

Agenda
XIXth Board Game Studies Colloquium, 2016

TUESDAY / 12th April

18/30 Informal Reception and Accreditation

German Games Archive Nuremberg
Pellerhaus, 1st floor
Egidienplatz 23
90403 Nuremberg

WEDNESDAY / 13th April

Chair: Thierry Depaulis, Jorge Nuno Silva

8/30 Accreditation

Session 1 – Ancient Times

9/00 Ajax and Achilles playing *Pente Grammai* Redux – several more sub-realities that may lurk behind Execias' most famous vase
Peter Shotwell, Santa Fe

9/30 Stranger Games: The life and times of the *spintriae*
Eddie Duggan, Ipswich

10/00 *Duodecim Scripta* into *Backgammon*
Elliot Page, Ipswich

Discussion

10/45 Coffee Break

Session 2 – Chess and Chess-Related

11/15 *Draughts* (checkers) and *Chess* in Germany
Arie van der Stoep, Utrecht

11/45 *Schada* – The World Game
Fred Horn, The Hague

12/15 The Mantrin in Traditional *Indian Chess* and his Peculiar Notion of War
Maria Schetelich, Leipzig

Discussion

13/00 Lunch

Stadt Nürnberg

Museen der Stadt Nürnberg

Deutsches Spielearchiv Nürnberg

Egidienplatz 23
90403 Nürnberg
Tel.: 09 11 / 2 31-14810
Fax: 09 11 / 2 31-14020

spielearchiv@stadt.nuernberg.de
www.museen.nuernberg.de

Sprechzeiten:

Di-Do 9-12 Uhr
und nach Vereinbarung

Öffentliche Verkehrsmittel:

Bus-Linie 36
Haltestelle Egidienplatz
U1/U11
Haltestelle Lorenzkirche
U2/U21/U3
Haltestelle Rathenauplatz

Sparkasse Nürnberg
BLZ 760 501 01
Kto.-Nr. 1 010 941
IBAN: DE50 7605 0101 0001 0109 41
Swift (BIC): SSK N DE77

14/00 The Manuscript *Chaduranga Chakra* on *Indian Chess*
R.G. Singh, Mysuru

14/30 Two hitherto unknown Sanskrit texts on four-handed dice-chess
Philipp Kubisch, Bonn

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15/00 Social importance of board games in feudal states of northwestern
India of the 18th and 19th century
Leander A. Feiler, Riemerling

Discussion

15/45 Coffee Break

Session 3 – Medieval Games

16/15 The History and Distribution of *Táb*: A Survey of Petra's Gaming
Boards and a first attempt at programming *Táb* playing rules
Alex de Voogt, New York

16/45 From *Ludus latrunculorum* to *Hnefatafl* (and beyond)
Matthias Teichert, Göttingen

Discussion

17/30 Medieval board games carved in stone in *Falaise Castle*
Sylvestre Jonquay, Angerville-l'Orcher

18/00 *The Game of the Universe*
Adrian Seville, London

Discussion

19/00 **Formal Reception**
Renaissance Foyer / Pellerhaus
Egidienplatz 23,
90403 Nuremberg

Official opening speech:
Dr. Julia Lehner, Counsellor for Cultural Affairs,
Deputy Mayor of Nuremberg



THURSDAY / 14th April

Chair: Ulrich Schädler, Eddie Duggan

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Session 4 – Game Pieces

9/00 Lost in Transition: Game artefacts on display and the quest for provenance

Elke Rogersdotter, Uppsala

9/30 Proto-Chess: No! Proto-Chessmen: Yes!
Origin of *Chess* – New Considerations and Conclusions

Manfred A. J. Eder, Kelkheim

Discussion

10/15 Coffee Break

10/45 Theory of the introduction of *Shogi* via Southeast Asia:
Viewed from the forms of *Makruk* pieces

Yasuji Shimizu, Kashihara

11/15 German wooden games pieces. Unique objects
The collection of Werner Pöll 17-10-1940 – 25-10-2003

Wim van Mourik, Veenendaal

Discussion

12/00 Lunch

13/00 Guided Tour: The Renaissance Part of the Pellerhaus

Session 5 – Modern History

14/00 *Golok Dhām* – a late 19th century Bengali promotion game

Jacob Schmidt-Madsen, Copenhagen

14/30 For a Limited Time Only – Advertising and Premium Games

Bruce Whitehill, Eickeloh

Discussion

15/15 Coffee Break

15/45 *ROVO* - History of the Company Erich Röber Apparatebau

Jakob Gloger, Leipzig

16/15 Through the Lens of Choice, Randomness and Interaction:
20 Years of *Spiel des Jahres* Winners

David King, London



Session 6 – Theory

16/45 About the Correlation amid the Physical and Mental
Appearance of a Game
Borko Tepina, Ljubljana

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Discussion

17/45 **Guided Tour** through the Altstadthof Brewery and Cellars
19/30 **Colloquium Dinner**
(Altstadthof Brewery: Bergstraße 19, 90403 Nuremberg)



FRIDAY, 15th April

Chair: Alex de Voogt

Haba Excursion

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8/00 Bus departure to Bad Rodach at the Pellerhaus
German Games Archive
Egidienplatz 23
90403 Nürnberg

10/00 Guided tour through *Haba* Manufactory

12/00 Lunch

12/30 Return to Nuremberg

14/00 planned arrival in Nuremberg

Session 6 – Theory

14/30 Ancient Board Games – emblems of creation
Chris van de Riet, Dunaszeg

15/00 *Togyzkumalak*, the “algebra of shepherd”
History, current practice and mathematical aspects
Jean Retschitzki, Fribourg

Discussion

15/45 Measuring Drama in Goose-like games
Jorge Nuno Silva, Lisbon

16/15 *Rithmomachia* – Erudite Pastime or Educational Game?
Sophie Cafilisch, Zurich and Cesco Reale, Neuchâtel

Discussion

17/00 Coffee Break

Session 7 – Social and Educational Aspects

17/30 Intercultural aspects of (board) games
Ralf Kuhn, Saarbrücken

18/00 Considering Transcultural German Conversation Lessons Using
Traditional Japanese Games
Asuka Yamazaki, Kyoto

18/30 The Japanese Period of Alex Randolph
Cosimo Cardellicchio, Bari and Giuseppe Baggio, Rossano

Discussion

20/00 **Get Together**, game playing and insight into the collection of the
German Games Archive, including display collection of Alex
Randolph’s prototypes



SATURDAY, 16th April

Chair: Jacob Schmidt-Madsen

Session 7 – Social and Educational Aspects

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9/00 Cultural Play – A tangible interactive board game project on the religious monuments of Singapore
Candice Ng Ee Ching, Singapore

9/30 History Teaching with Ancient Board Games
Marco Tibaldini, Bergamo

Discussion

10/15 Coffee Break

10/45 Are we playing the game or is the game playing us?
David Parlett, London

11/15 One Man's Trash Is Another Man's Treasure:
An Investigation Into the Culture of Board Games and Yard Sales
Michele R. King, Williamsburg

Discussion

12/00 Top Stories: Narrative Qualities of Traditional Games
Francesca Berti, Tübingen

12/30 Games as Driving Force of Social Development
Tom Werneck, Haar

Discussion

13/15 **Farewell Lunch**

15/00 **After Colloquium Excursion**
Museum of Industrial Culture and its computer and digital games collection (Guided Tour)

Museum of Industrial Culture
Äußere Sulzbacher Straße 62
90491 Nuremberg

Exhibitions

For A Limited Time Only. Advertising and Premium Games
Collection of **Bruce Whitehill**

Necessity: The Motor Of Invention. Games For Troubled Times.
Board Games From The Post-War-Years
Collection of **Rudolf Rühle**

Alex Randolph Display Collection
Collection of **German Games Archive**

