Annotated Bibliography

Browne, C. (2019, July 1). AI for Ancient Games. Retrieved from

<https://link.springer.com/article/10.1007/s13218-019-00600-6>

The Digital Ludeme Project’s main goal is to help recreate ancient board games through digital ludeme and to potentially use the cultural background of games to help explore the “development of human culture and the spread of mathematical ideas.” This article is extremely helpful in explaining what ludeme is and how The Digital Ludeme Project is using it for their *general game system* (GGS) called LUDII.

Soemers, D. (2019, November 7). Report on the Digital Ludeme Project. Retrieved from

<https://content.iospress.com/articles/icga-journal/icg190118>

While this source is also focused on the DLP (Digital Ludeme Project), it also focuses on why what they’re doing is actually important and how it can help understand some of the culture of ancient civilizations. For example, in the ancient Egyptian tomb of Tutankhamun, two different games were found including the game *Senet* and a game of twenty squares, which gives some insight on the culture of the Egyptians. The DLP also mentioned using computational phylogenetics, which is used to make hypotheses for how these games are related and how they might have spread to other civilizations. All of this is also to define a new research field DLP calls Digital Archæoludology (DAL), this research involves the use of AI, computational techniques, and archeological evidence to reconstruct how games may have been played in the past.

Browne, Cameron, J., D. J. N., Piette, Stephenson, Matthew, … M., M. H. (2019, May 31). Foundations of

Digital Archæoludology. Retrieved from <https://arxiv.org/abs/1905.13516>