

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

Action number: CA22145

Grantee name: Ilaria Truzzi

Conference Details

Conference title: Board Game Research Meeting- Game4CED

Conference web-page: <https://game4ced.di.unimi.it/board-game-research-meeting-2024/>

Conference venue²: Dipartimento di Informatica, Unimi, Via Celoria, 18, Milano (Italy)

Conference start and end date: 18/07/2024 to 19/07/2024

Accepted oral contribution details

Title of the presentation: Dissemination of the Gametable Network and research project

Co-authors: Michele Masini, Tommaso Piccinno

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)

I have been invited by the conference organizers to contribute to their first annual meeting by presenting the ongoing Gametable Action: focusing on the network, the goals, the latest achievements and the upcoming events of this first GP.

Outcome of the conference participation

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

(max.500 word)

The first Board Game Research Meeting took place at the Università Degli Studi di Milano, department of Computer Science, on July 18th-19th. The conference has been organized by the Game4CED funded project which focus on researching tabletop games and boardgames that works for visual impaired and blind colours players, with the aim to develop games and tools to establish the premature progress of the colour-blind disease in young people.

One of the organizers of this conference, Prof. Alessandro Rizzi, from the department of Computer Science of the University, has recently took part in our Gametable Network; thus he has invited me, being one of the core group and MC member of Italy, to present the Action goals to this first annual meeting, which was hosting several interesting

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.

presentations that have been very useful to discover new realities of the study of games, that will increase our Action research and objectives.

Many topics which align with our Action goals were presented during the conference, focusing on mathematics and computer science, game design, but also education and teaching through game-related activities. Research topics presented have been both case studies of specific games, game industry in Italy, game making, and multiple reflections on games and accessibility, as much as games as educational tools for young people with visual impairment or learning disabilities and games applied in therapeutic environments. The participants were researchers and university professors from various departments, experts and game designers, teachers and educators.

This diversity allowed us to engage with multiple realities and therefore to enhance significantly the collaboration with the Italian audience. This was my main objective, being the MC member of this Action, representing Italy. Our network realities were introduced by emphasising on the intersections between different fields involved in the Action and the invitation for interdisciplinary collaborations within GameTable. Meeting with stakeholders, research experts in game related activities, professors and educators has fulfilled our goal to provide networking opportunities and forge new collaborations, share resources, and exchange ideas to advance the field collectively.

During the presentation, we introduced the action structure and goals by focusing on this first year of the project, during which many research studies have been taking over by its members. In addition, the organization of our 5 working groups and their upcoming works have been underlined during this presentation, with an effort to show how the Gametable network has been and will keep fostering collaboration throughout the members of the community, by emphasizing interdisciplinary methods and studies. Being the grant awarding co-coordinator of the action, together with prof. Fatih Parlak, I also explained our venues of funding opportunities through Cost, and how we hope to collaborate on innovative scientific missions in the near future.

Lastly, the presentation of our COST Action was followed by great interest by the attendees, who asked numerous questions about the registration process. This will open possibilities for further research proposals and the expertise of new high-qualified members in addition to our Gametable Network.

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.