



GAME IN LAB

CALL FOR PROPOSAL - 2020 RESEARCH GRANT

Game in Lab is a program co-created by [Asmodee](#), board games industry leader, and [Innovation Factory](#), a French non-profit specialised in collective intelligence-based innovation. Our mission is to promote the valorisation and recognition of board games as a source of societal value. We are convinced that academic research on board games and play has an essential role to play in that endeavour.

Game in Lab supports scientific production and popularisation, as well as community-based research. We animate a network of transdisciplinary scholars and game professionals, and provide financial funding to research projects and PhDs.

To know more about our actions, please consult our website (EN version upcoming): <https://www.game-in-lab.org/game-in-lab/>

Our 2020 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 their research actions.

This year's call for proposal is co-supported by our partner, [Libellud's enterprise foundation](#). Libellud adheres to 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 the realm of board games. Applications will be accepted under 2 tracks:

- **Track 1:** any research topic related to board games taken broadly
- **Track 2:** research topics related to Youth and Education. Libellud's grant will specifically support projects in this category

Beyond these tracks, all academic disciplines, ranging from sociology to health sciences are accepted, whether applied or fundamental sciences.

Applicants must specify their track of preference in their application file.

The design or production of games is not eligible.

The application is expected to provide a persuasive illustration of the relevance of the project to board games studies or the use of applied board games in other disciplines. An

annotated bibliography of the games used in the research protocol is to be provided when relevant.

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 allocations.

Projects can be allocated up to 15 000€ per project.

Game in Lab's scientific committee examines received proposals based on scientific robustness, the expected contribution to scientific knowledge on board games, and to maintain a relative balance in Game in Lab's portfolio.

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

REQUIREMENTS FOR APPLICANTS

This call for proposal welcomes applications from international research institutions.

At least one of the project's leaders must be 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, and perceive the funds. They will commit to allocating the entire part 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.

An official engagement letter from this institution should be joined to the application file.

Public research institutions will receive special attention during the selection process. They can be associated with another institution, private or public.

EXPECTED RESEARCH OUTCOMES

- The application should specify the expected project outcomes and deliverables.
- The appointed teams will contribute to Game in Lab's diffusion and popularisation actions in the form of articles, scientific or not, published on Game in Lab's website, or in other journals or media. The support of Game in Lab or Libellud will be mentioned in any project-related publication, whenever appropriate. They will also be invited to attend events organised or supported by Game in Lab.
- The selected projects' team will provide regular updates to Game in Lab's team and will attend at least one follow-up meeting (in person or online).

ELIGIBLE EXPENSES

- Full time or tenure research personnels' appointments are not eligible. The grant should be used to finance expenses required for the research actions (material, field activities, travel, ...) or research tasks accomplished by non permanent researchers (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: <https://www.game-in-lab.org/depot-de-candidature/>

The application file can be downloaded here:

<https://www.game-in-lab.org/wp-content/uploads/2020/01/Game-in-Lab-CFP-2020-Application-file-EN.pdf>

The complete application file (including application form, appendices and other relevant documents) must be zipped and attached to the [online application form](#).

APPLICATION DEADLINES

- Application deadline: **15 April 2020 at noon (Paris time, GMT+2)**
- Publication of appointed projects: **early June 2020**
- Appointed teams' formal acceptance: **15 June 2020**
- Convention between parties: **June - September 2020**
- Start of project: **September - October 2020**