



# XXIII<sup>rd</sup> Board Game Studies Colloquium, Paris

THE EVOLUTIONS  
OF BOARD GAMES  
Virtual event

More information: [www.bgsparis2020.com](http://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** *Justine Oakes & Eddie Duggan,*  
**11:35** Using a stacking game to teach Sustainable Development to undergraduate Health Care students in the UK [prerecorded video]
- 11:35** *Marco Tibaldini,*  
**12:10** Board games and cognition: a step forward in the educational use of board games [prerecorded video]
- 12:10** *Robert Houghton,*  
**12:45** 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 & et al.,*  
**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]