

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

Action number: CA22145

Grantee name: Eric Piette

Conference Details

Conference title: 26th Board Game Studies Colloquium

Conference web-page: <https://boardgamestudies.jimdofree.com/>

Conference venue²: Tampere, Finland

Conference start and end date: 23/04/2024 to 26/04/2024

Accepted oral contribution details

Title of the presentation: GameTable - Computational Techniques for Tabletop Games Heritage

Co-authors: Eric Piette

Title of the panel: GameTable Panel: How to explore games with AI?

Co-authors: Eric Piette, Walter Crist, Lisa Rougetet, Summer Courts

Other details of the presentation: I participated in the GameTable panel hosted by BGS, where I also gave a one-hour introductory presentation about our Action and future plans to the BGS community. This presentation set the stage for the subsequent panel session, which took place on April 25th from 13:20 to 15:20.

Outcome of the conference participation

The GameTable panel was a standout feature during the parallel workshops session at the conference. Out of the three workshops on offer, it drew the highest number of attendees, highlighting its significant appeal and relevance to the community.

I started the presentation by clarifying what COST is, ensuring everyone was on the same page. I then proceeded to outline the main objectives of the GameTable initiative and explained how the network operates through various channels such as Google Groups, our website, and social media. Special emphasis was placed on the different working groups within the initiative, particularly focusing on our strategies for disseminating information. Summer, Lisa, and Walter led targeted discussions on their specific areas—Dissemination, Working Group 4, and Working Group 2, respectively. My contribution centred on the broader strategic aspects, particularly how the community could effectively leverage AI technologies to tackle some of their challenges.

The second hour of the panel opened the floor to questions, sparking a lively exchange of ideas on topics such as Short-Term Scientific Missions (STSMs), funding opportunities, and the exploration of new partnerships and collaborative ventures. This interactive session was highly engaging, with many attendees expressing their interest in

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 GH for payment of the Grant.

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

joining the GameTable Action. The dialogue facilitated planning for future training schools and STSMs among GameTable members who attended, paving the way for productive collaborations and the expansion of network activities.

Towards the end of the panel, we also highlighted upcoming GameTable events, including a hybrid event scheduled for the following week in Turkey. This event will focus on topics that are central to the interests of many community members.

Throughout the Board Game Studies 2024 conference, I was struck by the frequent references to GameTable in various talks and during the closing remarks, underscoring the importance of our network within the broader BGS community. I had the opportunity to engage in more personal discussions with several attendees, exploring potential collaborations and ideas that could significantly benefit the Action. Importantly, representatives from countries not currently involved in GameTable, including China—a nation where interest in board games is surging in academic research—expressed their intention to join our network soon.

In conclusion, the event was a resounding success, and we are delighted to have had the opportunity to organize it. It was through this platform that we reached over 200 GameTable working group members and received promises of even greater participation in the future. The conference not only reinforced existing connections but also opened new avenues for collaboration and growth within the GameTable community.

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:

- the certificate of conference attendance.
- the programme of the conference or book of abstracts / proceedings indicating the oral presentation of the grantee.
- copy of the given presentation.