Intro to the Digital Humanities

Gamification and the Digital Humanities

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# Introduction

## Why have we chosen this Topic?

Working in the field of the Digital Humanities means to have knowledge in a bored range topics and disciplines and being able to quickly learn all sorts of new things. Programming languages, using online and offline tools to work with all sorts of data, linguistic, History and maybe musical theory are some of the fields one may encounter during the work in the Digital Humanities. Gaining the necessary skills can be difficult, especially for people without computer science background who would like to participate in the Digital Humanities

The goal of this paper is to explore how the concepts of gamification can be beneficial for the work and research in the Digital Humanities. How gamification can improve the way people interact with new tools and programming languages which they might need during their work process. Having in mind people with and without computer science background and various difficulties they may encounter during their work in the Digital Humanities as a combination of multiple fields of research.

In this paper we will give an overview about gamifications. The history, the definition, where gamification is already used and how it improves motivation and engagement. Besides the aspect of learning gamification can be used in crowd sourcing contexts to motivate and integrate the contributors to continue working on the project. This is interesting because some of the research problems in the Digital Humanities can not be solved with computational power or a limited group of experts.

During the work on this paper we will develop a concept/ example for a gamification tool to be used in the Digital Humanities. This process will include how to find a suitable subject. What are the important features this tool needs to implement? How can we achieve the goal of user friendliness? What are the problems that we encounter on the way? The result will passible not be a perfect Digital Humanities gamification tool. But a blueprint of how we would fulfill this task with more time.

# What is Gamification?

## The Definition of Gamification

## The History of Gamification

## 

## Gamification: Examples

* Pros and Cons
* Studies?

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# Where Gamification can be used in the DH

## Crowdsourcing and Gamification

Crowdsourcing is sourcing model to divide work between participants to achieve a cumulative result (e.g. Wikipedia). Using the intelligence of the masses can be effective in many ways. Not only to possible save some money but to perform large tasks faster with dividing it on to the crowd and using the different skills from the people who form the crowed. Combining know how of a verity of people is often used by non-profit-organizations to create common goods. In times of the internet is becomes more popular to use Crowdsourcing to realize all kinds of projects and perform research tasks. Crowdsourcing can be also used in the Digital Humanities.

“Crowdsourcing is a type of participative online activity in which an individual, an institution, a non-profit organization, or company proposes to a group of individuals of varying knowledge, heterogeneity, and number, via a flexible open call, the voluntary undertaking of a task.”(Estelles-Arolas &Gonzales-Landon-de-Guevara, 2012)

So, what is Crowdsourcing in the context of the Digital Humanities?

In the Digital Humanities Crowdsourcing is used to collect all kinds of data. Literature, New Papers, Articles, Pictures are collected in online Library’s. All of this is aimed towards the goal to work for the common good and not the money in the first place. On big part of the work in the Digital Humanities is to actually digitalizes and encode Data. Which cannot be solved by a small amount of people. Although there are computer programs for optical character recognition to encode text and even music sheets, the techniques are not jet fully complete, so the power of the crowd is necessary to fulfil the task to encode all the data that humanity has collected on paper in the last thousands of years. Combining the skillsets of many experts all over the world to translate or decrypt ancient texts this possible though Crowdsourcing projects. Curation, classification, transcription, correction and social tagging are some of the ways in which the public is able to contribute. “In the digital humanities, crowdsourcing refers to the process of aggregating distributed resources (e.g., information, artefacts) to improve existing assets or to create new ones.” (<https://mw2013.museumsandtheweb.com/paper/digital-humanities-and-crowdsourcing-an-exploration-4/> ).

Examples of Opensource projects in the Digital Humanities

* Ancient Lives (<https://www.ancientlives.org/#/>)
* Old Weather (<https://www.oldweather.org>)
* 1001 Stories of Denmark (<http://www.kulturarv.dk/1001fortaellinger/en_GB>)
* The Listening Project (<https://sounds.bl.uk/Oral-history/The-Listening-Project#>)

But what has all of this to do with Gamification?

Crowdsourcing is a major area for the implementation of gamification. At least 50% of the Crowdsourcing project are gamified because gamification can be an effective approach to increase participation.

# Developing a Gamification tool

* Tool for learning Python?
* Something else?
* What is the goal of our tool?
  + Teaching basic python
* How we want to design to tool
  + UI
  + Level and points
  + Simple!
  + Fun
  + No previous knowledge needed
* Python script!