GAME IN LAB
Supporting Game Research

Faire Société
Namur-Luxembourg

Bruno Dupont, Jean-Emmanuel Barbier, Vi Tacq, Alexis Messina, Vincent La Paglia, Elsa Sarlet, Jérôme Foguenne

2021 - 2022

SSRI

HE2B
HAUTE ÉCOLE BRUXELLES-BRABANT

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1) An interdisciplinary team

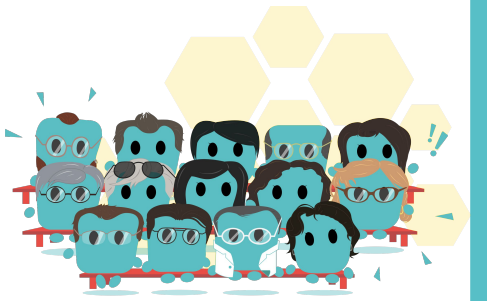
Different backgrounds, different institutions, different career paths... all interested in board games!

Bruno Dupont
Lead research HEL
Game studies

Jean-Emmanuel Barbier
Lead researcher HE2B
Board games studies,
Anthropology

Vi Tacq
Researcher HE2B
Board games studies

Alexis Messina
Researcher HEL
Game studies



Vincent La Paglia
Researcher HEL
Sociology

Jérôme Foguenne
Researcher HEL
Communication Sciences

Elsa Sarlet
Trainee UCL
Education Sciences

Faire société (Namur-Luxembourg)

Analyzing board games practices in sociocultural work and non formal education

2) Background and objectives

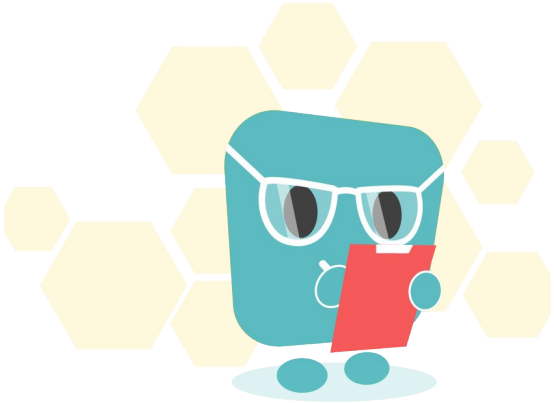
- State of research: Games in non-formal education (Besse-Patin 2012 ; Besse-Patin & Roucous 2019), qualitative studies on board games in context (Barbier 2018)
- Interest for ludopedagogy in formal education, but
  - games seem to be much more linked with non-formal education
  - still, research is scarce on this field
  - → need for domain-specific field study
- Exploratory study of board game practices in sociocultural animation and intervention
- Variety of practices, goals, and meaning-making strategies within the field
  - which variables?
  - which invariants?
  - which potential for theorization?

BESSE-PATIN, B. (2012). « Jeux n'est pas jouer » : Le jeu des enfants et les animateurs dans un centre de loisirs, Mémoire à l'Université Paris 13.

BESSE-PATIN, B. & ROUCOUS, N. (2019). « Animer et jouer : Rencontres et confusions ». Sciences du jeu, 12, pp. 1-29.

RUFAT, S., MINASSIAN, H. T., & COAVOUX, S. (2014). « Playing videogames in France. Social geography of a cultural practice ». Espace géographique (English Edition), vol. 43, n°4, pp. 1-15.

WOODS, S. (2012). Eurogames, the design, culture and play of modern european board games, Jefferson, North Carolina, McFarland



Project keywords: board games, non formal education, sociocultural / youth work, qualitative research

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3) Methodology

- Inspiration from communication sciences, anthropology, game studies, sociology

- Semi-structured interviews on three areas
  - Liège (HEL, FRHE funding)
  - Brussels-Walloon Brabant (HE2B, FRHE funding)
  - Namur and Luxembourg (HEL, **Game in Lab and Libellud funding**)

- Coding and analysis inspired by grounded theory (Lejeune 2019) and theory-driven analysis (Deterding & Waters 2021)

- *Still in discussion: typology vs. cartography*

BARBIER J-E. (2018). « Construire le cadre du jeu : pratiques d'engagement lors de parties de jeux d'édition », Sciences du jeu, 10, https://journals.openedition.org/sdj/1195.
DETERDING, N. M., & WATERS, M. C. (2021). Flexible coding of in-depth interviews: A twenty-first-century approach. Sociological methods & research, 50(2), 708-739.
LEJEUNE, C. (2014), Manuel d'analyse qualitative. Analyser sans compter ni classer, Louvain-la-Neuve, De Boeck.

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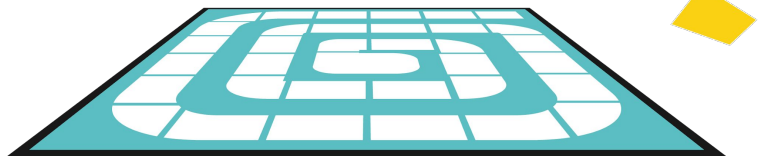
4) Results

- Expected
  - N=20 x 3 areas → 60 interviews in total
  - Typology or cartography of practices
  - Deliverables
    - Conference presentation (February 2022)
    - Article publication (following presentation)
    - Training tool for field workers
      - *form to be determined*
- Current status
  - N=15
  - Transcription in progress
  - Namur-Luxembourg: Dedicated researcher hired mid-November
    - Constitution of the sample in progress



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4b) Focus on Namur and Luxembourg

Why add Namur and Luxembourg?

complete mapping of French Community in Belgium

What is already done?

Constitution of the database for Namur (39) and partly for Luxembourg (8)

What comes next?

Complete Luxembourg database
Phone interview to constitute final sample
Snowball sampling

How to do so?

Adaptation of existing interview guide and sampling technique

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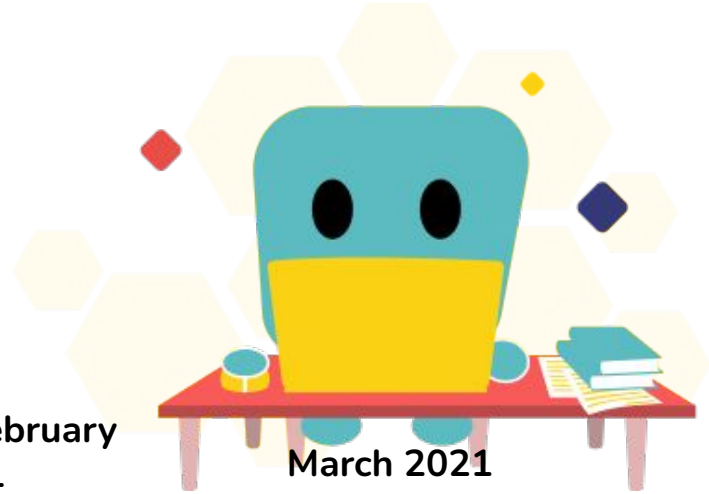
5) Planification

Game in Lab
Libellud
Funding



from April 2021 onwards

Work on Liège and Brussels areas

Literature review, interview methodology, first interviews

November 2021

Kickoff Namur & Luxembourg and hiring of dedicated researcher

Internal and external administrative documents, job interview, welcoming Vincent La Paglia

December 2021

Adapting methodology and gathering data NamLux

Update interview guide, building sample for Namur and Luxembourg

January- February 2021

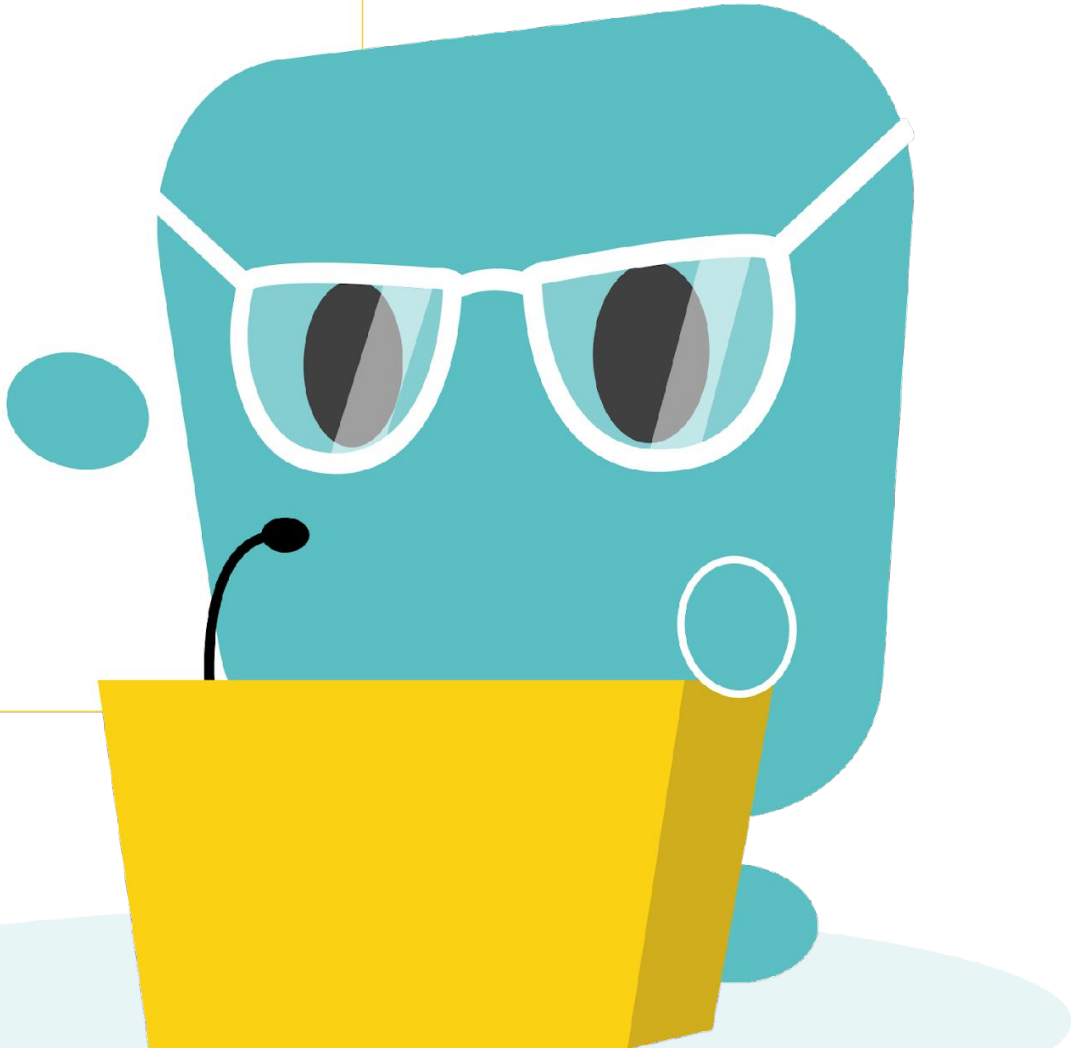
Setting up analysis protocol for all areas

Final transcriptions of first interviews, collective analysis

March 2021

Data analysis

Thank you!



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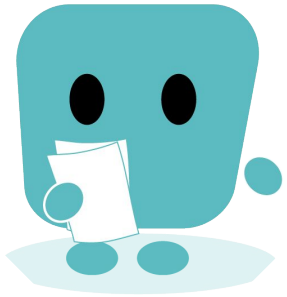

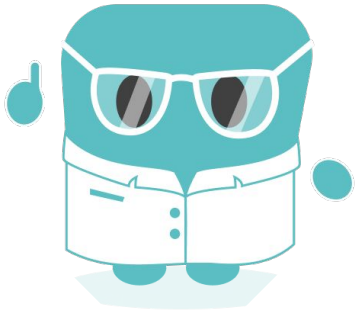

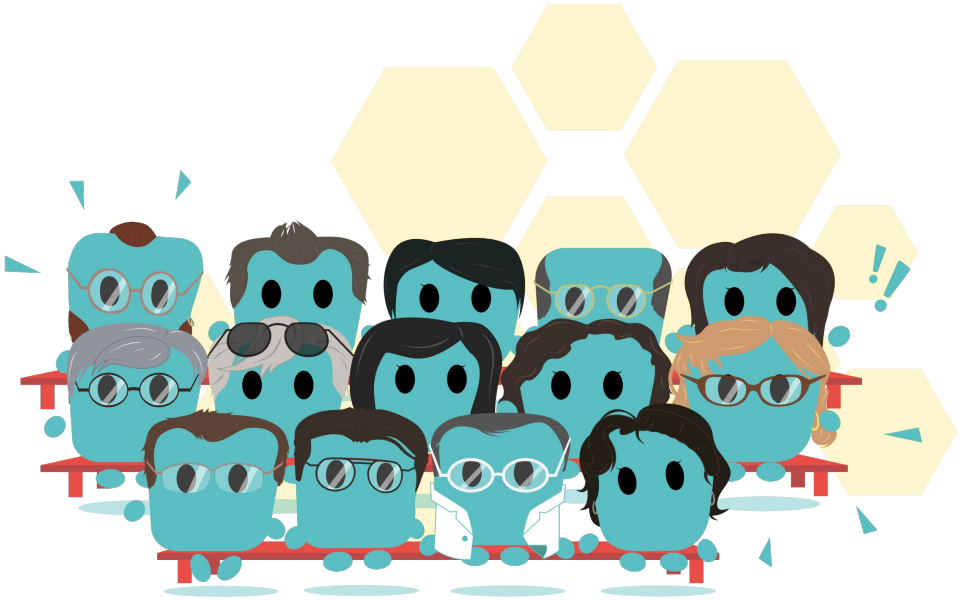

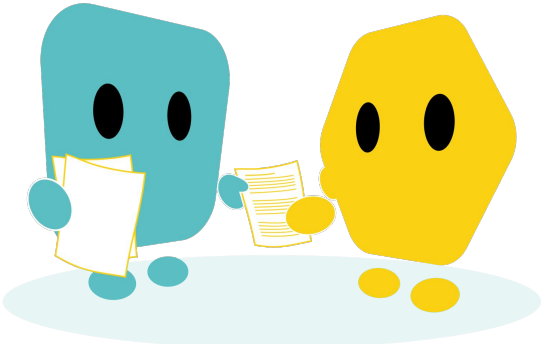

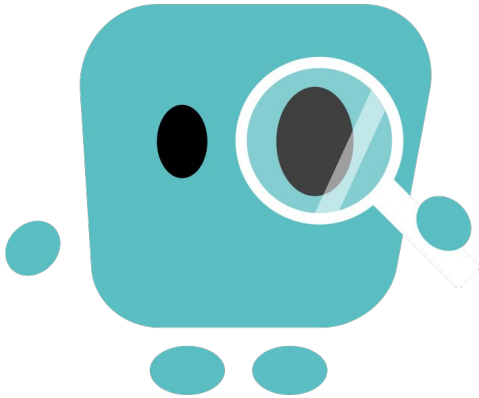

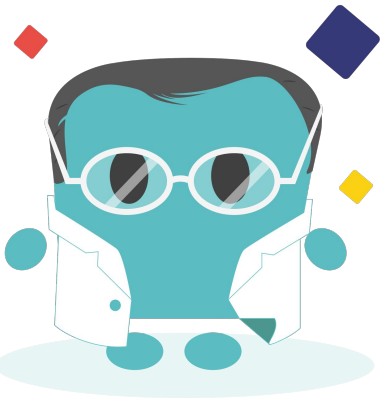
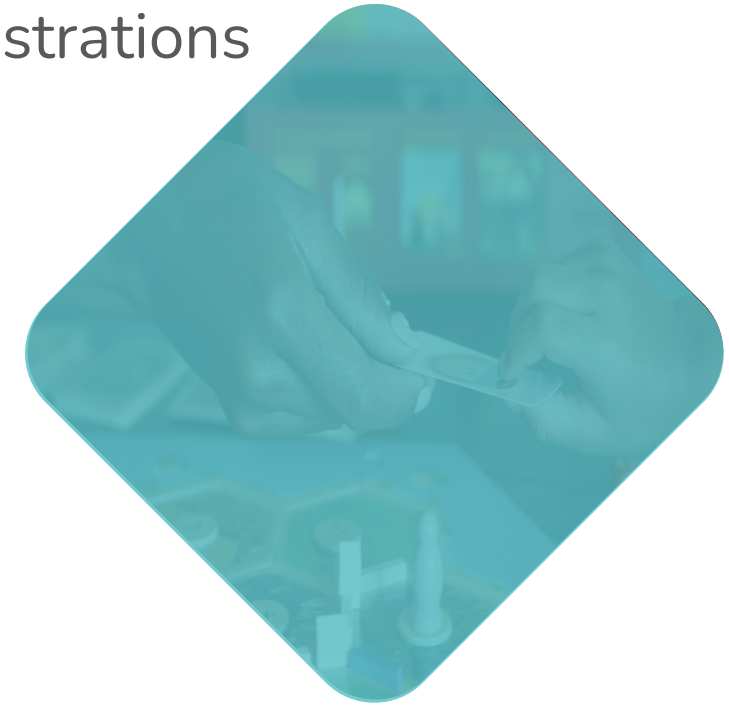
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