

Play and Games in Antiquity

Definition, Transmission, Reception

Swiss Museum of Games, September 17-19, 2018



Wall painting (H. 36 cm, L. 70 cm), Pompéi (IX, 3, 5), 69-79 CE. Naples, Museo Archeologico Nazionale, inv. 9103

This Project has received funding from the European Research Council (ERC) under the European Union's Horizon 2020 Research and Innovation Programme under agreement No. 741520 *Locus Ludi. the Cultural Fabric of Play and Games in Classical Antiquity*. Supported by the ERC Advanced Grant (2017-2022).

OUR HERITAGE
WHERE THE PAST
MEETS THE FUTURE

2018 
EUROPEAN YEAR
OF CULTURAL
HERITAGE
#EuropeForCulture

Monday 17th September

10:15 **OPENING - Véronique Dasen, Michel Fuchs, Ulrich Schädler**
In Search of Ancient Games and Play

DEFINITION

10:30 **Mark Golden, Winnipeg**
Play, Dance, Sport, War: Ancient Greek Bodies in Motion

11:15 **Stephen Kidd, Brown University (by skype)**
Is play an Emotion? An Inquiry into Greek Paidia

11:45 **Christian Laes, Antwerp**
Ludus and Education

12:30 **Miguel Herrero de Jáuregui, Madrid**
Early Christian Attitudes to Child Playing

13:15 **Lunch pizza, fruits, yaourt**

14:15 **Anton Bierl, Basel**
Choral Dance as a Play: paizein in Greek Drama

15:00 **Karin Schlapbach, Fribourg**
Ludus as Dance and Bodily Movement

15:45 **Break**

BEGINNINGS AND ENDS

16:00 **Marco Vespa, Fribourg**
L'origine du jeu: récits grecs sur l'invention des pratiques ludiques entre Palamède, Prométhée et Theuth

16:45 **Cleo Gougouli, Patras**
The Search for Cultural Continuity in Studies of Modern Greek Children's Games: Some Methodological Questions

17:30 **Break**

17:45 **Francesca Berti, Tübingen**
Meanings of tradition in the Context of Play

18:30 **Julien du Bouchet, Montpellier**
Jouer en rêve : autour d'Artémidore

EVENING LECTURE

19h30 **Katarzyna Marciniak, Warsaw (ERC Our Mythical Childhood)**
The Reception of the Alea iacta est Motif in Culture

Tuesday 18th September

MATERIAL DEFINITION

09:00 Regine Fellmann, Kantonsarchäologie Aargau, Brugg

Games and Toys From Vindonissa – An Overview

Barbara Pfäffli, Augusta Raurica

Augusta Raurica – Play in the Town

10:00 Break

10:15 Chiara Bianchi, Milano

“Alexandrian Counters”: Finds in Archaeological Contexts

11:00 Clare Rowan, Warwick (ERC Token Communities in the Ancient Mediterranean)

Sorting Fun From Fiction: Were “tesserae” Gaming Pieces?

11:45 Charles Doyen, Louvain

Osselets ou poids ?

12:30 Lunch

ICONOGRAPHIC DEFINITION

13:30 Vicky Sabetai, Athènes

Playing at the Festival: aiora, a Swinging Ritual

14:15 Michel Fuchs, Lausanne

Jeux d’Eros et jeux d’enfants : la corde, le dé et l’osselet en messagers du temps

15:00 Break

15:15 Nikolina Kei, Paris

Ancient Drawing, Fictive Play

16:00 Arnaud Zucker, Nice

Proverbs

16:45 Visit of the Swiss Museum of Games

18:00 Event Festival Images : Official opening of the artwork by Saype in the context of the Festival Images Vevey

EVENING LECTURE

19:15 Michel Manson, Toulouse

Un érudit inattendu : Louis Becq de Fouquières, le premier historien des jeux et jouets de l’Antiquité

Discutant : Louis-Aimé de Fouquières

Wednesday 19th September

RECEPTION

09:00 Simone Beta, Siena

Studiare la lingua e la letteratura greca divertendosi: gli indovinelli greci nelle scuole di Bisanzio/ Etudier la langue et la littérature en s'amusant: les devinettes grecques dans les écoles de Byzance

09:45 Renzo Tosi, Bologna

Pollux et les noms des jeux

10:30 Andromache Karanika, Irvine

Midas and the "Pot" Game: Intertextual Insights into an Ancient Game

11:15 Break

11:30 Salvatore Costanza, Fribourg

Pollux témoin des jeux : continuité, survie et réception dans la culture ludique néogrecque

12:15 Barbara Carè, Athens

Appropriating the Past: New Perspectives on Game Studies. The Ancient and Modern Game of Astragals

13:00 Lunch

Final discussion - conclusions

Conference under the patronage of the *Association Suisse pour l'Etude de l'Antiquité* (ASEA), of the *European Year of Cultural Heritage* (EYCH), with the support of the *European Research Council*, of the *Swiss Academy of Humanities and Social Sciences* (ASSH), in collaboration with the University of Fribourg, the *Association for Roman Archaeology in Switzerland* (ARS) and the University of Lausanne.

Play and games provide a privileged access to past societal norms, values, identities, and collective imaginary. People play all over the world and throughout history, but they do not play the same games, nor do they attribute the same meaning and function to play. The aim of this pluridisciplinary conference is to investigate how this past patrimony can be methodologically reconstructed.

Three sessions will address first how the Ancients defined play and games by analysing their vocabulary in order to reconstruct an emic definition. Beyond the common association of child and play (in Greek, *paidia*, 'game', *pais*, the child, and *paideia*, 'education', share the same root, in Latin *ludus* means 'play', 'school' and 'rhetorical games'), the views are more complex and nuanced. Identifying ludic material and practices archaeologically as well as in iconography is also a debatable issue. The second session concerns the sources available and their bias associated with literary genre, such as oniromancy, proverbs and the lexicon of Pollux. A major challenge is the reconstruction of a mostly oral patrimony, of lost children's lore and agency. The third session examines the transmission process of these practices from one generation to the next, addressing crucial issues about continuities and discontinuities, as well as about the definition of a "traditional" game.

Place

Musée Suisse du Jeu
Rue du Château 11
1814 La Tour-de-Peilz

Contacts & Organisation

veronique.dasen@unifr.ch
michel.fuchs@unil.ch
ulrich.schaedler@unifr.ch

How to arrive

By train direction Villeneuve (S2 or S3)

Stop "Tour-de-Peilz", then walk for 5 minutes.

By train + by bus

Train IR 90 direction Brig, stop "Vevey", then take the bus 201 (direction Villeneuve) for 5 minutes until stop "La Tour-de-Peilz centre" or walk for 15 minutes.

