Workshop

The Archeology of Play and Games

University of Fribourg

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Registration: locusludi@unifr.ch

Contact: veronique.dasen@unifr.ch
alessandro.pace@unifr.ch

Locus Ludi. The Cultural Fabric of Play in Games in Antiquity
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www.locusludi.ch
The Archeology of Play and Games

Morning

09h00 Welcome Véronique Dasen (Fribourg, ERC Locus Ludi)
*Play and Games: Spatial and Social Dimensions*

09h15 A Handbook on the Archeology of Play and Games
Ulrich Schädler (Fribourg, ERC Locus Ludi/ Musée Suisse du Jeu)
*Identifying and Classifying: State of the Art*
Alessandro Pace (Fribourg, ERC Locus Ludi)
*Mapping ancient board games: the Ludus Database*
Tim Penn (University of Edinburgh)
*Why a Handbook? Methods and Aims*

Chair Ulrich Schädler (Fribourg, ERC Locus Ludi/ Musée Suisse du Jeu)

10h00 Summer Courts, Tim Penn (Edinburgh)
*Playing to win: soldiers, gaming and cultural dissemination in Roman Britain*

10h30 Alessandro Pace (Fribourg, ERC Locus Ludi)
*Ludere in Pompeii. New insight on the ludic material culture of the ancient city*

11h00 Pause

Chair Alessandro Pace (Fribourg, ERC Locus Ludi)

11h30 Regine Fellman (Vindonissa)
*Playing in ancient Vindonissa – the archaeological evidence*

12h00 Raimon Graells i Fabregat (Alicante), Miguel Pérez Blasco (Elche)
*The Iberians also play*

12h30 Lunch

Afternoon

Chair Tim Penn (Edinburgh)

13h15 Ilaria Truzzi (Milano)
*The recollection of board games material in Empúries, the Greek apoikia*

13h45 Frances McIntosh, English Heritage
*Too much time on their hands? Evidence for gambling at Coria the most northerly town in the Empire, a case study of terra sigillata counters.*

14h15 Break
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<tr>
<th>Time</th>
<th>Speaker(s)</th>
<th>Topic</th>
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<tr>
<td>14h30</td>
<td>Peter Talloen (Isparta)</td>
<td><em>The archaeology of play in Southwestern Asia Minor</em></td>
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<td>15h00</td>
<td>Mark Hall (Perth) and Ulrich Schädler Fribourg (ERC Locus Ludi/ Musée Suisse du Jeu)</td>
<td><em>Europe’s playful frontiers: Roman board-games in the Barbaricum, from Britain to the Danubian provinces</em></td>
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<td>15h30</td>
<td>Break</td>
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<td>Chair</td>
<td>Véronique Dasen (Fribourg, ERC Locus Ludi)</td>
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<td>15h45</td>
<td>Sylvian Fachard (Lausanne)</td>
<td><em>Games in the garrison forts of Attica</em></td>
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<td>16h15</td>
<td>Oksana Ruchynska (Kharkiv)</td>
<td><em>Boardgames in Tauric Chersonese in Roman times</em></td>
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<td>16h45</td>
<td>Break</td>
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<td>17h00</td>
<td>Thomas Daniaux (Fribourg, ERC Locus Ludi7 Bretagne University)</td>
<td><em>Games on tiles and slates</em></td>
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<td>17h30</td>
<td>Cameron Browne, Walter Crist (Saarbrücken/ERC Ludeme)</td>
<td><em>Computational approaches for recognising and reconstructing games</em></td>
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