

Program 24th BGSC Leeuwarden/Ljouwert



Monday 16 May 2022

location: Tresoar

16:00 - 20:00

Registration

Tuesday 17 May

location: Tresoar, Gysbert Japicxseal

Category 1: Books and collections

Time	Name	Institution	Country	Title	Moderator
08:45 - 08:55	<i>Rien Vrijenhoek</i>	<i>Director of Tresoar</i>		<i>Welcome and opening of the 24th BGSC</i>	Ulrich Schädler
09:00 - 09:22	Jacob Schmidt-Madsen	University of Copenhagen	Denmark	Picking up the pieces. The Ludic Legacy of Krishnaraja Wodeyar III	
09:23 - 09:45	Noémie Dumont	Université Jean Moulin Lyon III	France	Imposing Spanish Rule(s) in Early Modern Chess: Ruy López de Segura's Treatise	
09:46 - 10:08	Georgi N. Markov	National Museum of Natural History/ Bulgarian Academy of Sciences	Bulgaria	Buried by time and dust: two forgotten decimal chess variants from Europe	
10:08 - 10:30	James Masters (online)	gamesboard.org.uk	Great Britain	Narrowing the possibilities for the play of Mehen, The ancient Egyptian Game of the Serpent	
10:30 - 10:50 coffee break					
10:50 - 11:12	Matthew Stephenson i.c.w. Walter Crist and Cameron Browne	Maastricht University	Netherlands	Measuring Network Distances between Games	Jacob Schmidt-Madsen
11:13 - 11:35	Marco Tibaldini (online)	Free University of Bozen-Bolzano	Italia	Board games in Patristic literature	
11:36 - 11:58	Arie van der Stoep		Netherlands	Historical materialism and board games	
11:58 - 12:20	Maya Sitaram (online)		India	Mysore Libraries, Manuscripts and Board Games	
12:20 - 13:50 lunch break					
13:50 - 14:12	Micael Sousa (online)	University of Coimbra	Portugal	Finding Ludemes in the top number one games of Board Game Geek	<i>still open</i>
14:13 - 14:35	Jorge Nuno Silva	University of Lisboa	Portugal	Loterias Lisbonenses	
14:36 - 14:58	Adrian Seville (online)	City University, London	Great Britain	Board games uncatalogued. Legal deposit material in the British Library	
14:58 - 15:20	Alessander Pery Lopes Thomaz Paula Tessare Piccolo Odair de Paula Junior Jacks Richard de Paulo (online)	Universidade Federal de Ouro Preto Universidade de Taubaté	Brazil	Capture mechanisms in abstract games	
15:20 - 15:35 tea break					
15:35 - 15:57	Marten Walinga		Netherlands	The evolution of the rules draughts and its consequences	Alex de Voogt
15:58 - 16:20	Walter Crist	Maastricht University	Netherlands	Ludus Coriovalli: Archaeological and computational Methods for Examining a Potential Game from Roman Limburg	
16:21 - 16:43	Cameron Browne	Maastricht University	Netherlands	Digitally Reconstructing Ancient Games	
16:44 - 17:06	Liuwe H. Westra	Tresoar/Fryske Akademy	Netherlands	The early history of chess and draughts, seen through the eyes of a lexicographer	
17:07 - 17:30	Martha Kist	Tresoar	Netherlands	Tresoar as Mind sports collection centre	

University Campus Fryslân, public key notes

19.30 - 20.30 dr. Arjen Dijkstra
20.45 - 21.45 Hans van der Heijde

University of Groningen

Netherlands Games and game playing in universities in the North of the Netherlands
Netherlands On the subject of bridge (title not yet known)

Wednesday 18 May

location: Tresoar, Gysbert Japicxseal

Category 2: the academic, sociological and psychological study of Games

Time	Name	Institution	Country	Title	Moderator
09:00 - 09:22	Jean-Emmanuel Barbier i.c.w. Bruno Dupont, Virginie Tacq, Alexis Messina, Vincent La Paglia, Elssa Sarlet	Haute École Bruxelles Brabant Haute École de Liège	Belgium	Board games as toolbox: uses of board games in sociocultural/youth work and non-formaleducation	Martha Kist
09:23 - 09:45	Dr. V. Balambal (online)	University of Madras, Chennai	India	Educational and Ethical Values of Traditional Board Games	
09:46 - 10:08	Matthia Thibault, Maria Törhönen (online)	Tampere University	Finland	Playful Research Spaces: Paidia The Living Lab of Play	
10:08 - 10:30	Cesco Reale (online)	Swiss Museum of Games	Switzerland	Redefining the abstract: what do we mean by abstract games?	
10:30 - 10:50 coffee break					
10:50 - 11:12	Herbert Tulleken (online)		Netherlands	International Draughts is extremely drawish but Frisian Draughts is overly aggressive, how to reconcile?	Eddie Duggan
11:13 - 11:35	Emiliano Sciarra (online)		Italy	What is a game?	
11:36 - 11:58	Beate Weyland and Alessandra Galletti (online)	Bolzano	Italy	LEA_Neverland school, a board game to dream together and build the schools of the future	
11:58 - 12:20	Alfonso Atala-Layún (online)		Mexico	Mercante: An example of how big board games can be.	
12:20 - 13:50 lunch break					
13:50 - 14:12	Luciana Monteiro Krebs (prerecorded video)		Brazil	Board games as research method: creating a board game to understand how researchers make sense of algorithmic mediation	Liuwe Westra
14:13 - 14:35	Peter Michaelsen i.c.w. Kira Moss and Bjarne Toft		Denmark	Sophus Tromholt± Multi/faceted game creator for Ravensburger	
14:36 - 14:58	Wim van Mourik		Netherlands	Hanging draughts boards on the wall	
14:58 - 15:20	Fred Horn		Netherlands	About a series of Children-games from 1946/47 printed by Senefelder Amsterdam	
15:20 - 15:40 tea break					
15:40 - 16:40	Keynote Alex de Voogt		U.S.A.	The role of language in the history of board games	Liuwe Westra

Location: Provinsjehûs

Reception and Colloquium dinner

17:30 - 20:00 reception by mrs. Sietske Poepjes, Commissioner of the Province of Fryslân
followed by Colloquium dinner
20:00 - 21:00 Keynote (with reservation)

Thursday 19 May

Excursion to the former University City of Franeker/Frentsjer

14:45 Bus leaves from Leeuwarden (Tresoar) visits to Museum Martena, the Planetarium, Martini church and academic city walk
17:00 Back in Leeuwarden

Friday 20 May

Category 3: Games in academic and social context

location: Tresoar, Gysbert Japicxseal

Jorge Nuno Silva

Time	Name	Institution	Country	Title	Moderator
09:00 - 09:22	Carla Cardoso	University of Lisboa	Portugal	Ludus Regularis	
09:23 - 09:45	Derek Kuipers	NHL Stenden University, Leeuwarden	Netherlands	Teaching transversal skills through a serious board game	
09:46 - 10:08	Daan Spieard	NHL Stenden University, Leeuwarden	Netherlands	How to prototype a serious board game during a lockdown	
10:08 - 10:30	R.G. Singh (online)		India	Paramapada Pagaday. Re-imagining Pagaday as Snakes and Ladders	
10:30 - 10:50 coffee break					

10:50 - 11:12 Fatih Parlak (**prerecorded video**)

Cappadocia University

Turkey

Dutch sailing up the Medway - Go back to NO. 44.

11:13 - 11:35 Jonas Richter (**online**)

University of the Arts London

Germany

Challenges and potentials of teaching history through historic board games

11:36 - 11:58 David King (**online**)

Great Britain

Games of 21 Combinations

11:58 - 12:20 *presentation of the 25th BGSC 2023 and closing of the 24th BGSC 2022 Leeuwarden*

A Minimalist Approach to Exploring Board Game Design