



XXIIIrd Board Game Studies Colloquium, Paris

THE EVOLUTIONS
OF BOARD GAMES
Virtual event

More information: www.bgsparis2020.com

13-16
APRIL
2021



[Register online](#)

13 TUESDAY PROGRAM



9:00 Presentation of this special BGS Colloquium; general rules of the online organisation
9:15 [‘live’]

MODERATOR : VINCENT BERRY

9:15 *Melissa J. Rogerson & Ryan M. Kelly,*
9:50 The Patina of Boardgames [prerecorded
video]
9:50 *Samuel Vansyngel,*
10:25 The Magic Esport Strategy: Practices and
Criticisms from Competitive Players [‘live’]

10:25 *Break*
10:40

MODERATOR : THIERRY DEPAULIS

10:40 *Ulrich Schädler,*
11:15 Catacomb Games: reused game boards or
funeral inscriptions? [‘live’]
11:15 *Walter Crist & Matthew Stephenson,*
11:50 Compiling Evidence to Reconstruct
Historical Games [prerecorded video]
11:50 *Benjamin Hanussek,*
12:25 Revisiting the Mehen board game and its
unresolved disappearance [‘live’]

12:25–14:00
Lunch Break

MODERATOR : ALEX DE VOOGT

14:00 *Amit S. Deshmukh,*
14:35 Where did the games go? – Inquiry of
board games in medieval Marathi literature
in India [‘live’]
14:35 *Jacob Schmidt-Madsen,*
15:10 Chaupar Before the Mughals [‘live’]
15:10 *Tiago Hirth,*
15:45 Mozambican games: An initial overview,
and contemporary picture of board games
in Maputo [‘live’]

15:45 *Break*
16:00

MODERATOR : MICHAËL HUCHETTE

16:00 *Vincent Berry,*
16:35 The passion of play: sociology of the
(French) “boardgamers” [‘live’]
16:35 *Jean-Emmanuel Barbier,*
17:10 Learning the rules: Evolution of rules
circulation in modern boardgames player
community [prerecorded video]
17:10 *Alfonso Atala Layún & Alberto*
17:45 *Castañón Herrera,*
1124 Gomoku games in Mexico: An
experimental study of the effect of
strategic games in a society [‘live’]

MORNING

AFTERNOON

14 WEDNESDAY

PROGRAM

MORNING

■ MODERATOR : EDDIE DUGGAN

- 9:00** *Adrian Seville,*
9:35 The material form of the Game of the Goose [‘live’]
- 9:35** *Gavin Davies,*
10:10 Nonhuman pedagogies, 19th-century British race games, and the phylogeny of zoomorphic board games [‘live’?]
- 10:10** *Jonas Richter,*
10:45 German Names for Merels [‘live’]
- 10:45** *Break*
11:00

■ MODERATOR : LISA ROUGETET

- 11:00** *Marco Tibaldini,*
11:35 Board games and cognition: a step forward in the educational use of board games [prerecorded video]
- 11:35** *Robert Houghton,*
12:10 Evolving the Argument: Rule Modification for History Teaching and Research [‘live’]

Free time!

15 THURSDAY PROGRAM

MORNING

■ MODERATOR : JORGE NUNO SILVA

10:00 *Mattia Thibault,*
10:35 Imagine a playful city. Board game-based expert interviews ['live']

10:35 *Michele R. King,*
11:10 House Rules: The Evolution of Gameplay and the Art of Negotiation ['live']

11:10 *Ville Kankainen & Nina V. Nygren,*
11:45 Framing nature conservation, conflicts and collaboration in the design of a serious board game [prerecorded video]

THAT'S ALL!

11:45-14:30
Lunch Break

AFTERNOON

■ MODERATOR : ULRICH SCHÄDLER

14:30 *Alex de Voogt,*
15:05 Cultural evolution, cultural transmission and the role of board games ['live']

15:05 *Cameron Browne & Steven Kelk,*
15:40 Everything's a Ludeme ['live']

15:40 *Thierry Depaulis,*
16:15 A Timeline of Mind Games, with some correlations, II: Board Games and 'Axial Age' ['live']

THAT'S ALL!

16 FRIDAY PROGRAM



MORNING

■ MODERATOR : JEAN-EMMANUEL BARBIER

- 10:00 Antonin Mérieux & ALF,**
10:35 The development of facilitation practices about board games play in France 1969-2019 [live]
- 10:35 Michaël Huchette,**
11:10 Why and how do some teachers create board games for their students? [live]

- 11:10 Yannick Deplaedt,**
11:45 The Japanese market, shifting from amateurship to professionalization [prerecorded video]

11:45-13:30 Lunch Break

AFTERNOON

■ MODERATOR : TRISTAN CAZENAVE

- 13:30 David King,**
14:05 Mechanically identical, aesthetically different: Thinking about game feel in table-top games [live]
- 14:05 Georgi Markov & Tatiana Benova-Markova,**
14:40 Hybridization as an approach to board game design: some examples [live]
- 14:40 Eric Piette, Lisa Rougetet et al.,**
15:15 A Ludii analysis of the French Military Game [live]
- 15:15 Break**
15:30

■ MODERATOR : VINCIANE ZABBAN

- 15:30 Jonathan Lessard,**
16:05 Game Design Lessons from Chess History [live]
- 16:05 Virginie Tacq,**
16:40 Women as boardgame designers [prerecorded video]
- 16:40 Liuwe Westra,**
17:15 Presentation of 2022 24th BGS Colloquium in Leeuwarden [prerecorded video]