



## 2024 CALL FOR PROJECT PROPOSALS

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](#)

**THE 2024 EDITION OF GAME IN LAB'S CALL FOR SCIENTIFIC  
RESEARCH PROJECTS ON BOARD GAMES IS OPEN.**

## OBJECT OF THE CALL

We invite international research teams to submit a project proposal on any research topic related to board games taken broadly. This year, special attention will be given to projects that investigate the following areas of focus:

- **Sustainability and Justice:** The role of tabletop games in addressing crises of environmental and social sustainability, and in promoting climate and social justice.
- **Fifty Years of Dungeons and Dragons:** The function of tabletop roleplaying games in addressing and promoting social inclusion, decolonisation, and diverse cultural representations.
- **Healthy People and/or Planet:** The potential of games to support healthy lives, therapeutic applications, and community health and resilience.
- **Cultural Heritage:** The preservation and promotion of games as important sites of cultural heritage and history and/or the use of games in heritage research and preservation.

The appointed research teams will receive a financial grant from Game in Lab to support a research project in relation with board games. All academic disciplines, ranging from sociology to health sciences are accepted, whether in applied or fundamental sciences. Interdisciplinary proposals are welcomed.

**A central component of scientific inquiry is required.**

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 considered 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 projects which last up to 24 months.** The grant could be renewed depending on circumstances.

**This year's endowment is 45 000€.** The final number of appointed projects will vary depending on individual endowment.

**Each project is eligible for a maximum grant of 20 000€.**

## 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. 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 as appropriate.

## ELIGIBLE EXPENSES

**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(s), 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:** 6 September 2024 at noon (Paris time, GMT+2)
- **Publication of the list of selected projects:** December 2024
- **Appointed teams' formal acceptance:** December 2024
- **Convention signature and start of project:** February 2025