

Gamification

GOAL

A scavenger hunt game, where participants are asked to complete a series of tasks. It is used for either educational or entertainment purposes.

HOW IT WORKS

A game consists of one or more paths that players may follow in order to complete the game. A path consists of two or more scenes (nodes of the path). For each scene, players have to complete one tasks. Possible tasks include just being in a specific location (send the device's coordinates), answer questions, upload media files, or label (annotate) a number of media files.

DEPLOYMENT

The first version of the game was used in the 1st Digital Games Festival @ Piraeus on 31/05/2014. Modified versions were used in the context of H2020 project STORM and in several local events including one in the frame of celebration for the European Conservation Day of Cultural Heritage, co-organised by DIADRASIS (www.diadrasis.org) and International Council Of Museums (ICOM) Conservation Committee.

BENEFIT

Cost-efficient, game-based motivation technique for crowdsourcing.

RESEARCHERS IN CHARGE

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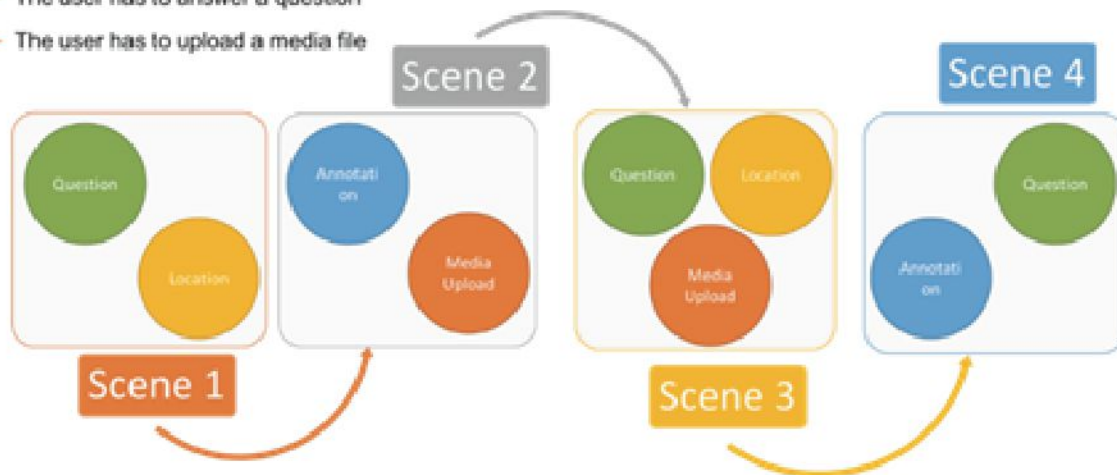
Christos Chatzigeorgiou

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- The user has to send his/her location
- The user has to classify a series of media files
- The user has to answer a question
- The user has to upload a media file



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