

Report on the outcomes of a presentation and participation in a Dissemination Conference¹

Action number: CA22145

Grantee name: Summer Courts

Conference Details

Conference title: CAA 2026: It's All About People

Conference web-page: <https://2026.caaconference.org/>

Conference venue²: [University of Vienna](#), Universitätsring 1, 1010 Vienna, Austria

Accepted oral contribution details

Title of the presentation: Rolling the Roman Dice: Experiencing Ancient Chance with AI

Co-authors: James Goodman; Tim Penn

Other details of the presentation: specify here any additional details related to the contribution (e.g. title of the session / track of the conference programme in which the contribution is accepted)

Session Title: S32: Replay: Computational Heritage of Games (Other papers contributed to: Is Pente Grammai a playable game? Simulation as a third filter for rules reconstruction for historical games & Ludus ex machina: Studying Ancient and Historical Games through Human-like AI Play Agents)

Outcome of the conference participation

Description of the outcome of the conference presentation, including contacts made and potential for future collaborations.

(max. 500 word)

I presented the paper *Rolling the Roman Dice: Experiencing Ancient Chance with AI* at CAA 2026 in Vienna. The session went well and there was some discussion afterwards, mostly around how AI is being applied to ancient game reconstruction and what we can and can't reliably infer about chance mechanics from the Roman material record. I had a few useful conversations with people working in overlapping areas of digital archaeology that I hope can be expanded in future.

The paper fits into wider interests of the GameTable COST network around using computational methods to think seriously about ancient play and games, which is still a fairly niche area within CAA but one that

¹ This report is submitted by the grantee to the Action MC for approval and for claiming payment of the awarded grant. The Grant Awarding Coordinator coordinates the evaluation of this report on behalf of the Action MC and instructs the Grant Holder Manager to verify the grant documents compliance and proceed with the payment.

² For an online conference, specify virtual participation; for hybrid conferences, specify whether it is an in-person or virtual participation.

seems to be gaining some traction. It was useful to get the work in front of that audience and see where the questions landed.

On that note, a co-authored paper with Jame Goodman — 'A ludic filter for game reconstructions: Do modern rules for *Pente Grammai* work?' — is currently under review for the *Foundations of Digital Games 2026* (FDG 2026) conference with ACM. If it comes through, that should help connect this line of research to the game studies side of things, which would open up some different conversations and potential collaborators going forward.

Acknowledgement of inclusion of necessary supporting documents to claim the grant

I confirm that the following documents have been uploaded on e-COST as an integral part of this report:

Yes - the certificate of conference attendance issued by the conference organiser.

Yes - the programme of the conference or book of abstracts / proceedings indicating the oral presentation of the grantee.