





## The Problem:

Handwritten field notebooks  
dating from last century,  
that are almost *illegible*.

They must be validated against the existing transcription  
and updated.

**Our solution** is to use *gamification*,  
using more eyes across more devices  
to validate the transcription process.



About



What do you think this says?

A photograph of a handwritten note in brown ink on aged paper. The text appears to be "wouldn't" followed by a small degree symbol (°).

Wouldn't



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Archival Field Notebooks of Paleontological Expeditions



About



What do you think this says?

wouldn't °

Wouldn't



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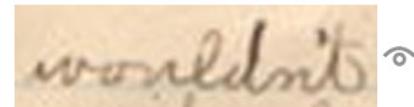
Archival Field Notebooks of Paleontological Expeditions



About



What do you think this says?



A photograph of a handwritten note in brown ink on aged paper. The text reads "wouldn't" followed by a small circled degree symbol.

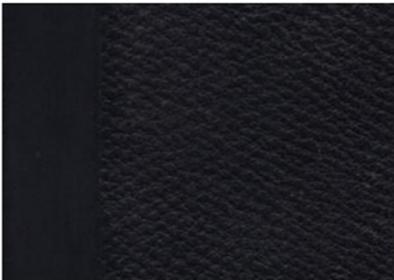
Wouldn't



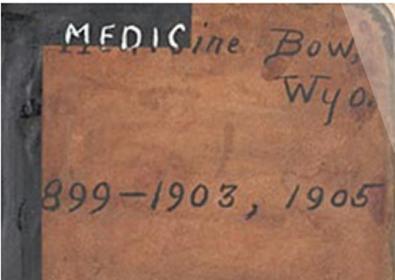
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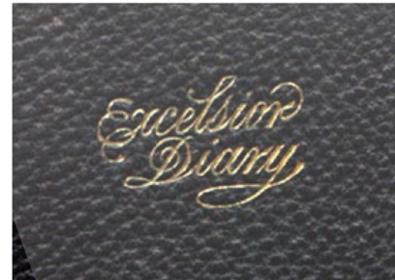
## Archival Field Notebooks of Paleontological Expeditions



COMPLETED



IN PROGRESS



IN PROGRESS

### ABOUT THIS PROJECT

"Paleontologists throughout the 20th century used field notebooks to keep detailed logs of their expeditions. Previous work at the museum has given us these notes as scanned images and as very imperfect text transcriptions. The text has never been analyzed for potentially relevant pieces of information that could lead to new understanding of past expeditions. These data are very frequently requested by researchers from around the world, but their imperfect nature make them less useful than they could be."

The SUNYdigs team decided that the best solution for this project was to gamify this "Dig Up the Past" challenge by creating a platform where users would transcribe without being overwhelmed.

