

## LIST OF PREVIOUS COLLOQUIA

- 1995 LEIDEN, THE NETHERLANDS
- 1997 LEIDEN, THE NETHERLANDS
- 1999 FLORENCE, ITALY
- 2001 FRIBOURG, SWITZERLAND
- 2002 BARCELONA, SPAIN
- 2003 MARBURG, GERMANY
- 2004 PHILADELPHIA, PA, USA
- 2005 OXFORD, UK
- 2006 OURO PRETO, BRAZIL
- 2007 ST PÖLTEN, AUSTRIA
- 2008 LISBON, PORTUGAL
- 2009 JERUSALEM, ISRAEL
- 2010 PARIS, FRANCE
- 2011 BRUGES, BELGIUM
- 2012 MUNICH, GERMANY
- 2013 PONTA DELGAA, PORTUGAL
- 2014 IPSWICH, SUFFOLK
- 2015 LA TOUR DE PEILZ, SWITZERLAND
- 2016 NÜRNBERG, GERMANY
- 2017 COPENHAGEN, DENMARK
- 2018 ATHENS, GREECE

# PROGRAM



## BOARD GAME STUDIES COLLOQUIUM XXII

UNIVERSITY ALMA MATER STUDIORUM

BOLOGNA, MAY 7-10, 2019

## THE BOARD GAME STUDIES XXII IN PERSPECTIVE

The Italian legacy in the field of gaming culture and game studies is vast. Many of our local and traditional games have their roots in the distant past, having been played for centuries with a limited degree of variation. Even before the Roman era, history had left its mark in our gaming culture, preserving and innovating, as well as erasing, existing gaming practices.

The current configuration of Italian gaming traditions is the result of a long process of evolution, stratification, exchange and contamination. The annual Board Game Studies Colloquium provides a forum for scholars from many different countries. One of the aims of this year's event is to present Italy's ludic heritage to the international Board Game Studies association whilst also facilitating access for Italian game scholars to the Board Game Studies network and its knowledge community.

The annual Board Game Studies colloquium is an interdisciplinary forum for scholars from many different fields and disciplines. This convergence allows game studies to be approached from multiple points of view: the research findings and knowledge disseminated in past colloquia have embraced archaeological evidence, cross-cultural connections, mathematical, psychological and social implications of past and present gaming practices. This year, as we reconvene and invite participants in the broad, multi-disciplinary, Board Game Studies community to assemble in Italy, we are giving a particular focus to educational aspects of board games. Our venue, the University Alma Mater of Bologna, with its pre-eminent role in Italian academia as a leading research centre, as well as having the distinction of being the oldest university in Europe, is an eminently suitable location for the Twenty Second Board Game Studies Colloquium.

We invite delegates to celebrate once more the human inclination to play and to partake of our diversity in implementing and understanding it.

*The Organizing Committee*



# MAY 10

Department of Education, via Filippo Re, 6

## ***Session 11: Modern and Contemporary history***

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9:00 - 9:20 <b>Eddie Duggan</b>	<i>Uncovering Cupid: two hitherto unseen or unknown editions of The Royal Pastime of Cupid, Or New and Most Pleasant Game of the Snake, published by Robert Sayer and Henry Overton</i>
9:20 - 9:40 <b>Therese Marie Santos</b>	<i>Venturing into No Man's Land: exploring the potential of "The Grizzled" in World War I discourse</i>
9:40 - 10:00 <b>Jacob Schmidt Madsen</b>	<i>The mechanics of resistance: playing at sabotage in WWII Denmark</i>
10:00 - 10:20 <b>Bjarne Toft</b>	<i>Hex, the full story</i>
10:20 - 10:40 Q&A	
10:40 - 11:00 Coffee Break	

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## ***Session 12: what's next?***

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11:00 - 11:20 <b>Herbert Tulleken, Marten Walinga, Liuwa Westra</b>	<i>Frisian Draught: a game changer?</i>
11:20 - 11:40 <b>Mark Hall</b>	<i>Games and character: the role of board, dice and card games in popular cinema</i>
11:40 - 12:00 <b>Dario De Toffoli</b>	<i>A new games archive has born in Udine</i>
12:00 - 12:20 <b>Mika Le Bourhis</b>	<i>Game in Lab</i>
12:20 - 12:30 <b>B.U.P.</b>	<i>The volume Giochi &amp; Civiltà</i>
12:30 - 12:40 <b>Vincent Berry Virginie Taqc</b>	<i>23° Board Game Studies Colloquium</i>
12:40 - 14:00 <b>Farewell Lunch</b>	

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## Visit of Bologna

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14:00 - 16:30 visit of Bologna	The tour leave at 14:00 from the Asinelli's Tower.
16:30 - 16:50	Stop at Caffè Zanarini

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## Session 10: Archaeology of Games

The BGS XXII is organized in cooperation with the Archaeological Museum of Bologna, which host a public session dedicate to archaeological evidence of board games. The group reunite at the Archaeological Museum at 16:45, in via dell'Archiginnasio, 2

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16:50 - 17:00 Institutional Welcome

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17:00 - 17:20 <b>Ulrich Schadler</b>	(ERC - Locus Ludi Project) Greek, Etruscans and Celts at play
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17:20 - 17:40 <b>Stella Maris Ferrarese Capettini</b>	Board game in Patagonia
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17:40 - 18:00 Q&A

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## Colloquium Dinner

A traditional bolognese dinner, in a restaurant considered by the locals, for its ambiance and cuisine, among the best of the city. Meeting at 19:45 at the Restaurant:

**Osteria al 15**

in Via Mirasole, 13,

## PARTNERS OF THE BOARD GAME STUDIES COLLOQUIUM



CLIO '92  
ASSOCIAZIONE DI INSEGNANTI E  
RICERCATORI PER LA DIDATTICA DELLA STORIA



ALMA MATER STUDIORUM  
UNIVERSITÀ DI BOLOGNA  
BIBLIOTECA UNIVERSITARIA DI BOLOGNA



ALMA MATER STUDIORUM  
UNIVERSITÀ DI BOLOGNA  
DIPARTIMENTO DI SCIENZE DELL'EDUCAZIONE "G. M. BERTIN"



BOLOGNA MUSEI  
MUSEO CIVICO ARCHEOLOGICO



ACCADEMIA DEL TAROCCHINO BOLOGNESE  
ACADEMY OF THE BOLOGNESE TAROT

## ORGANIZING COMMITTEE:

**Tiago Hirth** - University of Lisbon

**Fatih Parlak** - University of Barcellona

**Lisa Rougetet** - Université de

**Luca Ferrari** - Alma Mater Studiorum of Bologna

**Virginie Tacq** - Haute Ecole de Bruxelles

**Marco Tibaldini** - Association Clio '92

## SCIENTIFIC COMMITTEE

**Alex De Voogt** - Drew University

**Ulrich Schädler** - ERC Locus Ludi Project

**Thierry Depaulis** - International Playing Cards Society

**Jorge Nuno Silva** - University of Lisbon

**Cosimo Cardellicchio** - CNR and University of Bari

**Eddie Duggan** - University of Suffolk

**MAY 7**

Department of Education, via Filippo Re, 6

### **Session 1: Culture of play**

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9:00 - 9:20 <b>Marco Tibaldini,</b> <b>Cosimo Cardellicchio</b>	<i>Opening of the XXII Board Game Studies Colloquium</i>
9:20 - 9:40 <b>Roberto Farné</b>	<i>Playing the city</i>
9:40 - 10:00 <b>Mattia Thibault</b>	<i>Urban boardgame: from representation to urban planning</i>
10:20 - 10:40 Q&A	
10:40 - 11:00 Coffee Break	

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### **Session 2: Play for educational purposes**

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11:00 - 11:20 <b>Francesca Berti</b>	<i>Learning by playing: play practices and cultural transmission in Stewart Culin's writings</i>
11:20 - 11:40 <b>Vincent Berry</b>	<i>The "educational aspect" of board games from a sociological perspective: social stratification of practices, educational discourses and beliefs</i>
11:40 - 12:00 <b>Morten Lilleøren</b>	<i>European chess gateways: the northern route</i>
12:00 - 12:20 <b>Edite Alberto</b>	<i>History learning through old board ga- mes</i>

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**MAY 9**

Department of Education, via Filippo Re, 6

### **Session 8: Ancient history**

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9:00 - 9:20 <b>Salvatore Costanza</b>	<i>How to play for divinatory ends</i>
9:20 - 9:40 <b>Atagün Karayel</b>	<i>Petteia in Plato: board gaming as technê: does dice-containing game fit in the pic- ture?</i>
9:40 - 10:00 <b>Thomas Daniaux</b>	<i>Board games and toys in Aventicum, Ro- man capital city of Helvetia</i>
10:00 - 10:20 <b>Alessandro Pace</b>	<i>Games in Roman military contexts. Lu- dus for the Auxilia: an educational tool for a "Romano More Vivere"</i>
10:20 - 10:40 Q&A	
10:40 - 11:00 Coffee Break	

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### **Session 9: Ancient and Medieval history**

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11:00 - 11:20 <b>Alessandro Pace</b> <b>Thomas Daniaux</b>	<i>University of Fribourg - Presentation of the ERC Locus Ludi Project</i>
11:20 - 11:40 <b>Nicola Bergamo</b>	<i>Chess in Constantinople</i>
11:40 - 12:00	Q&A

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# MAY 8

Centro Costa, Via Azzo Giardino, 48

## Gaming Night: Tarocchino Bolognese

The *Tarocchino Bolognese* (literally Bolognese little Tarot) is a card game played on the same set of rules since the Renaissance, with just minor changes that occurred in later periods. It's strategical complexity assured it a great popular success, and as the game growth in popularity become a social rite that gathered the different levels of the society at the playing table, crowding bars and taverns. A such large and intense use refined the set of cards, regulated gestures and talks of players according to place's and period's costumes, charging it with cultural values.

The game which nowadays played in Bologna is so the result of centuries of cultural stratification and the result of an intellectual work of refining, that makes it a true legacy of the italian gaming culture, that in this case survived uniquely in Bologna.

Thanks to a cooperation with the **Accademia del Tarocchino Bolognese**, we will experience this amazing game. During the evening Pr. Lorenzo Cuppi will introduce us to the history and iconography of the game.

19:30 dinner at Centro Costa

20:45 gaming night



## Session 3: higher education in game

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14:00 - 14:20 <b>Ville Kankainen</b>	<i>Board game design as learning method</i>
14:20 - 14:40 <b>Ville Savoranta</b>	<i>Opportunities for serious board games as an expert training tool for international stability mission</i>
14:40 - 15:00 <b>Beate Weyland</b>	<i>Sensory toys to learn. How teachers can create learning objects from in-between Education and Design</i>
15:00 - 15:20 <b>Robert Houghton</b>	<i>Critical play: historical debate through user modification</i>
15:20 - 15:40 Q&A	
15:40 - 16:00 Coffee break	

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## Session 4: Board Games and teaching

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16:00 - 16:10 <b>Andrea Ligabue</b>	<i>Board games at school: a new methodology to check and improve competences</i>
16:10 - 16:20 <b>Tiago Hirth , Alda Carvalho</b>	<i>Evaluation and Reserach of in/non-formal learning: mathematical games</i>
16:20 - 16:40 <b>Lisa Rougetet</b>	<i>Using mancala in the high-school mathematics classroom</i>
16:40 - 17:00 Q&A	
17:00 - 17:20 <b>Eric Piette, Matthew Stephenson,</b>	<i>Teaching and learning with LUDII</i>
17:20 - 17:40 <b>Jonathan Smets</b>	<i>Using board games to teach computer science</i>
17:40 - 18:00 Q&A	

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## MAY 8

Department of Education, via Filippo Re, 6

### **Session 5: Board Game Design**

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9:00 - 9:20 <b>Vinciane Zabban</b>	<i>Digital platforms and the spread of game creation know-how: democratizing the production of board games?</i>
9:20 - 9:40 <b>David King</b>	<i>A chance to play fair: considering randomness in modern game design</i>
9:40 - 10:00 <b>Mike Cosgrave</b>	<i>Game design as assessment: issue in course design and assessment</i>
10:00 - 10:20 <b>Fabio Chiarello</b>	<i>Experiences in the use of board games and game design for science education</i>
10:20 - 10:40 Q&A	
10:40 - 11:00 Coffee Break	

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### **Session 6: Statistics, Analysis and interpretation**

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11:00 - 11:10 <b>Emiliano Sciarra</b>	<i>The seven level of Play: keys to board game interpretation</i>
11:10 - 11:20 <b>Chris Van De Riet</b>	<i>Games of the Vedic wheel</i>
11:30 - 11:40 <b>Marisa Uberti</b>	<i>Italian statistical analysis of board games called "Merels", "Little Merels", "Alquerque-12" and "Fox and Geese"</i>
11:40 - 12:00 <b>Virginie Tacq</b>	<i>Boardgame design: a female activity</i>
12:00 - 12:20 <b>Jakob Gloger</b>	<i>A Royal Dice Machine?</i>
12:20 - 12:40 Q&A	

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## MAY 8

University Library of Bologna, Via Zamboni, 33/35

### **Session 7: Public session at the University Library**

The BGS XXII is organized in cooperation with the University Library of Bologna, which host a public session in its awesome Aula Magna. The Library has been constituted in 1712 after a donation of books by Luigi Ferdinando Marsili at the Institute of Science. Further, the Library received also donations from Ulisse Aldovrandi and the Benedict XIV, who commissioned the construction of the Aula Magna, which is open to public since 1756.

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14:00 - 14:45 Guided tour to the University Library of Bologna

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14:45 - 15:00 Institutional Welcome

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15:00 - 15:20 <b>Tiago Hirth</b>	<i>The Power of Play: Luca Pacioli's De Viribus Quantitatis</i>
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15:20 - 15:40 <b>Jorge Nuno Silva, Cameron Browne</b>	<i>Mathematics through games</i>
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15:40 - 16:00 <b>Thierry Depaulis</b>	<i>A timeline of mind games</i>
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16:00 - 16:20 <b>Alex De Voogt</b>	<i>Crossing borders in the Indian Ocean: board games in the Comoros Islands</i>
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16:20 - 16:40 Break

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16:40 - 17:00 <b>Wim Van Mourik</b>	<i>Alquerque-12 diagrams on parchment, paper and wood since the 13th century.</i>
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17:00 - 17:20 <b>Fred Horn</b>	<i>Games, plays and puzzles from the 19th century out of the Dutch kindercourant (1852-1904)</i>
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17:20 - 17:40 <b>David Parlett</b>	<i>America's First Lady of games</i>
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17:40 - 18:00 <b>Cosimo Cardellicchio</b>	<i>Shedding light on the antithesis between serious school and amusing games.</i>
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