



musée suisse du jeu  
schweizer spielmuseum  
swiss museum of games



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# Play and Games in Antiquity

## *Definition, Transmission, Reception*

Swiss Museum of Games  
September 17-19, 2018



Wall painting (H. 36 cm, L. 70 cm), Pompéi (IX, 3, 5), 69-79 CE. Naples, Museo Archeologico Nazionale, inv. 9103

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OUR HERITAGE:  
WHERE THE PAST  
MEETS THE FUTURE



## Monday 17<sup>th</sup> September

**10:15 OPENING - Véronique Dasen, Michel Fuchs, Ulrich Schädler**  
*In Search of Ancient Games and Play*

### DEFINITION

**10:30 Mark Golden, Winnipeg**  
*Play, Dance, Sport, War: Ancient Greek Bodies in Motion*

**11:15 Stephen Kidd, Brown University (by skype)**  
*Is play an Emotion? An Inquiry into Greek Paidia*

**11:45 Christian Laes, Antwerp**  
*Ludus and Education*

**12:30 Miguel Herrero de Jáuregui, Madrid**  
*Early Christian Attitudes to Child Playing*

### 13:15 Brunch

**14:15 Anton Bierl, Basel**  
*Choral Dance as a Play: paizein in Greek Drama*

**15:00 Karin Schlapbach, Fribourg**  
*Ludus as Dance and Bodily Movement*

### 15:45 Break

### BEGINNINGS AND ENDS

**16:00 Marco Vespa, Fribourg**  
*L'origine du jeu: récits grecs sur l'invention des pratiques ludiques entre Palamède, Prométhée et Theuth*

**16:45 Cleo Gougouli, Patras**  
*The Search for Cultural Continuity in Studies of Modern Greek Children's Games: Some Methodological Questions*

### 17:30 Break

**17:45 Francesca Berti, Tübingen**  
*Meanings of tradition in the Context of Play*

**18:30 Julien du Bouchet, Montpellier**  
*Jouer en rêve: autour d'Artémidore*

### EVENING LECTURE

**19:30 Katarzyna Marciniak, Warsaw (ERC Our Mythical Childhood)**  
*Du Rubicon à la chambre d'enfants ou à la réception de l'expression Alea iacta est dans la culture des jeunes / From Rubicon to the Children's Room, or the Reception of the Alea iacta est Motif in Youth Culture*

## Tuesday 18<sup>th</sup> September

### MATERIAL DEFINITION

**09:00 Regine Fellmann**, Kantonsarchäologie Aargau, Brugg

*Games and Toys From Vindonissa – An Overview*

**Barbara Pfäffli**, Augusta Raurica

*Augusta Raurica – Games of a Town*

**10:00 Break**

**10:15 Chiara Bianchi**, Milano

*“Alexandrian Counters” : Finds in Archaeological Contexts*

**11:00 Clare Rowan**, Warwick (ERC Token Communities in the Ancient Mediterranean)

*Sorting Fun From Fiction: Were “tesserae” Gaming Pieces?*

**11:45 Charles Doyen**, Louvain

*Osselets ou poids ?*

**12:30 Brunch**

### ICONOGRAPHIC DEFINITION

**13:30 Vicky Sabetai**, Athènes

*Playing at the Festival: aiora, a Swinging Ritual*

**14:15 Michel Fuchs**, Lausanne

*Jeux d’Eros et jeux d’enfants : la corde, le dé et l’osselet en messagers du temps*

**15:00 Break**

**15:15 Nikolina Kei**, Paris

*Dessins et jeux fictifs*

**16:00 Arnaud Zucker**, Nice

*Les proverbes relatifs aux jeux chez Pollux et les parémiographes*

**16:45 Visit of the Swiss Museum of Games**

**18:00 Event Festival Images, Vevey : Official opening of the artwork by Saype**

### EVENING LECTURE

**19:15 Michel Manson**, Toulouse

*Un érudit inattendu : Louis Becq de Fouquières, le premier historien des jeux et jouets de l’Antiquité*

**Discutant : Louis-Aimé de Fouquières**

## Wednesday 19<sup>th</sup> September

### RECEPTION

**09:00 Simone Beta, Siena**

*Studiare la lingua e la letteratura greca divertendosi: gli indovinelli greci nelle scuole di Bisanzio/ Etudier la langue et la littérature en s'amusant: les devinettes grecques dans les écoles de Byzance*

**09:45 Renzo Tosi, Bologna**

*Pollux et les noms des jeux*

**10:30 Andromache Karanika, Irvine**

*Midas and the "Pot" Game: Intertextual Insights into an Ancient Game*

**11:15 Break**

**11:30 Salvatore Costanza, Fribourg**

*Pollux témoin des jeux : continuité, survie et réception dans la culture ludique néogrecque*

**12:15 Barbara Carè, Athens**

*Appropriating the Past: New Perspectives on Game Studies. The Ancient and Modern Game of Astragals*

**13:00 Lunch**

**Final discussion - conclusions**

## **Play and Games in Antiquity**

### ***Definition, Transmission, Reception***

Play and games provide a privileged access to past societal norms, values, identities, and collective imaginary. People play all over the world and throughout history, but they do not play the same games, nor do they attribute the same meaning and function to play. The aim of this pluridisciplinary conference is to investigate how this past patrimony can be methodologically reconstructed.

Three sessions will address first how the Ancients defined play and games by analysing their vocabulary in order to reconstruct an emic definition. Beyond the common association of child and play (in Greek, *paidia*, ‘game’, *pais*, the child, and *paideia*, ‘education’, share the same root, in Latin *ludus* means ‘play’, ‘school’ and ‘rhetorical games’), the views are more complex and nuanced. Identifying ludic material and practices archaeologically as well as in iconography is also a debatable issue. The second session concerns the sources available and their bias associated with literary genre, such as oniromancy, proverbs and the lexicon of Pollux. A major challenge is the reconstruction of a mostly oral patrimony, of lost children’s lore and agency. The third session examines the transmission process of these practices from one generation to the next, addressing crucial issues about continuities and discontinuities, as well as about the definition of a “traditional” game.

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#### **Place**

Musée Suisse du Jeu  
Rue du Château 11  
1814 La Tour-de-Peilz

#### **Contacts & Organisation**

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#### **How to arrive**

*By train direction Villeneuve (S2 or S3)*

Stop “Tour-de-Peilz”, then walk for 5 minutes.

*By train + by bus*

*Train IR 90 direction Brig, stop “Vevey”, then take the bus 201 (direction Villeneuve) for 5 minutes until stop “La Tour-de-Peilz centre” or walk for 15 minutes.*

