Intro to the Digital Humanities

Gamification in the Digital Humanities

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# Introduktion

## Who we are

* Why we chose this topic
* Goals/Motivation for the Project

# What is Gamification?

* Definition
* History
* Examples
* Pros and Cons
* Studies?

# Why we need Gamification in the DH

* Using DH Tool without programming knowledge
* User friendly tools
* Open source Projects
* Motivation
* What we hope for in the Future

# Developing a Gamification tool

* Tool for learning Python?
* Something else?
* What is the goal of our tool?
* How we want to design to tool
* Python script or Game Engine?