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

This Project has received funding from the European Research Council (ERC) under the European Union’s Horizon 2020 Research and Innovation Programme under grant agreement No. 741520, Locus Ludi. The Cultural Fabric of Play in Games in Antiquity. Supported by the ERC Advanced Grant (2017-2022)

OUR HERITAGE:
WHERE THE PAST MEETS THE FUTURE
Monday 17th 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

16:15  Marco Vespa, Fribourg  
L’origine du jeu: récits grecs sur l’invention des pratiques ludiques entre Palamède, Prométhée et Theuth

17:00  Cleo Gougouli, Patras  
The Search for Cultural Continuity in Studies of Modern Greek Children’s Games: Some Methodological Questions

17:45  Break

18:15  Francesca Berti, Tübingen  
Meanings of tradition in the Context of Play

EVENING LECTURE

19h15  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 18th September

**Material Definition**

09:00  **Regine Fellmann**, Kantonsarchäologie Aargau, Brugg  
*Games and Toys From Vindonissa – An Overview*

10:15  **Chiara Bianchi**, Milano  
*“Alexandrian Counters”: Finds in Archaeological Contexts*

11:00  **Barbara Pfäffli**, Augusta Raurica  
*Augusta Raurica – Play in the Town*

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  
*Ancient Drawing, Fictive Play*

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**: Official opening of the artwork by Saype in the context of the Festival Images Vevey

**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 19th September

RECEPTION

09:00  Simone Beta, Siena
       Studivare 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, païdia, ‘game’, pais, the child, and paideia, ‘education’, share the same root, in Latin ludus means ‘play’, ‘school’ and ‘rethorical 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.

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

Contacts & Organisation
veronique.dasen@unifr.ch
michel.fuchs@unil.ch
ulrich.schaedler@unifr.ch

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.