

Title: Ancient Indian Board Games: Preservation, Documentation and Cultural Impact

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Overview of the project:

Indian board-games (and indeed other indoor games) form a significant part of our culture. Today, these are threatened with extinction and already many games have disappeared from our cultural lives. The project aims to create a digital

archive to preserve these cultural memories of boardgame and situates itself at the intersections of Cultural Studies, Philosophy and History. In addition, it also uses techniques from Digital Humanities in the creation of the digital archive. Further, in its connect with industry professionals for creating digital remediations of the traditional boardgames, the project also links to Game Design and Digital Media.



Research Methodology:

- This project aims to construct a database of ancient Indian board games, particularly those that were lost in colonial India or adapted by European and American game-makers. The database will list the rules of the games, reflect the ways in which they might have changed, descriptions of play cultures, the possible location(s) of play, where the games are to be found now and related commentaries on and the representation of the games as available in various media from historical to present times.
- The website will also contain sections that will help both enthusiasts and researchers to play these games as they used to be played in the past. As a digital archive, the database will contain a wide range of detailed metadata and algorithms that will enable better search facilities and facilitate numerous query combinations. The various sections of the project are as follows: data-collection, data input and the initial comparative analysis of the data, the construction of the website, the final presentation of the data and the publication of the research results.
- The basic technical framework for such a database has already been planned and the website will aim to adapt existing content-management systems, drawing on the prior expertise of building the 'Dutch in Bengal' and the 'Scots Cemetery in Bengal' websites.

Deliverables:

- An open-access digital web archive
- Journal articles in reputed journals
- Two workshops to teach the archiving and preservation of boardgames.