



Tuesday, April 24, 2018

09.30 Opening

SESSION 1. Antiquity - Aegean Bronze Age and Early Iron Age

10.00

Laetitia Phialon, Université de Paris 1 - Panthéon-Sorbonne

Gaming pieces, toys or votive offerings? Thoughts on animal figurines and funerary practices in the Late Bronze Age Aegean

10.20

Vassiliki Pliatsika, National Archaeological Museum of Athens

Why so serious? An extraordinary find from the Mycenae citadel and the problem of identifying Mycenaean board gaming material

10.40

Jérémy Lamaze, Université de Paris 1 - Panthéon-Sorbonne

Games and oracular practices around the hearth: the "table of offerings" from the so-called Temple 4 at Kition-Kathari (Cyprus)

11.00-11.30

Coffee break

SESSION 1. Antiquity - Archaic and Classical Greece

11.30

Geoff Bakewell, American School of Classical Studies at Athens

Plato Plays Polis

11.50

Véronique Dasen, University of Fribourg

Boardgames, death and afterworld

12.10

Discussion

12.30-14.30

Lunch break

14.30

Despina Ignatiadou, National Archaeological Museum of Athens - **Irini-D. Papaikonou**,
Université Paris Nanterre

The knucklebone and the goose: playing and jeopardy for the boy of Lillaia

14.50

Ulrich Schädler, Swiss Museum of Game

A new Athenian gaming table

15.10

Dimitris Paleothodoros, University of Thessaly

Archaeological evidence for the use of dice in funerary contexts in archaic and classical Greece

15.30

Victoria Sabetai, Academy of Athens

A Boeotian die in context: some preliminary observations

15.50-16.10

Coffee break

SESSION 1. Antiquity - Roman times

16.10

Salvatore Costanza, University of Fribourg

Rolling dice for divination, Gambling and Homeromanteia

16.30

Maria Chidirolou, National Archaeological Museum of Athens

A playful coroplast? A new look at the terracotta group of the early Roman board-game players NAM 4200 and related finds

16.50

Chiara Bianchi, University of Milan - **Lynn Arslan Pitcher**, Italian Ministry of Cultural Heritage

Roman Game Finds from Cremona (Italy)

17.10

Francesco Muscolino, Italian Ministry of Cultural Heritage

A tabula lusoria on a late antique Milanese funerary inscription and other analogous examples: simple re-utilization or symbolic choice?

SESSION 1. Antiquity - Reception and Renewal

17.30

Ioannis Konstantakos, University of Athens

Board games in ancient fiction: Egypt, Iran, Greece

17.50

Barbara Care', Italian School of Archaeology at Athens

Astragalismos: a game between antiquity and modern times

18.10

Discussion

Wednesday, April 25, 2018

SESSION 2. Anthropology and Ethnography of Games

09.20

Nouria Akli, Université d'Alger 2

Plateaux de jeu à cavités

09.40

Walter Crist, American Museum of Natural History, New York

Games in the ancient Caucasus

10.00

Federica Berti, University of Tübingen

Bocce, Boules, Pétanque... deep in Swabia land

10.20

Dan Glimne, Swedish Gaming Academy

Dice and casting objects in religious practices

10.40

Evanthia Saliaka, Ephorate of Antiquities of Lasithi

Games in Time. Board games of strategy and skill in Spinalonga

11.00-11.30

Coffee Break

11.30

Amit Deshmukh, MIT Institute of Design, Pune

Culture of Sedentary Play in India – The Space Context

11.50

Jacob Schmidt-Madsen, University of Copenhagen

Origins and Originality. The Beginnings of gyan chaupar

12.10

Discussion

12.30-14.30

Lunch break

SESSION 3. Games in European History and Society

14.30

Wim van Mourik, Centro Studi Triplice Cinta - Royal Dutch Draughts Association

Alquerque-12 in expressive arts

14.50

Eddie Duggan, University of Suffolk

Rough Music in Square 63: an analysis of the imagery in the final square of English and Dutch editions of The Royal Pastime of Cupid

15.10

David Parlett

Joseph Strutt's "Sports and Pastimes of the People of England"

15.30

Lisa Rougetet, Université de Bretagne Occidentale

How a late nineteenth-century recreational game can still challenge computer scientists nowadays? The Dots and Boxes' case.

15.50

Virginie Tacq, Haute Ecole de Bruxelles-Brabant - Collectif Ludilab

Les femmes au prisme du jeu de société

16.10

Fred Horn

The Games published by J. Vlieger Amsterdam

16.30-16.50

Coffee break

SESSION 4. Games and the Mind

16.50

Christian Schmidt, Université Paris-Dauphine

Board games: precious tools for the understanding of brain functioning

17.10

Tiago Hirth, University of Lisbon

Produto, an example of cognitive influence of board games

17.30

Marina Marín, Aarhus University

Exploring the Relational dimension of Cooperative Board Games

17.50

Discussion

Thursday, April 26, 2018

SESSION 5. Analyzing Games

09.20

Cameron Browne, Maastricht University

The Digital Ludeme Project: Modelling the Evolution of Traditional Games

09.40

Roe Anuar, Tel Aviv University

On the taxonomy of board games

10.00

Jean-Emmanuel Barbier, Haute École de Bruxelles-Brabant

Le matériel des jeux d'édition, un dispositif support de l'interaction ludique

10.20

Cosimo Cardellicchio, CNR, Italy

Defective Connection Games

10.40

David King, London College of Communication, University of the Arts London

Choice, Actions and Play

11.00

Myron Samsin

Round in circles: explaining the transition to the modern Backgammon board

11.20

Alex De Voogt, American Museum of Natural History, New York

Moving into Micronesia: Checkers and Sorry!

11.40

Final Discussion