



CALL FOR PROJECTS

2022 RESEARCH GRANT

Game in Lab is a program co-created by Asmodee, board games industry leader, and Innovation Factory, a French non-profit association specialized in collective intelligence-based innovation.

Game in Lab supports scientific production and diffusion and community exchanges. We animate a network of transdisciplinary scholars and game professionals, and provide financial funding to research projects and PhDs.

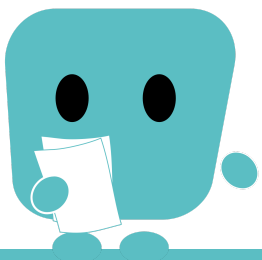
Our mission is to promote the valorisation and recognition of board games as a generator of societal value. We are convinced that academic research on board games and play has an essential role to play in that endeavor.

To know more about our actions, please consult our website:

<https://www.game-in-lab.org/game-in-lab/>

[Contact us](#)

OUR 2022 CALL FOR PROPOSAL FOR SCIENTIFIC RESEARCH PROJECTS ON BOARD GAMES IS OPEN.



The appointed research teams will receive a financial grant from Game in Lab to support a research project in relation with board games.

The call for proposal is co-supported by our partner, Libellud's enterprise foundation who shares Game in Lab's mission and ambition to foster innovative research on board games and bring that knowledge to create social value.

The call is open to research projects in relation to board games. Applications will be accepted under 2 tracks:

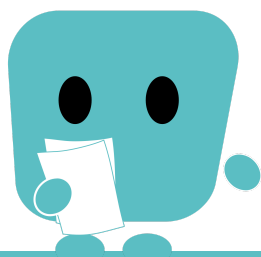
- **Track 1:** any research topic related to board games taken broadly. This year, special attention will be attached to projects in the fields of:
 - history
 - management, law and economics
 - mathematics
 - literature (depiction of games and their audience; the writing of games, ...)
- **Track 2:** research topics related to Youth and Education. Libellud Enterprise Foundation's grant will specifically support projects in this category

Applicants must specify their track of choice at the time of application.

All academic disciplines, ranging from sociology to health sciences are accepted, whether in applied or fundamental sciences. A central component of scientific inquiry is essential.

Applicants are expected to demonstrate persuasively the relevance of the project to board games studies or the use of applied board games to other disciplines. An annotated bibliography of the games used in the research protocol will be provided when relevant.

This grant cannot be allocated to the design or production of games.
Such projects are not eligible.



Game in Lab's scientific committee assesses the received proposals on the basis of scientific robustness and the foreseen expected contribution to the general scientific knowledge on board games. The committee seeks to maintain a relative balance in Game in Lab's portfolio in terms of disciplines and topics represented.

The research grants will support short-term research actions (under 12 months).

The grant could be renewed depending on circumstances.

This year's endowment is 55 000€: 45 000€ allocated by Game in Lab and 10 000€ by Libellud's enterprise foundation. Libellud's allocation will be attributed to projects filed under track 2 (Youth and Education). The total number of appointed projects will vary depending on individual endowment.

Each project is eligible for a maximum grant of 15 000€.

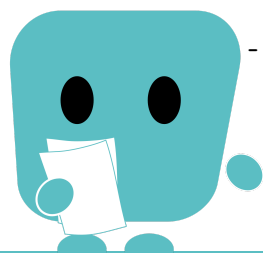
REQUIREMENTS FOR APPLICANTS

This call for proposal welcomes applications from international research teams.

At least one of the project's leaders has to be actively affiliated with a research institution (public or private) **at the time of application, and for the duration of the project.** This institution will co-sign a research convention with Asmodee or Libellud Enterprise Foundation. They will perceive and administer the funds on behalf of the appointed teams. They should commit to allocating the entirety of the subvention dedicated to the research actions to the appointed team. Any administrative fees required by the host institution to manage the grant have to be included explicitly in the detailed budget. Such fees cannot exceed 10% of the requested sum.

The application should include 2 official engagement letters from the host institution:

- One letter from the head of the research department or institution that hosts and accounts for the scientific activities of the project leader.
- One letter from the administrative departments that will financially administer the grant.



Applications from public research institutions will receive special attention. They can be associated with other institutions, private or public.

EXPECTED RESEARCH OUTCOMES

The application should specify the expected **project's outcomes and deliverables**.

The appointed teams are expected to contribute to Game in Lab's diffusion and scientific popularization actions in the form of articles (scientific or otherwise), published on Game in Lab's website, or in other journals or media. Project leaders will also be invited to attend events organized or supported by Game in Lab.

An editorial calendar describing the milestones and expected communication deliverables will be shared at the start of the project.

Examples of deliverables: participation in an interview describing the project, presenting at conferences or game professional events or fairs, producing a detailed bibliography, quarterly project status, ...

Any publication or communication will mention the financial support of Game in Lab or Libellud Enterprise Foundation when appropriate.

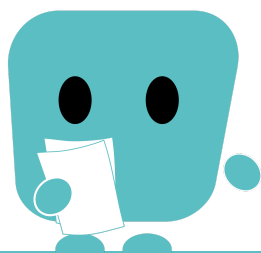
EXPENSES ELIGIBLE TO FUNDING

Personal salaries of full time or tenure research personnels are not eligible.

The grant can be used to fund the material, field activities, travel or missions needed to conduct the project. Appointment of non permanent research engineers or other technical experts can be covered by the grant (interns, contractors, research engineers, ...).

The budget can include several funding sources besides Game in Lab's.

The allocation can be renewed once, for an extended 12-month period.



APPLICATION PROCESS

Applications are [submitted online](#). Note that the application platform allows you to modify an already submitted application until the deadline.

Attachments, appendices and other relevant documents can be attached to the [online application form](#) as a zip file or as individual files.

REQUIRED DOCUMENTS

Your applications should include the following attachments:

- CV of the project leader, including a list of relevant publications
- Estimated budget (including administrative fees from home institution when applicable)
- Bibliography
- Ludography (selection of games used for the study and justification of the selection)
- 2 engagement letters from the home institution (one from the Head of the research department or institute to which the project leader is affiliated, one from the administrative department in charge of the management of the budget).
- In case of co-funding: letters of support from the concerned funding institutions
- Any other piece of information as needed

KEY DATES

- **Application deadline:** 30 June 2022 at noon (Paris time, GMT+2)
- **Publication of the list of selected projects:** mid-October 2022
- **Appointed teams' formal acceptance:** End of October 2022
- **Convention signature:** November - December 2022
- **Start of project:** January 2023

