

Kocher Veronika, *Pente Grammai. Rekonstruktion, Neugestaltung und Testung eines antiken Brettspiels*, Master's thesis, defended in January 2020 (dir. Prof. E. Strouhal), University of Applied Arts, Vienna

Pente Grammai. Reconstruction, redesign and testing of an antique board game

An empirical study on the rules, design and acceptance of an ancient board game (Pente Grammai). Tests at elementary schools will help to answer the question of what constitutes a "good game" (for whom).

Using Roger Caillois' game theoretical approaches, the work poses the question of the criteria of "good (board)games". The investigation is led by questions which use game as cultural-historical material:

Based on findings and theses from archaeological research and ancient sources, the "Five Lines Game" was reconstructed, redesigned and tested with children and adults to determine the preferences of the players.

The surveys provide information about the relationship between rules and narratives in the game. For the first time, differences in preferences and their argumentation according to gender, age and social context could be identified. The study shows that games are still an underestimated subject of cultural and social science research.