Tiltfactor Laboratory receives NEH Digital Humanities Implementation Grant to Expand Metadata Games, Add Other Media Formats

The National Endowment for the Humanities (NEH) has announced that Tiltfactor director Mary Flanagan is one of seven award recipients in the endowment's inaugural Digital Humanities Implementation Grant program. The Digital Humanities Implementation grants "support the implementation of innovative digital humanities projects that have successfully completed a start-up phase and demonstrated their value to the field."

"Games provide a fun way to incorporate the knowledge and enthusiasm of the public with the museums, archives, and libraries around us, and this project is a big step forward in thinking about creating games with national impact," said Flanagan, "Using crowdsourcing is a rather new idea, but one that we've shown to be a success. With this funding, our team can realize the potential for Metadata Games to enhance archives at our nation's cultural institutions."

The $324,872, three-year grant will allow Tiltfactor to expand its existing Metadata Games project, a suite of free, open source, internet-based computer games developed by Tiltfactor founder Mary Flanagan in collaboration with Peter Carini, Rauner Library archivist at Dartmouth College. The games help augment access to archival records by harnessing play activity to contribute high quality descriptive information about digital collections held by cultural heritage institutions. This new award will allow the Tiltfactor Lab to develop support for other media formats in addition to the image-based system currently in place. Project advisors include such diverse institutions and organizations as Writtle School of Design, Foundation 9 Entertainment, UC Santa Cruz, The Museum of the City of New York, and the NYPL Labs.

The Metadata Games project can be found at:
www.tiltfactor.org/metadata-games

#####