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Nota di contenuto	Ancient Play and Games: in Search of a Definition / Veronique Dasen et Marco Vespa -- Le jeu est-il une emotion? Enquete sur la paidia grecque / Stephen E. Kidd -- Choral Dance as Play: Paizein in Greek Drama, or Body Movement as Sexual Attraction between Gender and Genre / Anton Bierl -- Play, Sport, Dance, Ball Games: Categories in Motion / Mark Golden -- Playing at the Festival: Aiora, a Swing Ritual / Victoria Sabetai -- Les jeux poetiques d'Eros: le desir amoureux en performances musicales / Claude Calame -- Sed puer est! Le langage ludique de l'amour dans la poesie romaine / Giulia Sissa -- When School Means Play. Greek and Latin Lexicography and Socio-Cultural History / Christian Laes -- Au commencement etait la faim. Recits sur l'origine des jeux dans l'Antiquite grecque et romaine / Marco Vespa -- L'astragale comme symbole ponderal et monetaire / Charles Doyen -- Les jetons histories dits ± alexandrins ? : bilan et propositions / Chiara Bianchi -- Polluce nella tradizione lessicografica / Renzo Tosi -- The Midas Game: Performance, Intertextuality and the Poetics of Childhood / Andromache Karanika -- Gloser n'est pas jouer. Les formules de jeux dans les recueils paremiographiques / Arnaud Zucker -- Jouer en reve chez Artemidore / Julien du Bouchet -- Early Christian Attitudes towards Child Playing / Miguel Herrero de Jauregui -- From Homer to John Eugenicus: the Long Journey of Riddles through Greek and Byzantine Literatures / Simone Beta -- The Search for Cultural

Continuities in Studies of Modern Greek Children's Play and Games: Some Theoretical and Methodological Questions / Cleo Gougoulis -- Pollux témoin des jeux : continuité, survie et réception dans la culture ludique néogrecque / Salvatore Costanza -- The Meaning of "Traditional" in Play Studies / Francesca Berti -- Du Rubicon à la chambre d'enfants: la réception de l'expression *Alea iacta est* dans la culture contemporaine des jeunes / Katarzyna Marciniak -- Faire du jouet et du jeu des enfants des objets d'Histoire. Un long cheminement du XVI^e au XIX^e siècle / Michel Manson.

Sommario/riassunto

The European Research Council project ('Locus Ludi'. The Cultural Fabric of Play and Games in Classical Antiquity [ERC AdG # 741520]) investigates how play and games provide a privileged access to past societal norms, values, identities, and collective imaginary. People play all over the world and throughout history, but they do not play the same games, nor do they attribute the same meaning and function to play. This pluridisciplinary volume investigates how such an important part of ancient cultures can be methodologically reconstructed. A first series of chapters based on Greek and Roman texts and vocabulary propose an emic definition of play and games. Beyond the common association of child and play (in Greek, *paidia*, 'play', *pais*, 'child', and *paideia*, 'education', share the same root, in Latin *ludus* means 'play', 'school', and 'rhetorical games'), ancient views are more complex and nuanced. The boundaries between sport, dance, rites and play are fluid and differ from our modern view. Case studies show how playful practices can be defined in material culture and iconographic representations. The second part of the volume focuses on Greek and Roman ludic heritage in ancient literature with particular attention to the cultural and discursive codes according to literary genre (oniromancy, proverbs, children's rhymes, lexicography...). Close studies assess the transmission of a predominantly oral heritage in collections, lexicons and commentaries ranging from the Roman imperial period to Byzantine times (proverbs, riddles, and children's lore). New insights are provided on crucial issues about cultural continuities and discontinuities, as well as the definition of so-called "traditional" games.
