Preserving cultural heritage through gamification

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In recent years, the topic of gamification, or the incorporation of mechanics, technologies and/or concepts from the gaming industry into a non-game environment, has become a popular means of preserving and presenting cultural heritage in a sustainable way. Simultaneously, cultural heritage has become a beloved topic in the gaming industry, with many large and small games containing a storyline or setting involving and/or incorporating cultural heritage. The 'merging' of the disciplines of cultural heritage and the game industry knows a wide variety of approaches, but also has many challenges depending on aspects such as the target audience, the type of heritage, the accessibility, on-site or off-site presentation, or the (scientific) accuracy.

This session invites researchers and speakers from the cultural heritage discipline to present the (preliminary) results of case studies where gamification has been applied to preserve, present, and/or research cultural heritage. We also gladly receive papers focussing on overarching themes of gamification, such as methodology. This session also welcomes those working in the gaming industry who are incorporating cultural heritage in their projects. By bringing together the experts from both disciplines we hope to stimulate discussion on the interplay between cultural heritage and games.

#gamification #cultural heritage #game industry