



Crowdsourcing through Games

Dr. Karen Schrier

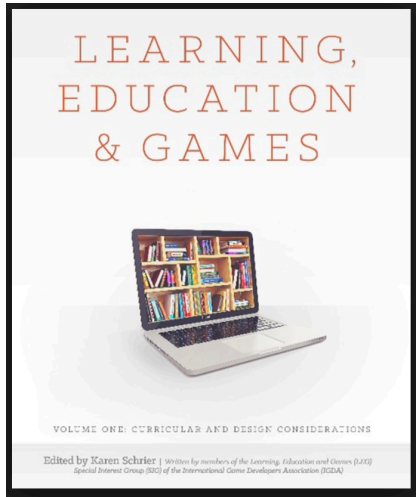
Associate Professor/Director of Games Program

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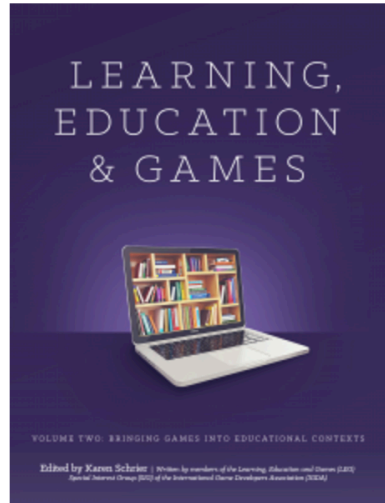
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Book 1



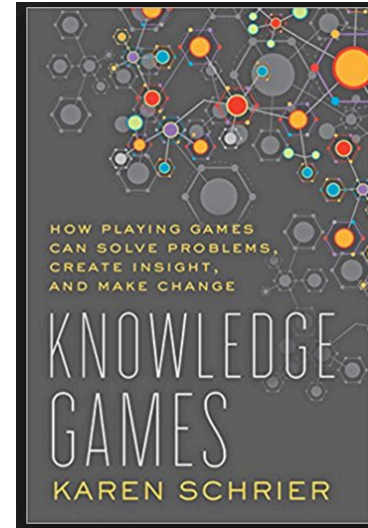
Book 2



Book 3

100 Games for
the Classroom
& Beyond!
(Looking for
contributors)!!

Bonus!



Free books!: google LEG ETC Press

Written by the IGDA Learning, Education & Games

SIG-- email Kschrier@gmail.com to sign up!

Art

Socio-emotional skills

Math

Physics

Civics

Tons of serious games!

Literacy

Computation

Languages

Finance

Psychology

Ethics

History

Health

Empathy

Music

Geography

Writing

Climb
the ladder
to learn what
BIG NUMBERS
are made of!

20
19
18

17

16

15

14

13

12

11

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9

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5

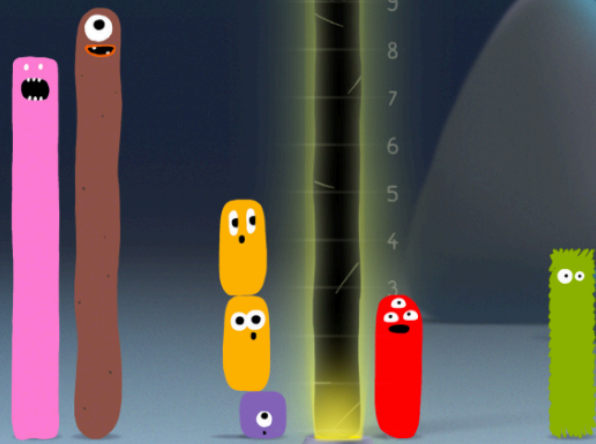
4

3

2

1

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20



10

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QUANDARY

AT THE DAWN OF A NEW SOCIETY...
HOW WILL YOU DECIDE?

Planet Braxos
needs your help!

When the human colonists on Planet Braxos can't resolve their dilemmas, they need you, their Captain, to help. Play Quandary now and shape the future of a new civilization.



USER:
PASSWORD:

English

MISSION US AN INTERACTIVE WAY TO LEARN HISTORY

LOGIN REGISTER

HOME ABOUT PLAY EDUCATORS HELP CONTACT



Mission 1 For Crown or Colony?

It's 1770. You are Nat Wheeler, a 14-year-old apprentice in Boston. When fighting starts, what will you do?

PLAY
WATCH THE TRAILER



Mission 2 Flight to Freedom

It's 1848. You are Lucy King, a 14-year-old enslaved in Kentucky. Will you find a path to freedom?

PLAY
WATCH THE TRAILER



Mission 3 A Cheyenne Odyssey

It's 1866. You are Little Fox, a Northern Cheyenne boy. Can you help your tribe survive life on the Plains?

PLAY
WATCH THE TRAILER



Mission 4 City of Immigrants

It's 1907. You are Lena Brodsky, a Jewish 14-year-old from Russia. How will you start a new life in America?

PLAY
WATCH THE TRAILER

About Mission US
Mission US is a multimedia project that immerses players in U.S. history content through free interactive games. [read more](#)

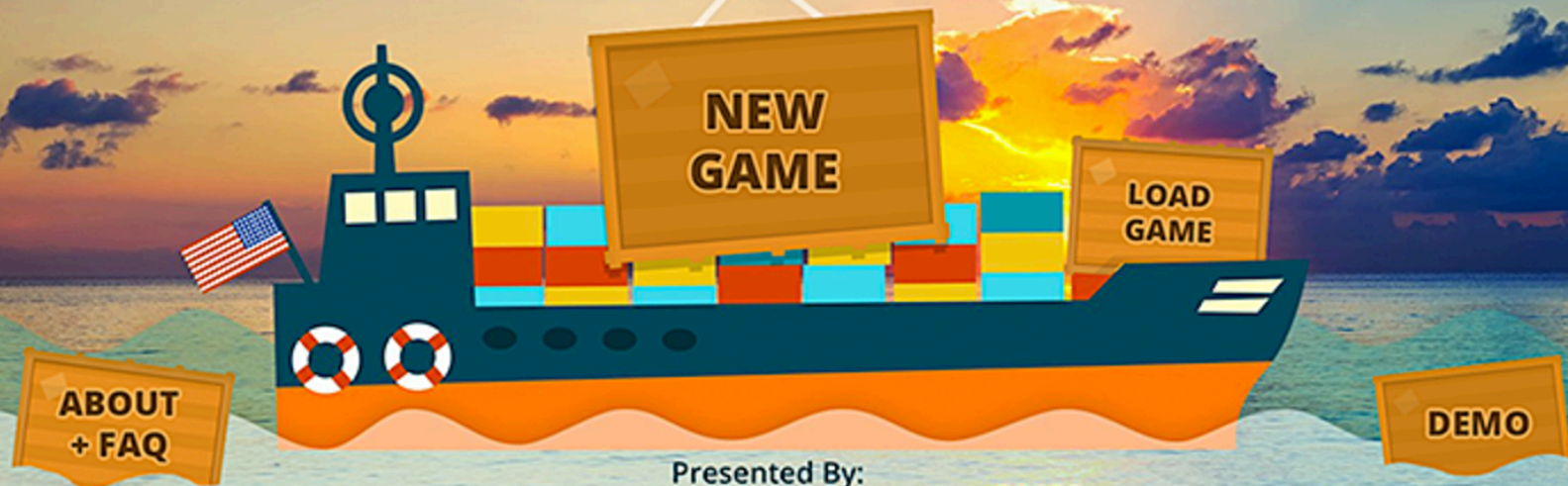
THINK FAST!
ABOUT THE PAST

Test your knowledge of history as you race against the clock! **Three free ways to play:**

PLAY ONLINE
APPLE IPAD
ANDROID TABLET

© 2015 THIRTEEN Productions LLC. All rights reserved. Produced by **WNET THIRTEEN** NEW YORK PUBLIC MEDIA. Funding for Mission US provided by the Corporation for Public Broadcasting. Additional funding provided by the National Endowment for the Humanities. Educational outreach support provided by The Page & Otto Marx, Jr. Foundation and Altan Foundation.

THE FISCAL SHIP



Presented By:



Hutchins Center
on Fiscal & Monetary Policy
at BROOKINGS



Funded By:



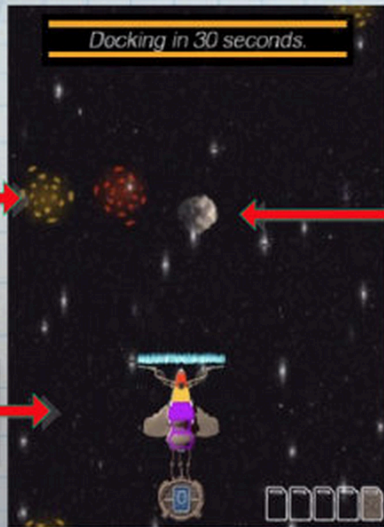
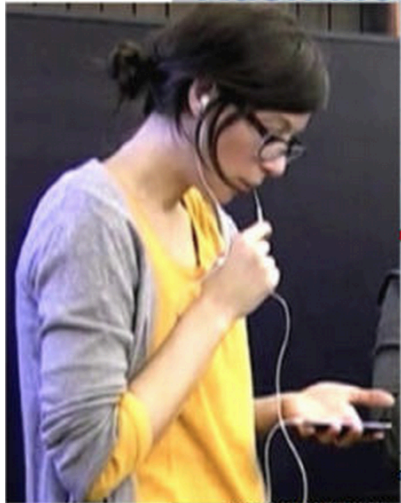
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FOUNDATION



Richard Lounsbery Foundation

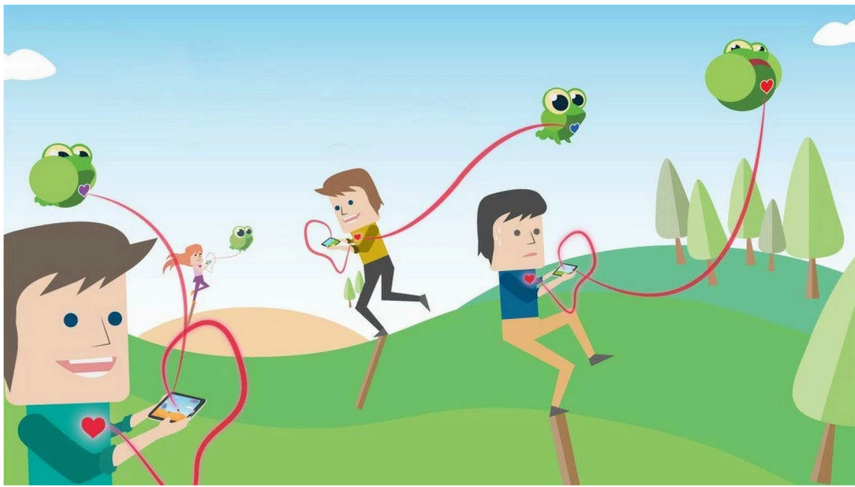


Rush Mode: Game Objective



Obstacles such as asteroids cause damage to the spaceship and canister.





Skip a Beat



Games are already **solving problems**,
but can we also solve real-world
problems **through the game itself**?

Can games **not only teach** us skills,
concepts, topics that we already
know?


.....

But also **produce brand new**
knowledge?

Like, really?

This is already has been happening for
100s of years with **citizen science**.



GET THE APP  

[ABOUT](#)

[LEARN MORE](#)



[ENTER DATA](#)

[EXPLORE DATA](#)

A close-up photograph of a vibrant green and blue hummingbird hovering near a cluster of light blue flowers. The bird's long, red beak is extended towards the flowers. The background is a soft, out-of-focus purple.

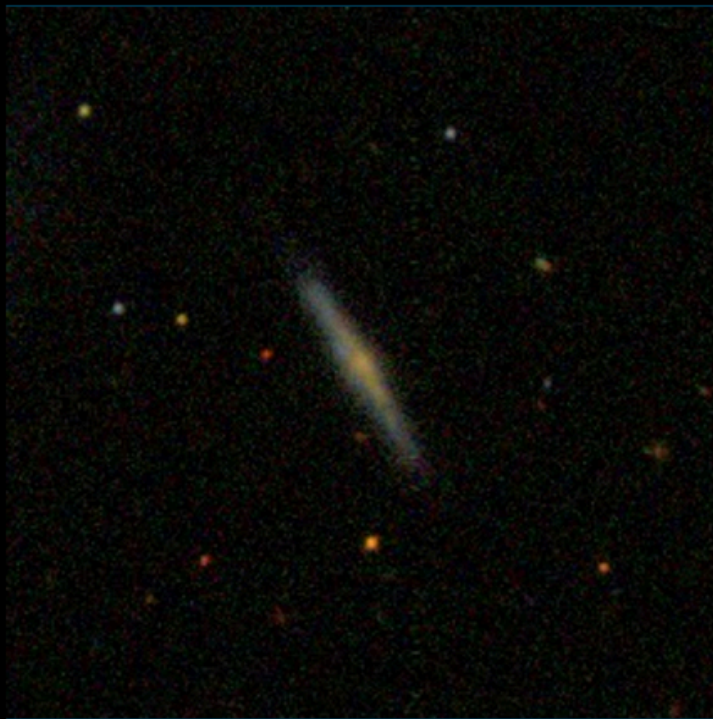
TOGETHER, WE CAN HELP HUMMINGBIRDS

Join us as a citizen scientist to help learn more about hummingbirds and how to protect them.

[WATCH THE TUTORIAL](#)

[LOGIN](#)

[SIGN UP](#)



Classify



SDSS



Invert

Help

Restart

SHAPE

Is the galaxy simply smooth and rounded, with no sign of a disk?



Smooth

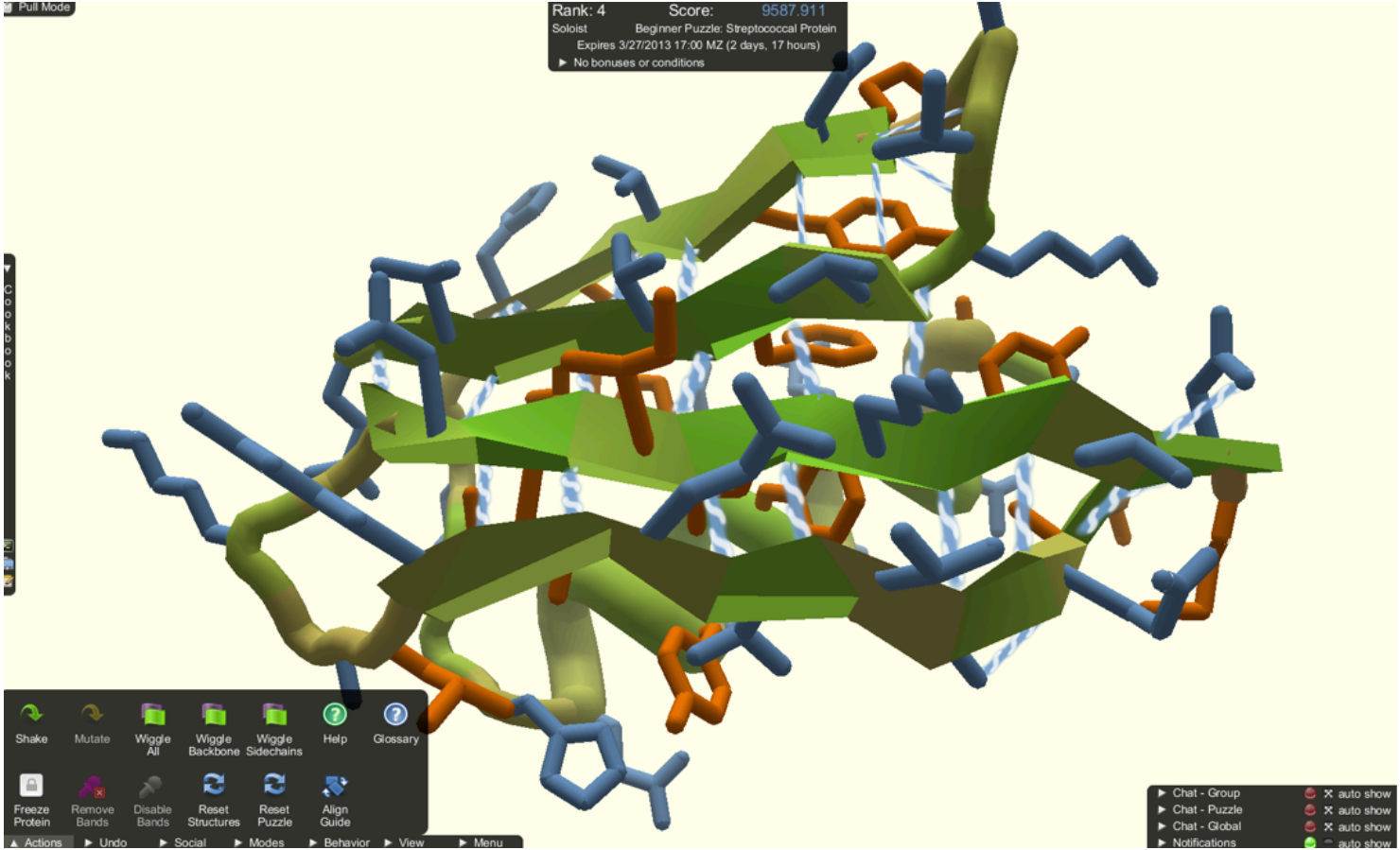


Features or disk



Star or artifact

Now, it is happening through games.



Seth Cooper, Firas Khatib, Adrien Treuille, Janos Barbero, Jeehyung Lee, Michael Beenen, Andrew Leaver-Fay, David Baker, Zoran Popović & Foldit players (2010) “Predicting protein structures with a multiplayer online game,” *Nature* 466, 756–760.

<http://eyewire.org/explore>

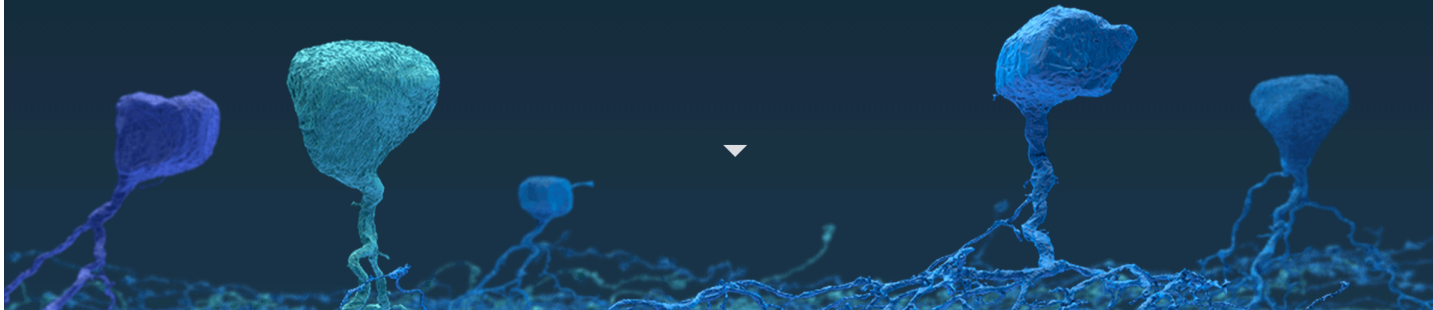
Eyewire

SHARE 



A GAME TO MAP THE BRAIN

PLAY NOW





Moths!

Setup!

Get Started!

Drag bad photos to the choices below to swap them.
When all the photos look good, click "play" to start!



Not a Moth



Drag a photo to this space if it is not a picture of a Moth.

Trash



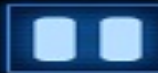
Drag a photo to this space if it is too light, too dark, or too blurry to use.

Play



[Instructions](#) | [About](#) | [Credits](#) | [Go Back to Citizen Sort](#)

Greg Newman, Andrea Wiggins, Alycia Crall, Eric Graham, Sarah Newman, and Kevin Crowston (2012). The future of citizen science: emerging technologies and shifting paradigms. *Frontiers in Ecology and the Environment* **10**: 298–304.





HELP BEAT CANCER SOONER
IN THIS GREAT NEW MOBILE GAME!



I call these games **Knowledge Games**,
because they help build knowledge.

Games are **highly motivating** systems

Why not analyze people data **dynamically**
within a **system**?

Why not analyze people and social issues with
the benefit of **collective collaboration** and
problem solving?

*

Humans + Computers = Problem Solving **Gold**



Can game players not only teach us
about science, but also help teach us
about humanity?

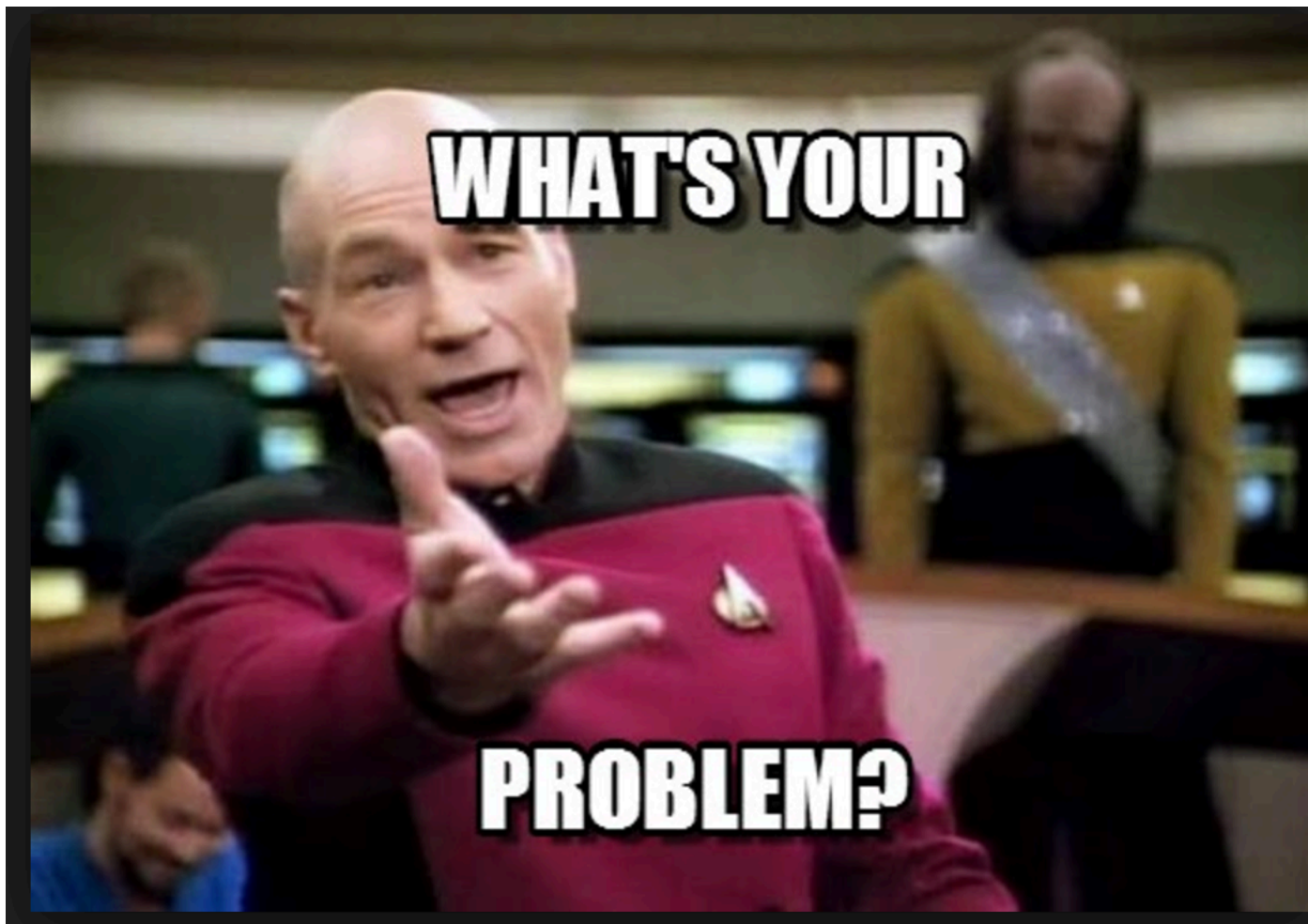






Landwehr, P., Spraragen, M., Ranganathan, B., Carley, K., M., and Zyda, M. (2012). "Games, Social Simulations and Data—Integration for Policy Decisions: The SUDAN Game" *Simulation and Gaming*.

We need to make a more of these games to support the creation of knowledge in **social science, art, humanities**, in addition to **science**.



WHAT'S YOUR

PROBLEM?

What should we be learning about through
games?

I'm looking for partners!

Let's create and research **Knowledge Games**
together!



Thank you!

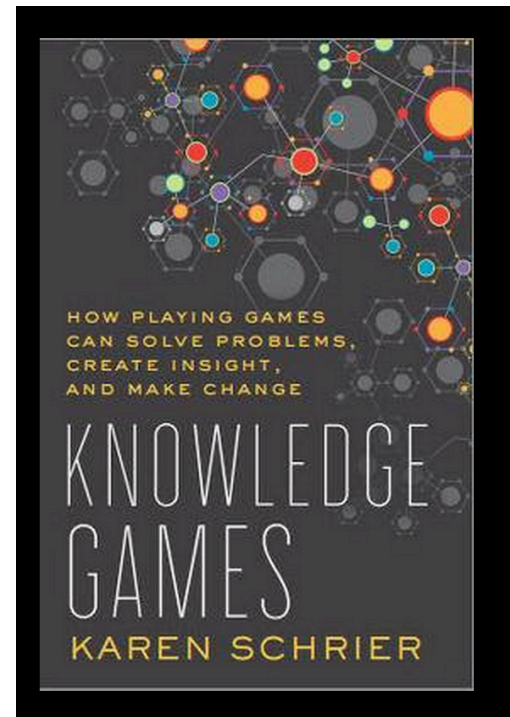
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www.knowledgegamesbook.com



Knowledge Games:
How Playing Games Can Help Solve Problems, Create Insight, and Make Change
(2016, Johns Hopkins University Press)