Thin concurrent games are a setting for game semantics based on models of concurrency, and event structures in particular. By design, they support the semantics of concurrent languages. But for purely functional languages such as the lambda-calculus, they turn out to have strong connections with other quantitative models, such as relational models and their categorifications, along with resource terms and Taylor expansion.

In this talk, I will give an introduction to concurrent games, focusing on those connections.