Level Up: Gamification in Heritage

Session

The gaming industry has been known as an accelerator for innovation. The industry is capable of presenting large amounts of complex data to brought variety of target groups. Not only are they able to present different aspects of the past, building these experiences demands a different approach on research and developing. Gamification in cultural heritage is a learning tool for both the public as it is for the researcher. For the public, While playing and interacting you get bits of information about a topic you otherwise would have probably seen as boring or not worth paying attention to. But in the context of playing this aspect can be new and interesting. As for the researcher and de developer, totally different research questions are needed to gather the information needed for developing a good experience. During last years gamification session the speakers presented the (preliminary) results of case studies where gamification has been applied to preserve, present, or has been researched within cultural heritage. The session ended with lively small discussion groups, the need for a follow up and the common wish to stay connected.

A lot of these researches are trail and error and pioneering for our field of work. That is why we would like to continue our last year's session at the CHNT 2023 to discuss new topics on gamification. Such as new games that have history, archaeology or World Heritage as their main focus, problems faced (and possible solutions) while developing, methodology, and best / worst (because sometimes we can learn the most of failure) practices on gamification in World Heritage. How, where and why does World Heritage wants to be featured? Especially in these times where people showing more awareness for their environment and show more sustainable behaviour. – In other words how can gamification be a learning tool for preserving world cultural heritage and the understanding of the influences that, for example, climate change can have on cultural heritage and future archaeological research.

This session also welcomes those working in the gaming industry, incorporating cultural heritage in their projects. By bringing together experts from many disciplines we hope to stimulate discussion on the interplay between cultural heritage and games

Motivation

"Alone we can do so little"

In a rapidly changing world, in an even faster changing industry, it is of the upmost important to keep sharing and developing knowledge together.

Target Audience

3D developers, heritage managers, education specialist

Keywords

#Gamification #cultural heritage #archaeology #citizen participation #awareness