

**Program:** April 6 - 10, 1997  
'Board Games in Academia: an interdisciplinary approach'

**Sunday:**

20.00h - 22.00h Rapenburg 61 *Reception at the Snouck Hurgronjehuis*

**Monday: Language and games  
Nonnensteeg 1-3, Room 329**

10.00h - 10.45h A. van der Stoep *Board games, language and Miss Bourion*  
11.00h - 11.45h P. Mebben *Rithmomachia, the Philosopher's Game -  
a mediaeval battle of numbers*

Lunch

13.00h - 13.45h Th. Depaulis *Inca Dice and Board Games*  
14.00h - 14.45h L. Verbeeck *Bul: a Maya Board Game*

Tea

15.30h - 16.15h B. Rothöhler *Mehen, God of the Board Games*

18.00h - 21.30h Kloksteeg 3 *Colloquium Dinner at La Cloche*

**Tuesday: Problems of identification  
Gravensteen**

10.00h - 10.45h dr V. Eagle *Classification of mancala*  
11.00h - 11.45h dr I. Finkel *Life and work of Faulkner*

Lunch

13.00h - 13.45h dr H. Matsubara *Differences between Shogi and Western Chess  
from a computational view*

14.00h - 14.45h Y. Averbakh *About the transformation of race games into  
war games*

Tea

15.30h - 16.15h I. Riddler *Taeft and the Anglo-Saxons*

**Wednesday: Museums and archaeological fieldwork  
Nonnensteeg 1-3, Room 329**

10.00h - 10.45h dr U. Schädler *Mancala in Roman Asia Minor?*  
11.00h - 11.45h C. Goodfellow *Historical Children's Board Games: 1772-1850*

Lunch

13.00h - 13.45h dr I. Finkel *A Classification of Graffiti Games of the  
Roman Empire (by R.C. Bell)*

14.00h - 14.45h N. Ivanova *Russian Chess Museum chess pieces*

Tea

15.30h - 16.15h A. Fourn *Simultaneous blind bao demonstration*

**Thursday: People and machine  
Gravensteen**

10.00h - 11.30h dr A. de Voogt *Forum discussion*

11.30h - 12.30h Stille Mare 4 *Farewell lunch at Scarlatti*

12.45h - 13.30h Oude Vest 43 *Concert at K&O Chapel*