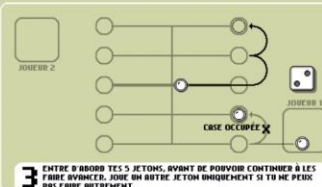
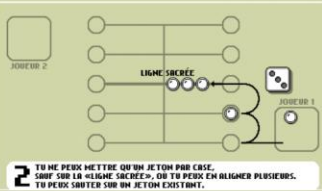
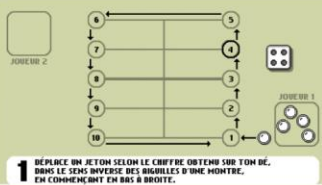


Règles du jeu du Pente Grammai

Règles du calcul avec un abaque

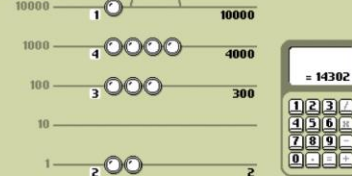
Fonds national
UNESCO
MUSEE
S. J.
ABACUS - CALCULER C'EST JOUER!
www.museedujeu.ch

JOUE AU PENTE GRAMMAI



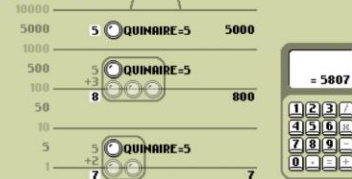
CALCULE AVEC UN ABAQUE

SUR LES LIGNES

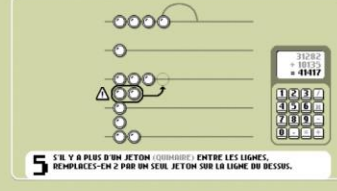
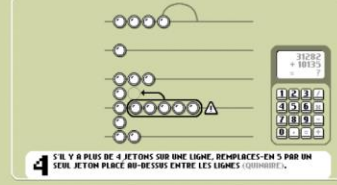
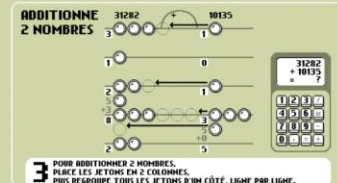


1 PLACE LE NOMBRE DE JETONS CORRESPONDANT SUR LES LIGNES QUI REPRESENTENT CHACUNE UNE VALEUR DE 10000, 1000, 100, 10 ET 1.

ENTRE LES LIGNES



2 POUR LES CHIFFRES DE 5 À 9, PLACE UN JETON AU-DESSUS DE LA LIGNE. IL VAUDRA 5 FOIS SA VALEUR (QUINAIRE).



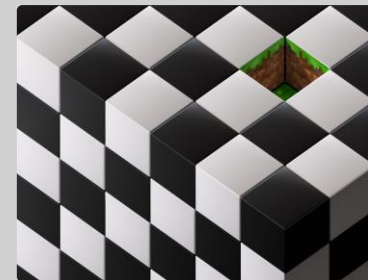


De la case
au pixel

Archéologie du jeu vidéo

La Tour-de-Peilz

10.02.2024
05.01.2025



De la case au pixel.
Archéologie du
jeu vidéo
10.2.2024- 6.1.2025.

cup, late 6th c. BCE
H. A. Cahn Coll. 133.

PALAMEDES

Games Master



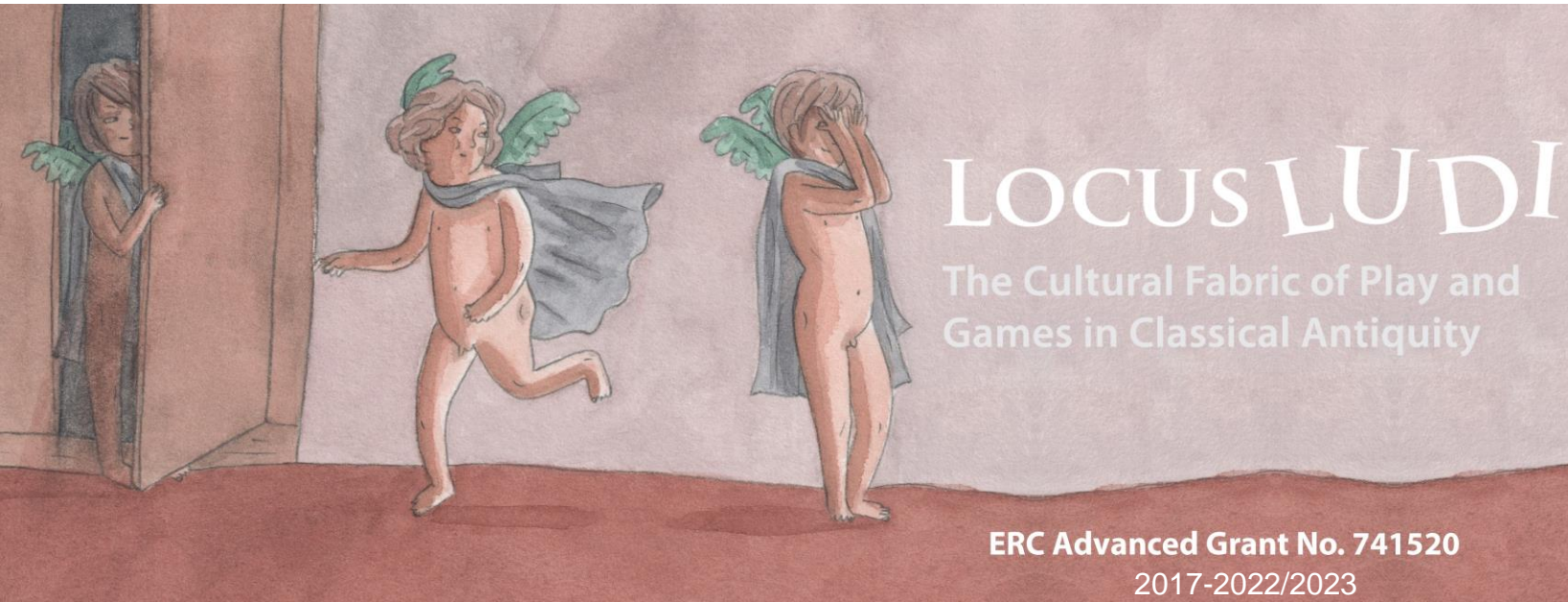
LOCUS LUDI
The Cultural Fabric of Play and
Games in Classical Antiquity

Musée
Suisse
du Jeu



**UNI
FR**





From Locus Ludi to Palamedes New Knowledge and Dissemination Issues

WG 5 Santorini, October 10, 2024



This project has received funding from the European Research Council (ERC) under the European Union's Horizon 2020 research and innovation programme (grant agreement No 741520)

https://www.youtube.com/watch?v=2c_l9ZafLTM

