Intro to the Digital Humanities

Gamification in the Digital Humanities

Isabell Hor, Tim Karwasz, Lara von Kries



|  |  |  |
| --- | --- | --- |
|  |  |  |

# 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?