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

Wednesday, 10 April

13:30–16:00 Arrive at Schloss Dagstuhl. Check in (event 19153, door code 6554F), explore the venue.
18:00 Dinner
19:00 Games!

Thursday, 11 April

8:00 Breakfast

9:00-9:45 1. Welcome and Introduction (Cameron)
– What tools and techniques do practitioners want?

9:45-10:30 2. Game Classifications (David)
– 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, 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)
   - Evaluating reconstructions as historical artefacts.
   - Validating estimates.

18:00 Dinner
19:00 Games!

Friday, 12 April

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

9:00-9:45 10. Genetics of Games (Steven, Eric)
   - 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.