

DLP Workshop: *Game AI Applications for Historical Games Research* Schedule

Zoom: <https://maastrichtuniversity.zoom.us/j/95621330957>
Paul-Henri Spaaklaan 1 6229 EN, Maastricht - Room C1.015

DAY 1: Monday 11 April

Digital Archaeoludology

Welcome (8:30 – 9:30)

Session 1 (9:30–11:00) **The Digital Ludeme Project (DLP)**

- C. Browne *Introduction and Update on the DLP*
- E. Piette, W. Crist, D. Soemers and M. Stephenson *Overview from the DLP Team*

Coffee Break (11:00–11:30)

Session 2 (11:30–13:00) **Interpreting the Evidence**

- W. Crist *Rules, Etiquette and Gameplay*
- T. Depaulis *An Exploration of Pre-Columbian Andean Games*
- J. Schmidt-Madsen *Beyond the Board: Experiential Analysis in Digital Archaeoludology*

Lunch Break (13:00–14:00)

Session 3 (14:00–15:30) **Ludii for Education**

- E. Duggan *What has the Digital Ludeme Project Done For Us? From Where We Were to Where We Are*
- M. Tibaldini *Using Ludii in the Classroom*
- F. Parlak *Teaching Historical Games with Ludii*

Coffee Break (15:30–16:00)

Session 4 (16:00–17:00) **Practical Issues**

- DKE MaRBLLe Students *A Visual Game Editor*
- C. Browne and W. Crist *What Games Are We Missing?*

DAY 2: Tuesday 12 April

Ludii Software

Session 5 (9:30–11:00) **Introduction to Ludii**

- E. Piette and M. Stephenson *Demo: Modelling, Playing and Evaluating Games with Ludii*

Coffee Break (11:00–11:30)

Session 6 (11:30–13:00) **Games**

- V. Dasen and J. Gavin *Games of Abaci Reflecting on the Pente Grammai Structure*
- J. N. Silva *An Erasmus+ Project on Games for Education: 8 by 8*
- Y. Bjornsson *Game Description Languages: The Good, the Bad, and the Ugly*

Lunch Break (13:00–14:00)

Session 7 (14:00–15:30) **Measuring Games**

- E. Piette *General Board Game Concepts*
- C. Browne *Game Metrics: Estimating Game Quality*
- L. Rougetet and E. Piette *Analysing Math and Strategy in Games*

Coffee Break (15:30–16:00)

Session 8 (16:00–17:30) **Using Ludii**

- W. Engelkes *Debugging Ludii Games*
- Round Table *What Can We Do With Ludii?*
- Hands-on practice with Ludii

Session 9 (9:30–11:00) Case Studies

- T. Hirth and L. Rougetet *Tackling Recreational Mathematics Puzzles and their History*
- W. Crist *Reconstructing Games - Difficulty of Measuring Them*
- U. Schadler *Experience with Reconstructing Games*

Coffee Break (11:00–11:30)

Session 10 (11:30–13:00) Reconstruction Methods

- C. Browne *Reconstruction Syntax*
- M. Stephenson *Game Distance and Cultural Social Network*
- W. Crist *The Thermenmuseum Game: Oldest Board Game in the Netherlands?*

Lunch Break (13:00–14:00)

Session 11 (14:00–15:30) Player Modelling

- C. Browne *Human-Level and Human-Like AI*
- W. Crist and D. Soemers *AI for Reconstruction Purposes*
- D. Soemers and E. Piette *Teaching with Ludii*

Coffee Break (15:30–16:00)

Session 12 (16:00–17:00) Defining “DLP Games”

- Open Discussion *Guidelines for Including Games in the Study Identifying the 1,000 Most Important Games*

Dinner (Thiessen Wijnkoopers) (19:00–22:00)

Location: Grote Gracht 18, 6211 SW Maastricht

Session 13 (9:30–11:00) Game AI for General Game Playing (GGP)

- D. Soemers *Game AI in Ludii*
- T. Cazenave *Gold Medals at the 24th Olympiads and General Approach*

Coffee Break (11:00–11:30)

Session 14 (11:30–13:00) Practical Game AI

- H. Wang *Warm-Start MCTS in AlphaZero-like Deep Reinforcement Learning*
- D. Soemers *Spatial State-Action Features for General Games*
- E. Piette *Ludii AI Competition*

Lunch Break (13:00–14:00)

Session 15 (14:00–15:30) Unified AI for GGP

- Round Table *New AI Approaches for Ludii*
- Open Discussion *AI, GGP and General AI*

Closing (15:30)