

Session

Entry ID: 205

Title: **Gamification and public participation**

Description (250-300 words required)

This session will explore the intersection of cultural heritage and modern games, with a focus on how game developers can represent and promote cultural heritage in their work. Do Game developers have a one directional approach when it comes to developing a game strategy? Or is there sufficient interaction between the game developers and the target group and the general public? And what role do researchers play in this interaction? Over the last years there seems to be more involvement from scientists in the gaming industry. Some universities now offer game development related studies. To what extent have games become more science-based (the historical and cultural-heritage data-use but also as to the science of how people play games, behavioral studies etc.)?

We are seeking submissions from game developers, researchers, and industry professionals who are interested in discussing the role of cultural heritage in games and the potential impact of these representations on players. Topics of interest include, but are not limited to:

- The use of historical settings and events in games
- The portrayal of diverse cultures and traditions in game narratives
- The challenges and opportunities of incorporating cultural heritage into game design
- The potential for games to educate and raise awareness about cultural heritage

An important question is also which concessions for the sake of the game (in relation to accuracy etc.) have to be made during the development process.

We are particularly interested in attracting game developers to participate in this debate, as their perspective is crucial to understanding how cultural heritage can be effectively integrated into game design. We encourage developers to submit papers, case studies, or proposals for panel discussions that explore their experiences with incorporating cultural heritage into their games.

We look forward to engaging in a lively and thought-provoking discussion on the intersection of cultural heritage and games at the conference. Thank you for considering this call for papers.

Motivation:

After a first session on gamification in Cultural Heritage and the follow-up session last year where we focused on preserving cultural heritage through gamification, we would like to focus this year on gamification, citizen participation and the game industry.

Target Audience:

Game developer, game industry professionals, researchers in cultural heritage, science citizen

Keywords (3-5 keywords required):

Gamification, cultural heritage, citizen participation