

**The Munich Institute of Integrated Studies (GIS e.V.)
announces:
5th ARTS&Games Festival**

March 9-11, 2001, at the Humboldt University, Berlin: See www.artsandgames.org

Publication project:

**The Discovery of the Chessboard
Research in the Structure of Space and Preferences**

Thesis: The chess game was invented to study the structure and quality of the chessboard.

There are however other games and alternative ways to study the chessboard, i.e. to study a structured space and its representation in two dimensions. Propositions are most welcome.*

From the foot of the Great Kahn's throne a majolica pavement extended. Marco Polo, mute informant, spread out on it the samples of the wares he had brought back from his journeys to the ends of the empire: a helmet, a seashell, a coconut, a fan. Arranging the objects in a certain order on the black and white tiles, and occasionally shifting them with studied moves, the ambassador tried to depict for the monarch's eyes the vicissitudes of his travels, the conditions of the empire, the prerogatives of the distant provincial seats. (A fragment from the Italian novelist Italo Calvino's novel *Invisible Cities*.)

*Please send your contributions to Manfred J. Holler, Institute of SocioEconomics, IAW, University of Hamburg, Von-Melle-Park 5, D-20146 Hamburg
holler@hermes1.econ.uni-hamburg.de

See also Manfred J. Holler (1999), *Scandal and Its Theory* (Homo Oeconomicus 15(1)), Munich: Accedo-Verlag (ISBN 3-89265-037-3).