XXIIIrd Board Game Studies Colloquium, Paris

The Evolutions of Board Games

Virtual event

More information: www.bgsparis2020.com

Register online
13 Tuesday Program

Morning

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

9:15 Moderator: Vincent Berry

Melissa J. Rogerson & Ryan M. Kelly, The Patina of Boardgames [prerecorded video]


10:25 Break

10:40 Moderator: Thierry Depaulis

Ulrich Schädler, Catacomb Games: reused game boards or funeral inscriptions? ['live']

11:15 Walter Crist & Matthew Stephenson, Compiling Evidence to Reconstruct Historical Games [prerecorded video]

11:50 Benjamin Hanussek, Revisiting the Mehen board game and its unresolved disappearance ['live']

12:25-14:00 Lunch Break

Afternoon

Moderator: Alex de Voogt

Amit S. Deshmukh, Where did the games go? – Inquiry of board games in medieval Marathi literature in India ['live']

14:35 Jacob Schmidt-Madsen, Chaupar Before the Mughals ['live']

15:10 Tiago Hirth, Mozambican games: An initial overview, and contemporary picture of board games in Maputo ['live']

15:45 Break

Moderator: Michaël Huchette

16:00 Vincent Berry, The passion of play: sociology of the (French) “boardgamers” ['live']

16:35 Jean-Emmanuel Barbier, Learning the rules: Evolution of rules circulation in modern boardgames player community [prerecorded video]

17:10 Alfonso Atala Layún & Alberto Castañón Herrera, 1124 Gomoku games in Mexico: An experimental study of the effect of strategic games in a society ['live']
Free time!
### Morning Session

**Moderator:** Jorge Nuno Silva

<table>
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<tr>
<th>Time</th>
<th>Speaker/Panel</th>
<th>Topic/Activity</th>
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<tbody>
<tr>
<td>10:00</td>
<td>Mattia Thibault</td>
<td>Imagine a playful city. Board game-based expert interviews ['live']</td>
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<tr>
<td>10:35</td>
<td>Michele R. King</td>
<td>House Rules: The Evolution of Gameplay and the Art of Negotiation ['live']</td>
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<tr>
<td>11:10</td>
<td>Ville Kankainen &amp; et al.</td>
<td>Framing nature conservation, conflicts and collaboration in the design of a serious board game [prerecorded video]</td>
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</tbody>
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**That’s all!**

### Afternoon Session

**Moderator:** Ulrich Schädler

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<tr>
<td>14:30</td>
<td>Alex de Voogt</td>
<td>Cultural evolution, cultural transmission and the role of board games ['live']</td>
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<tr>
<td>15:05</td>
<td>Cameron Browne &amp; Steven Kelk</td>
<td>Everything’s a Ludeme ['live']</td>
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<tr>
<td>15:40</td>
<td>Thierry Depaulis</td>
<td>A Timeline of Mind Games, with some correlations, II: Board Games and ‘Axial Age’ ['live']</td>
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**That’s all!**

### Lunch Break

11:45–14:30
**16 Friday Program**

### Morning

**Moderator: Jean-Emmanuel Barbier**

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

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

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

### Afternoon

**Moderator: Tristan Cazenave**

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

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

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

**15:15**  
Break

**15:30**  
*Jonathan Lessard,*  
Game Design Lessons from Chess History [*live*]

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

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

### Lunch Break

**11:45–13:30**

**Moderator: Vinciane Zabban**