

Title: "Game of Bones: Ossicular Omission in Museum Collections?"

Author: Morgan Ip

Abstract: The Inuit bone game continues to be played across Inuit Nunaat with several regional variations and appellations. This research investigates how the game has been collected, stored and represented. In local community displays in Nunavut, the game dynamics are shown by how the bones are presented. In other collections outside of Inuit Nunaat, the provenance or basic contextual information is obscure or lost. The game appears entirely absent in UK collections of material culture. It is also fairly rare in the literature and collections of Arctic material in general. Why is the bone game given less attention than other Inuit games? How does the curation and exhibition inform the understanding of the game and its meaning to the viewer?