

## Foundations of Digital Archaeology

Schloss Dagstuhl, Saarbrücken, Germany, 10-12 April 2019

<https://www.dagstuhl.de/en/programm/kalender/semhp/?semnr=19153>

Digital Archaeology (DA) is a new research field being pioneered as part of the ERC-funded Digital Ludeme Project (<http://ludeme.eu>). Its aim is to provide better reconstructions of ancient games and improve our knowledge about them using modern digital techniques. This inter-disciplinary work requires input from a range of different backgrounds and perspectives.

This workshop will lay the foundations for the new research field of DA, by exploring topics such as:

- core aims,
- potential benefits (and risks),
- what software tools would be most useful for practitioners in the field,
- what historical and cultural data to gather and how to gather it,
- possible inputs and outputs,
- measures of game quality and historical authenticity,
- how to validate results,
- relevant classifications of games,
- scope of games to be studied,
- mathematical decomposition of games,
- potential case studies,
- what can (and can't) be achieved.

We aim to bridge the gap between computational and historical studies of traditional games, and to establish potential new collaborations between workshop participants.

The event will involve two days of structured but informal discussions. The DLP team members and some guests will give short presentations from various perspectives to stimulate discussion, including preliminary demonstrations of the LUDII general game system. Afterwards, we will prepare a report of the workshop's findings, to be added to the Dagstuhl library with an Open Access electronic version made available online.

The schedule will be:

- Wed 10: Afternoon arrival, welcome dinner followed by games.
- Thu 11: Presentations and discussions throughout the day. Followed by games.
- Fri 12: Closing discussions in the morning, afternoon check-out.

Schloss Dagstuhl is one of the world's premier meeting centres for computer science and informatics; I've been there before and can highly recommend it. Full board and accommodation is provided, including excellent daily menus from in-house chefs. The Schloss has a music room and two games rooms!

For international guests, Schloss Dagstuhl can be reached via flights to Frankfurt, Saarbrücken or Luxemburg then train and/or taxi (<https://www.dagstuhl.de/en/about-dagstuhl/arrival/>). I will also be driving there from Maastricht (3 hours away) if anyone wants a lift.

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