

ASTRA COLLOQUIUM SPRING 2025



The Persian legend of the explanation of chess and the invention of backgammon during the reign of Khosrow I (531–79 CE).
Harvard University Center for Italian Renaissance Studies, Florence.

The Ludic Languages of Asia: Sources and Terminologies

FEB 14, 2025 · 14:00–15:00 (ONLINE)

Mapping the Literary Evidences of Board Games in Medieval Marathi Literature

Amit Deshmukh (MIT Institute of Design, Pune, India)

MAR 21, 2025 · 10:00–11:00 (ONLINE)

Strategic Minds, Timeless Moves: Exploring *Shatranjname-i Kebir* (*Great Book of Chess*, 1503) by Firdevsî-i Rumi

Ömer Fatih Parlak (Cappadocia University, Türkiye)

APR 7, 2025 · 10:00–11:00

The Ludic Lexicon and the History of Games

Alex de Voogt (Drew University, USA)

MAY 14, 2025 · 10:00–11:00

Shogi in the Edo-Period (1600–1867): Glimpses of Real Life from the Ohashi Diaries

Frank Rövekamp (Ludwigshafen University of Applied Sciences, Germany)

JUNE 11, 2025 · 10:00–11:00 (ONLINE)

Soul and Body of Shengguantu: The Stable Terminology Needed the Way through Gameboards

Tianyue Lei (Renmin University of China, China)

LOCATION:

MAX PLANCK INSTITUTE FOR THE
HISTORY OF SCIENCE
BOLTZMANNSTRASSE 22

Participation & Registration

We welcome both internal and external guests. For more information about the colloquium series, please scan the QR code or contact Jacob Schmidt-Madsen



About the ASTRA Colloquium 2025

The ASTRA colloquium series brings together board game scholars working with primary sources in a variety of Asian languages. It asks them to present their sources and discuss questions of context, structure, content, and language use. The goal is not only to establish connections between specific games and game cultures, but also between researchers and methodologies. The series is rooted in a larger project to build a database of ludic terminologies across linguistic glossaries in Asia.