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

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

## 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?

# 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?