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.

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# What is Gamification?

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

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# 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

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# 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?