LOCUS LUDI

The Cultural Fabric of Play and Games in Classical Antiquity

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European Research Council
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schweizer spielmuseum
swiss museum of games

Locus ludi:
Integrating Databases for Understanding Play and Games in Classical Antiquity
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This pluridisciplinary project reconstructs the history of ludic culture in the Greek world, from the birth of the city-state, c. 800 BCE, to the Roman conquest in 146 BCE, and in the Roman world from the Republican age, c. 500 BCE, to the end of the Western Roman Empire, c. 500 CE. It will provide the first comprehensive open access collection of written, archaeological, and iconographic evidence transmitting cultural identities as well as an intangible heritage. Downloadable models of games for training and research, as well as up-to-date material for schools, museums, and libraries will also be available.

CALLISTO
BASE DE DONNÉES

ICONOGRAPHIE DE L'ENFANT

The Callisto database collects iconographical material It comprises various types of material (terracotta, vase painting, glass, relief, sculpture, coins....) depicting the peformance of a play or game.

Anthology

Locus Ludi / Anthology

The Anthology database collects extensively ancient Greek and Latin written evidence including epigraphy, papyrology, and rare documents, not yet translated. The texts are presented in alphabetic order by author and by work. The database isearchable thematically and lexicographically. The citations are reproduced extensively allowing the reader to grasp the literary context. In addition to the original text, Greek or Latin, translations are planned in the four main European languages (English, French, German, Italian) in order to provide access to users who are not strictly classicists. This work is performed in a collaborative and evolutive way, inviting specialists to add more and more material.
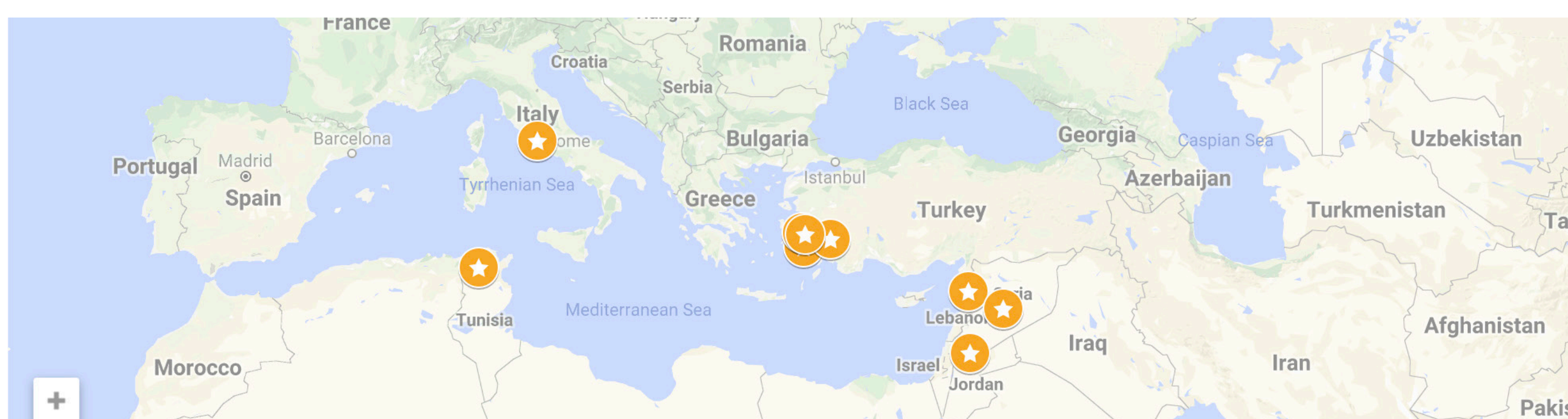
Aa Lexicon

Locus Ludi / Lexicon

The Lexicon database collect all ancient Greek and Latin words concerning activities related to play and games in the ancient world, alphabetically sorted (chelichelōne, ephedrismos aso). Each lemma provides a short definition of the play in the major European languages. A link is provided to the translations in the Anthology.
In addition, another link directs to the topography database, when the game found on an archaeological site. A link to the Callisto image-database is also provided when a depiction of the play or game is known in iconography. This thematic organization allows the user to search in depth specific forms of play and get a full access to extant sources dealing with a particular game.

Topographies

Locus Ludi / Topographies

Many engraved game boards were found on monuments of archaeological sites all over the Roman Empire. The following map will help you locate these sites.

The topographic database records all remains of boardgames on an interactive map. For each site, listed in alphabetic order, a map, photographs and lines drawings are provided. When the type of game can be identified (pente grammai, alea...), interactive links lead to the lexicon, the anthology and to the iconographic database.

Most of the databases are produced using an online relational wiki allowing members of the team to work on documents simultaneously, the possibility to setup relationships between the databases and an easy way to publish the work online in open access