

BOARD GAME STUDIES COLLOQUIUM ALICANTE 2026

Monday April 27

Tuesday April 28

Wednesday April 29

Thursday April 30

9:00 Registration Desk Opens

9:30	<p>Session 1:</p> <p>Opening session</p> <p>Teresa Lana Villarreal (Head of the Secretariat for Research Resources), José María Ferri Coll (Dean of the Faculty of Philosophy and Literature), and Raimon Graells i Fabregat (University of Alicante)</p>	<p>Session 5:</p> <p>Fragments of Play: The Liubo Records of Liu He</p> <p>Fangyi Cheng (Sun Yat-sen University), Jacob Schmidt-Madsen (Max Planck Institute for the History of Science)</p>	<p>Session 9:</p> <p>Asymmetrical Conflict</p> <p>Bruce Whitehill (independent researcher/writer)</p>	<p>Session 11:</p> <p>Next BGSC</p> <p>Raghu Dharmendra and Gyaneshwar Singh (Ramsons Kala Pratishtana)</p>
9:50	<p>chair: Professor Jorge Nuno Silva</p> <p>Games in South Eastern Cameroon: navigating conflict</p> <p>Alex de Voogt (Drew University)</p>	<p>Remote</p> <p>chair: Alex de Voogt</p> <p>Gaming equipment from the Roman-period quarter on the north-eastern side of the acropolis of Isthos</p> <p>Liviu Mihail Iancu (The National History Museum of Romania in Bucharest)</p>	<p>chair: Pablo Camacho Rodríguez</p> <p>Modeling the Politics of War in Board Games</p> <p>Mike Cosgrave (Digital Humanities, University College Cork)</p>	<p>Remote</p> <p>chair: Jacob Schmidt-Madsen</p> <p>Ambivalent Public Pedagogy in Pax Pamir 2e: Empire, Memory and Afghan Agency</p> <p>Corey Wesley (University of British Columbia)</p>
10:10	<p>Knucklebones in the Iberian World: An Elusive Game</p> <p>Miguel F. Pérez Blasco (Museo Arqueológico y de Historia de Elche)</p>	<p>Playing with spheres: Ceramic balls and games in Iron Age Iberian contexts</p> <p>Pablo Camacho Rodríguez (University of Alicante)</p>	<p>My Time: Hybrid Card Games for Life Storytelling</p> <p>Melissa J. Rogerson, Fangxing Zhao, Wei Zhao, Lucy A. Sparrow, and Jenny Waycott (School of Computing and Information Systems, The University of Melbourne, Australia)</p>	<p>Remote</p> <p>A Curious "Game Piece" in Appian's Mithridatic Wars</p> <p>Atagün Karalay (Sapienza Università di Roma)</p>
10:30	Q&A	Q&A	Q&A	Q&A
10:50	Coffee Break			
11:20	<p>Session 2:</p> <p>Games in Transition: The Evolution of Modern Board Games in the Federal Republic of Germany (1949 to 2000)</p> <p>Tom Werneck (Bavarian Games Archive)</p>	<p>Session 6:</p> <p>Board Games, War, and the Oracle: Divination, Strategy, and Uncertainty in Play</p> <p>Joan Josep Pons (Tecnocampus, Universitat Pompeu Fabra)</p>	<p>Session 10:</p> <p>An overview of the pie rule from ancient mancalas to modern board games.</p> <p>Cosimo Cardellicchio (Consiglio Nazionale delle Ricerche)</p>	<p>Session 12:</p> <p>Playing Through Crisis: A Microhistory of a Japanese Go Professional</p> <p>Daniela Trinks (Max Planck Institute for the History of Science, ASTRA), and Akira Maekawa (independent researcher)</p>
11:40	<p>chair: Professor Jorge Nuno Silva</p> <p>Juegos Crone and Rojas y Malaret, two companies that pioneered contemporary board games in Spain</p> <p>Oriol Comas (Private researcher)</p>	<p>chair: Alex de Voogt</p> <p>Charging into Battle with nothing but a Helmet: Gambling by Warriors in Pre-Modern Japan</p> <p>Dan Sherer (The Hebrew University of Jerusalem)</p>	<p>chair: Pablo Camacho Rodríguez</p> <p>Single Player Games and Multiplayer Vexiers: Some considerations regarding puzzle games</p> <p>Tiago Hirth (Ludus, CIUHCT)</p>	<p>chair: Marco Tibaldini</p> <p>Across the Light and Dark Sides of Play. Cooperative Board Games between Pacifism and Agonistic Play</p> <p>Michael A. Conrad (University of Konstanz, Institute for Literature, Art, and Media Studies)</p>
12:00	<p>Nike & Cooper (NAC Games). Historical simulation games in Spain, 1980s</p> <p>Antonio Catalán (Universitat Rovira i Virgili), Jan Gonzalo (Universitat Rovira i Virgili), Antonio José Planells de la Maza (Tecnocampus-UPF)</p>	<p>Remote</p> <p>Narrating War from the Board: This War of Mine and the Narrative Experience</p> <p>Carla Acosta (Universitat d'Alicante) and María Samper (Universitat Miguel Hernández)</p>	<p>Remote</p> <p>The meaning of complexity in modern board games</p> <p>Micael Sousa (CAPTRS)</p>	<p>The board game in book format: definition and essential characteristics</p> <p>Pablo Javier Pereira Hurtado (Universidad de Almería)</p>
12:20	Q&A	Q&A	Q&A	Q&A
12:40	Lunch Break			
14:20	<p>Session 3:</p> <p>Dutchmen at war? The magnum opus of Wim van Mourik, Arie van der Stoep and Jan de Ruiter (Part 1)</p> <p>Liuwe H. Westra (University of Groningen), Marten Walinga (independent researcher)</p>	<p>Session 7:</p> <p>Casting Lots - Tracing the origins of chance in ancient texts and challenging the divination narrative.</p> <p>Ivo Herzl (Donau Uni Krems, private researcher)</p>	<p>Session 13:</p> <p>From Wargaming to Peacegaming (and back) – Pacifism through military games in H.G. Wells' "Little Wars – A Game for Boys"</p> <p>Christian Hoffstadt (Denkhafen, KIT)</p>	
14:40	<p>chair: Tiago Hirth</p> <p>Dutchmen at war? The magnum opus of Wim van Mourik, Arie van der Stoep and Jan de Ruiter (Part 2)</p> <p>Liuwe H. Westra (University of Groningen), Marten Walinga (independent researcher)</p>	<p>chair: Ilaria Truzzi</p> <p>Probability Aspects of Games with Binary Dice in North and South America</p> <p>Arkady Shemyakin (University of St. Thomas)</p>	<p>chair: Marco Tibaldini</p> <p>From conquest to collaboration: reconfiguring the meanings of board games in school</p> <p>Edgard Dias da Silva (Faculdade Sesi de Educação), Paulo Henrique Amorim Biazoli (Faculdade Sesi de Educação)</p>	
15:00	<p>Chessboards: Indo-Portuguese Typologies, 16th-17th Centuries</p> <p>Patrícia Cabaço (NOVA University of Lisbon)</p>	<p>Remote</p> <p>A non comprehensive catalogue of board games on quantum mechanics</p> <p>Daniele Aurelio (IIS "Volta")</p>	<p>From Conflict to Cooperation: Cultivating Ludic Diplomacy through Cooperative Board Games in the Classroom. Practices for Lower Secondary Education</p> <p>Cornelia Hofmann (University Bielefeld)</p>	
15:20	Q&A	Q&A	Q&A	
15:50	Tea break			
16:20	<p>Session 4:</p> <p>The Illustrated Guide Of Combined Chess And Draughts Sets</p> <p>Doug Polumbaum (independent researcher)</p>	<p>Session 8:</p> <p>Learning to hunt through board games</p> <p>Stela Maris Ferrarese Capetinni (Alle Kuzen Ethnic Toy Museum)</p>	<p>Session 14:</p> <p>A Study of the Chinese Shuanglu Text Pu Shuang</p> <p>Kishi Kaori (Osaka Elector-Communication University)</p>	
16:40	<p>chair: Tiago Hirth</p> <p>The Knight Tours Designed by King Krishnaraja Wodeyar: War Strategies, Combinatorics, and Verbal Codification</p> <p>Arjun Bharadwaj (Chanakya University and Prekshaa Pratishtana)</p>	<p>Remote</p> <p>chair: Ilaria Truzzi</p> <p>Translatio ludorum: from Cercar la liebre to American Hunting</p> <p>Nicolás Martínez Sáez (Universidad Nacional de Mar del Plata)</p>	<p>chair: Jacob Schmidt-Madsen</p> <p>Board games, dicing, and gambling in pre-Islamic Java (8-15 th c. CE): a look from the Maritime Silk Route</p> <p>Jiri Jaki (Palacky University)</p>	
17:00	<p>Remote</p> <p>The Chessboard as Battlefield: War Scenes and Strategic Positions in Şatrançname-i Kebir</p> <p>Ömer Fatih Parlak (Fatih Sultan Mehmet Vakıf University)</p>	<p>Pachisi, Poleana and Patalli: Resistance and Organized Crime as a Factor in the Unusual Diffusion of Games</p> <p>Alfonso Atala-Layún (independent researcher)</p>	<p>Remote</p> <p>Piece: The evolution of a neo-latin ludonym from antiquity to the Renaissance</p> <p>Marco Tibaldini (Faculty of Education - Bari)</p>	
17:20	Q&A	Q&A	Q&A	
17:40	<p>Local Showcase</p> <p>Presentation of "Libro de los Juegos de Ajedrez, Dados y Tablas de Alfonso X El Sabio"</p> <p>José Sanchez (Asociación de Ajedrez Callejero de Guadalajara)</p>	<p>Local Showcase</p> <p>Presentation of the project "Hispania Ludens"</p> <p>Mari Paz López, Olimpia Navarro, Oriol Vaz-Romero Trueba, and Aramis López (University of Alicante and Barcelona)</p>	<p>Remote</p> <p>Cloture</p> <p>Raimon Graells i Fabregat (University of Alicante)</p>	

16:00
Excursion: Guided tour at the MARQ Alicante

18:00 Game Night

21:00 Conference Dinner