XXIIIrd Board Game Studies Colloquium, Paris

The Evolutions of Board Games
Virtual event

More information: www.bgsparis2020.com
### Morning

<table>
<thead>
<tr>
<th>Time</th>
<th>Session</th>
</tr>
</thead>
<tbody>
<tr>
<td>9:00</td>
<td>Presentation of this special BGS Colloquium; general rules of the online organisation</td>
</tr>
<tr>
<td>9:15</td>
<td><strong>Moderator: Vincent Berry</strong>&lt;br&gt;<strong>Melissa J. Rogerson &amp; Ryan M. Kelly,</strong>&lt;br&gt;The Patina of Boardgames [prerecorded video]</td>
</tr>
<tr>
<td>9:50</td>
<td><strong>Samuel Vansyngel,</strong>&lt;br&gt;The Magic Esport Strategy: Practices and Criticisms from Competitive Players ['live']</td>
</tr>
<tr>
<td>10:25</td>
<td><strong>Break</strong></td>
</tr>
<tr>
<td>11:15</td>
<td><strong>Moderator: Thierry Depaulis</strong>&lt;br&gt;<strong>Ulrich Schädler,</strong>&lt;br&gt;Catacomb Games: reused game boards or funeral inscriptions? ['live']</td>
</tr>
<tr>
<td>11:50</td>
<td><strong>Walter Crist &amp; Matthew Stephenson,</strong>&lt;br&gt;Compiling Evidence to Reconstruct Historical Games [prerecorded video]</td>
</tr>
<tr>
<td>12:25</td>
<td><strong>Benjamin Hanussek,</strong>&lt;br&gt;Revisiting the Mehen board game and its unresolved disappearance ['live']</td>
</tr>
</tbody>
</table>

### Afternoon

<table>
<thead>
<tr>
<th>Time</th>
<th>Session</th>
</tr>
</thead>
<tbody>
<tr>
<td>14:00</td>
<td><strong>Moderator: Alex de Voogt</strong>&lt;br&gt;<strong>Amit S. Deshmukh,</strong>&lt;br&gt;Where did the games go? – Inquiry of board games in medieval Marathi literature in India ['live']</td>
</tr>
<tr>
<td>14:35</td>
<td><strong>Jacob Schmidt-Madsen,</strong>&lt;br&gt;Chaupar Before the Mughals ['live']</td>
</tr>
<tr>
<td>15:10</td>
<td><strong>Tiago Hirth,</strong>&lt;br&gt;Mozambican games: An initial overview, and contemporary picture of board games in Maputo ['live']</td>
</tr>
<tr>
<td>15:45</td>
<td><strong>Break</strong></td>
</tr>
<tr>
<td>16:00</td>
<td><strong>Moderator: Michaël Huchette</strong>&lt;br&gt;<strong>Vincent Berry,</strong>&lt;br&gt;The passion of play: sociology of the (French) “boardgamers” ['live']</td>
</tr>
<tr>
<td>16:35</td>
<td><strong>Jean-Emmanuel Barbier,</strong>&lt;br&gt;Learning the rules: Evolution of rules circulation in modern boardgames player community [prerecorded video]</td>
</tr>
<tr>
<td>17:10</td>
<td><strong>Alfonso Atala Layún &amp; Alberto Castañón Herrera,</strong>&lt;br&gt;1124 Gomoku games in Mexico: An experimental study of the effect of strategic games in a society ['live']</td>
</tr>
</tbody>
</table>
**MORNING**

**14 WEDNESDAY PROGRAM**

**MODERATOR: EDDIE DUGGAN**

- **9:00**  
  Adrian Seville,  
  The material form of the Game of the Goose ['live']

- **9:35**  
  Gavin Davies,  
  Nonhuman pedagogies, 19th-century British race games, and the phylogeny of zoomorphic board games ['live']

- **10:10**  
  Jonas Richter,  
  German Names for Merels ['live']

- **10:45**  
  Break

- **11:00**

**MODERATOR: LISA ROUGETET**

- **11:00**  
  Marco Tibaldini, 
  Board games and cognition: a step forward in the educational use of board games [prerecorded video]

- **11:35**  
  Robert Houghton,  
  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,**
Imagine a playful city. Board game-based expert interviews ['live']

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

11:00  **Ville Kankainen & Nina V. Nygren,**
Framing nature conservation, conflicts and collaboration in the design of a serious board game [prerecorded video]

11:10  That’s all!

**AFTERNOON**

Moderator: Ulrich Schädler

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

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

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

16:15  That’s all!
MORNING

10:00-10:35
Antonin Mérieux & ALF,
The development of facilitation practices about board games play in France 1969-2019 ['live']

10:35-11:10
Michaël Huchette,
Why and how do some teachers create board games for their students? ['live']

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

11:45-13:30
Lunch Break

AFTERNOON

13:30-14:05
David King,
Mechanically identical, aesthetically different: Thinking about game feel in table-top games ['live']

14:05-14:40
Georgi Markov & Tatiana Benova-Markova,
Hybridization as an approach to board game design: some examples ['live']

14:40-15:15
Eric Piette, Lisa Rougetet et al.,
A Ludii analysis of the French Military Game ['live']

15:15-15:30
Break

15:30-16:05
Jonathan Lessard,
Game Design Lessons from Chess History ['live']

16:05-16:40
Virginie Tacq,
Women as boardgame designers [prerecorded video]

16:40-17:15
Liuwe Westra,
Presentation of 2022 24th BGS Colloquium in Leeuwarden [prerecorded video]