Archives, Metadata and Gaming: An Interesting Combination
Danna Bell-Russel

In the May 23, 2011 issue of the *Chronicle of Higher Education*, author Jennifer Howard discussed [Metadata Games: An Open Source Electronic Game for Archival Data Systems](#), a fun way to come up with tags for collections. Mary Flanagan, a professor of digital humanities at Dartmouth worked with Peter Carini, the college archivist, who was looking for ways to provide better access to the collections.

To test Metadata Games, staff from the Tiltfactor laboratory, which is headed by Dr. Flanagan, chose 200 images from the college archives. Then a small group of players were recruited to test the game. During the pilot phase the players generated over 6,000 tags and it was determined that 90% of the metatags created were useful.

The first phase of the project has been funded with a grant form the National Endowment of the Humanities and the American Council of Learned Societies. Dr. Flanagan and Mr. Carini will do additional study of the data from the first pilot and will also be looking to raise funds and locate additional institutional collaborators.

One potential collaborator may be the Brooklyn Museum of Art which has a tagging game called, [Tag! You're It!](#), a game that allows users to compete against other to come up with the best tags for a specific item. The Brooklyn Museum website provides a video demonstrating the game for potential users

Read this entry from the [Archives Watch blog](#).