Foundations of Digital Archaeoludology

Schloss Dagstuhl, Saarbrücken, Germany, 10-12 April 2019
https://www.dagstuhl.de/en/programm/kalender/semhp/?semnr=19153

This event is part of the ERC Digital Ludeme Project.

Schedule

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Wednesday, 10 April

13:30–16:00	Arrive at Schloss Dagstuhl. Check in (event 19153) explore the venue.
18:00	Dinner
19:00	Games!

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Thursday, 11 April

8:00	Breakfast
9:00-9:45	**1. Welcome and Introduction** (Cameron) – *What is DA? Its aims, scope and indicators of success.* – *What tools and techniques do practitioners want?*
9:45-10:30	**2. Game Classifications** (David, Thierry) – *Defining traditional strategy games.* – *Meaningful ways to classify games.*
10:30	Coffee
10:45–11:30	**3. Ludemes and LUDII** (Eric, Dennis) – *Ludemic model of games, learning strategic features.* – *Demo of the LUDII system.*
11:30–12:15	**4. GGP, GDLs and AIs** (Abdallah, Mark) – *What to use (and avoid) from prior work in general games.* – *Achieving average human-level AI playing strength.*
12:15	Lunch
13:30–14:15	**5. Case Studies** (Eddie) – *Case studies that highlight potential of DA.* – *Unsolved cases from traditional games literature.*
14:15–15:00	**6. Games and Mathematics** (Jorge Nuno, Joao) – *Mathematical ideas in games.* – *The spread of mathematics through games.*

15:00	Coffee

15:15–16:00	**7. Forensic Game Reconstruction** (Ulrich,[1] Fred) – *Reconstructing rule sets from partial evidence.*

16:00–16:45	**8. Game Quality** (Simon, Cameron) – *Evaluating reconstructions as games.* – *Estimating strategic depth of rule sets.*

16:45–17:30	**9. Historical Authenticity** (Thierry, Alex? Walter?) – *Evaluating reconstructions as historical artefacts.* – *Validating estimates.*

18:00	Dinner

19:00	Games!

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Friday, 12 April

8:00	Breakfast (vacate rooms by 9:00).

9:00-9:45	**10. Genetics of Games** (Steven, Cameron) – *Games "family tree", phylogenetic approaches, genetic model.* – *Game distance: comparing games, boards, homologies.*

9:45-10:30	**11. Corpus and Data Collation** (Alex, Walter) – *Identifying and situating the 1,000 key traditional games.* – *Cultural vs computational methodologies, resources, data.*

10:30	Coffee

10:45–11:30	**12. Cultural Mapping** (Matthew) – *Data mining relationships between games.* – *Visualising spread of games/ludemes across time.*

11:30–12:15	**13. Conclusion** (Cameron) – *Wrap up, last minute discussions, future steps.*

12:15	Lunch (check out before lunch).

14:00–16:00	Depart (share taxis to train station).

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[1] Ulrich Schädler is part of the ERC Locus Ludi project.