



Gaming, Gamification, + DH (feat. Twine!)

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Slides online at jjay.cc/prattgame

Where I'm coming from...

WANTED: **FIRST-YEAR STUDENTS** **FOR:**
TRANSFER STUDENTS

ESCAPE THE LIBRARY!



NONDESCRIPT

This web try compares your writing sample and a message you want to anonymize to 10 random authors in our background corpus. It will tell you whether your message is more similar to your writing sample or to another author's writing. Based solely on how frequently you use common words. (Read more about how this is done). You'll have a chance to revise your message. Can you change your message enough to escape?

Paste in a writing sample. Works best with over 7000 words. This sample should be in the same genre of writing as the message you'd like at the right, e.g., scientific writing or casual emails.

Paste in a message. This is the message you would like to anonymize. You will have the chance to keep revising this message.

This data is not stored. Make sure you have your own copy. Information about users is not stored. [More info](#).

Input screen

NONDESCRIPT

Results
Compared to 7 random authors' documents in our background corpus, was your message still classified as yours?
Message successfully anonymized for this classifier.
Overall (best-of) classifier score: 0.975

Analysis of your writing sample and message
Your word count is: 8,174 (average score: 1.6)
Randomly chosen from this message and original writing sample (70 words): 0.000
Similarity between this message and original writing sample (70 words): 0.000
Randomly chosen from this message and original writing sample (70 words): 0.000
Your message word length is: 0.75 (your average)
Your message (average) length is: 0.75 (your average)

Analysis of your email writing style
Your word count is: 1,134 (average score: 1.6)
Randomly chosen from this message and original writing sample (70 words): 0.000
The most unusual words used, compared with all our average documents:
Randomly chosen from this message and original writing sample (70 words): 0.000
Randomly chosen from this message and original writing sample (70 words): 0.000
Randomly chosen from this message and original writing sample (70 words): 0.000
Randomly chosen from this message and original writing sample (70 words): 0.000
Randomly chosen from this message and original writing sample (70 words): 0.000

Try again?

Suggestions for synonyms provided:

I got ASKED (inquire, require, expect, necessitate, postulate, need, sake, involve, call for, demand) OFTEN (often, often, often, often, a great deal, what it is to do, exactly, and still don't have my elevator pitch down just a endeavor, try, attack, seek, essay, ally) to answer the question of what PEOPLE (multitude, masses, more, not, politics, the great unwashed) with the title do, know, and wish they knew. address COMPARES (compare, equating, comparability, here, equated) job ads to survey RESPONDED (reaction, answer, reply, necessary) with INTERESTING (concern, occupy, worry, matter to) results, a few INSIGHTS (insight, perceptiveness, perceptivity, brainstorm, brainstormed) from her paper, which is certainly worth a read, interspersed with my uncollected personal opinions still, looking at numbers and general duties, it's hard to see what she's do, as for me, some of my projects are the usual deliverables—

About this site
This analysis only considers the top 10,000 words used in English. Extremely rare words (like uncommon names) and multi-word expressions are not considered. Using NonDescript does not guarantee anonymity! Your texts are compared to a random assortment of web writing from the Bing Authorship Corpus, but these are writings from strangers—be it in a field that in a true investigation, your writing would be compared to those closest to you. [More info](#).

Output screen

Research help



Finding books

- [How to find a book in the Library](#)
- [Guide to finding books](#)
- [Requesting books from other CUNY libraries](#)
- [Help with ebooks](#)



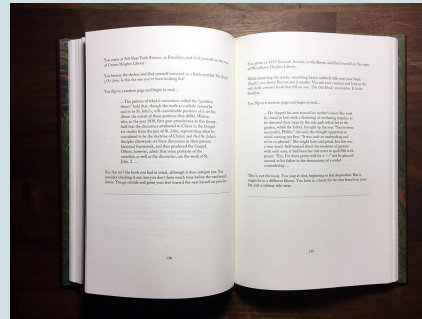
Finding articles

- [Finding articles \(OneSearch\)](#)
- [Finding articles \(general\)](#)
- [Guide to finding articles](#)
- [Troubleshooting problems](#)



Library databases

- [From question to keywords](#)
- [OneSearch tips](#)
- [Guide to using a database](#)
- [Searching tips](#)
- [Help for EBSCO databases, LexisNexis, and PsycINFO](#)





Gamification is...

The process of game-thinking and game mechanics to **engage users** and **solve problems**

Gamification by Design (2012), Gabe Zichermann and Christopher Cunningham

Something in the real world with a gameful or playful layer on top (e.g., a class syllabus)... As distinct from gaming and game-based learning (e.g., playing Carmen Sandiego)

Paraphrased from CUNY Games festival 2014, Scott Nicholson (bgnlab.ca)

Exploitationware

Ian Bogost, “Gamification is Bullshit” 2011 blog post ([link](#))

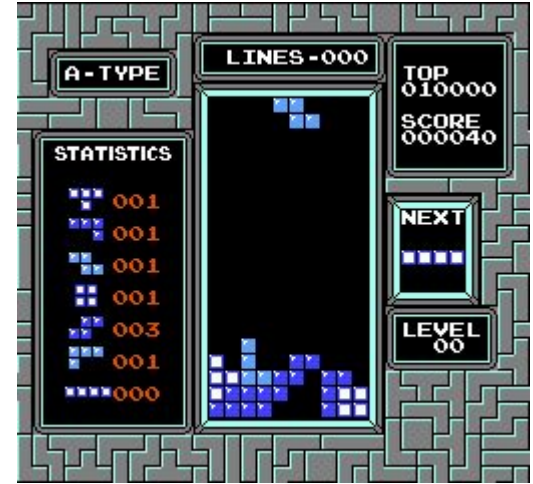
Game design

Motivation + rewards = “the sweet spot”

“flow”

“being in the zone”

(prolonged engagement)



Rewards (SAPS)

Status Leaderboards, badges

Access Unlock a VIP reward

Power Extra powers

Stuff 10th coffee is free

Gamification by Design (2012)



The Original Barnstar





For all of your hard work! Turn685 (talk) 02:21, 25 February 2013 (UTC)

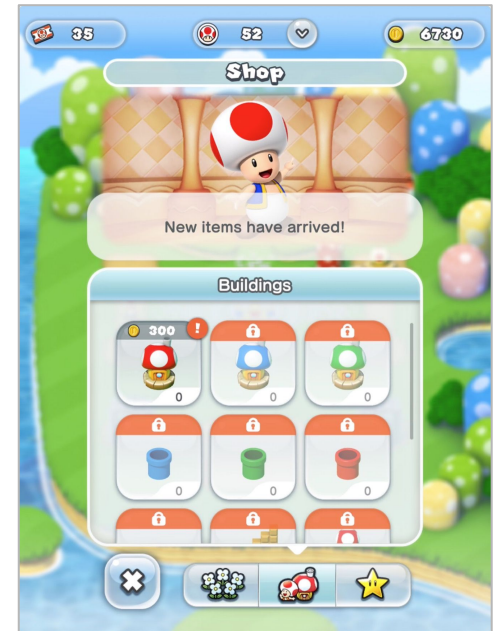


Stack Overflow
Q&A for professional and enthusiast programmers
(7,978,448 total users)

Nov 5, 2017 - Nov 5, 2017
- prev week

Type to find users: Sort by: Week Rank

 Jon Heller @3 38 76 member for: 7 years, 3 months	#1	+232	21,659	505
	week rank	change	total reputation	week reputation
 Gordon Linoff @23 @207 @300 member for: 5 years, 10 months	#2	-1	604,271	440
	week rank	change	total reputation	week reputation
 COLDSPEED @9 @43 @80 member for: 2 years, 5 months	#3	+24	44,931	430
	week rank	change	total reputation	week reputation
 Tarun Lalwani @2 @8 @27 member for: 4 years, 1 month	#4	+1	21,842	415
	week rank	change	total reputation	week reputation

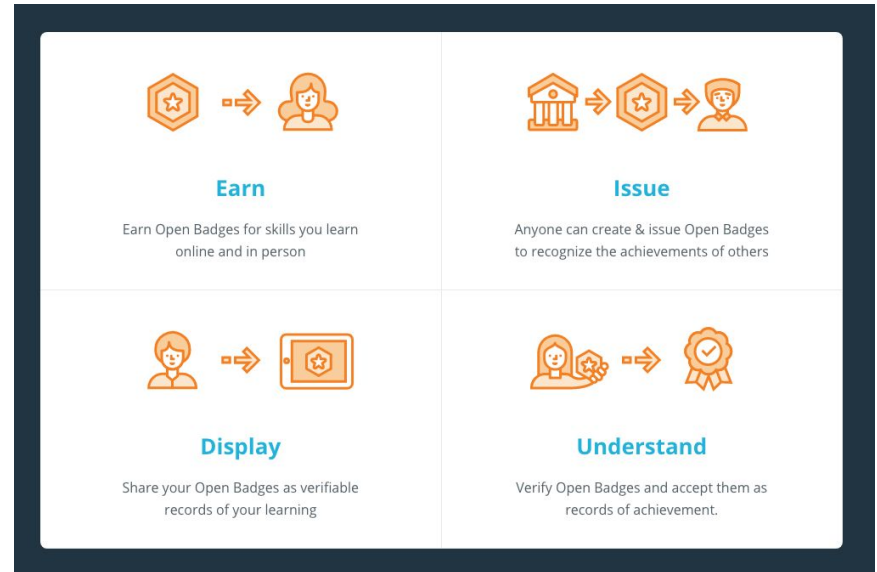


Gamification + education

Open Badges from Mozilla openbadges.org

Nanodegrees udacity.com/nanodegree

And also... Every degree and syllabus



Games + DH



- **Games as texts**
 - Game studies, platform studies, literary studies
 - Examples: [Preserving Virtual Worlds](#), [MIT Platform Studies series](#)
- **Data as game components**
 - Crowdsourcing information
 - Example: buildinginspector.nypl.org
- **E-lit**
 - Hypertext
 - Example: depressionquest.com

Twine

twinery.org

Open-source software for creating nonlinear stories, exported in HTML



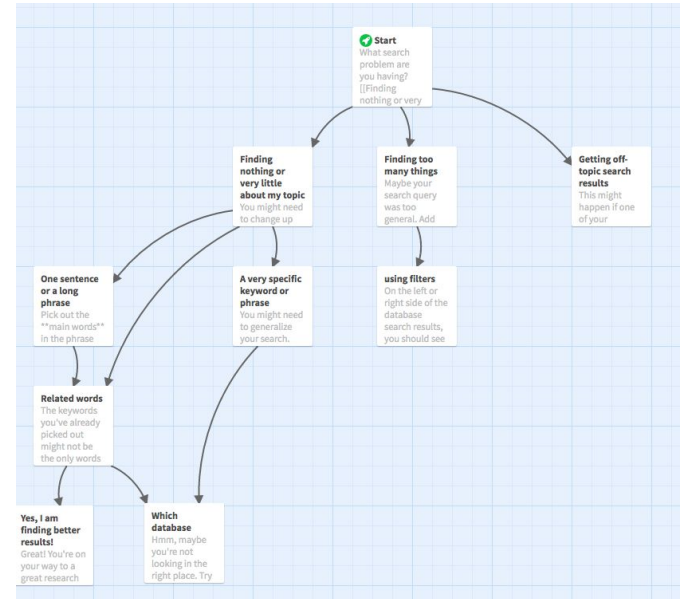
Nonlinear stories

“Choose your own adventure”

“Chooseable path”

Skip, loop, reverse, traverse the story

Great Twine example: birdland.camp





Uses for Twine

- Interactive creative fiction
 - [Interactive Fiction Database](#)
- Choose-your-own-adventure game
 - [Birdland.camp](#)
- Step-by-step tutorials
 - [Library example](#) from Miriam Posner
- ???



Try it yourself!

Open up twinery.org

Click the **Use it online** link, upper right

Click **Skip**

Click **+Story** on the right



Harlowe markup style basics

[[[Link to another page](#)]] ← if the link name doesn't already exist, one will be created

[[preferred link name|[Link to another page](#)]]

****bold**** or **'bold'**

italic or *//italics//*

* list

* list

some HTML is okay



Export your HTML

Select **Publish to File** (bottom nav bar)

Send the .html file to me at RDVS18@gmail.com so I can import it into my browser Twine to show everyone



Web app vs. downloaded app?

- The web app
 - is easiest to start using
 - stores data in your browser cache, so clearing your cache would delete your story.
 - lets you download the finished HTML product with the Publish to File option
- The downloadable software
 - stores data locally, so no worries about accidental deletion
 - is otherwise exactly the same



Interested in games & gamification?

Attend the [CUNY Games Conference](#) in January 2018

Interested in e-lit?

Explore the Electronic Literature Organization (ELO)

Follow Dene Grigar, ELO President and champion of saving/documenting e-lit

Check out [NaNoGenMo](#) (and Darius Kazemi) this month!



Thanks!

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