



NATIONAL ENDOWMENT FOR THE

Humanities

Gaming & the Humanities

a description, a challenge, an appeal
(& a rocket cat)

Jason Rhody | @jasonrhody | jrhody@neh.gov



**ZORA NEALE
HURSTON**

**Their Eyes Were
Watching God**



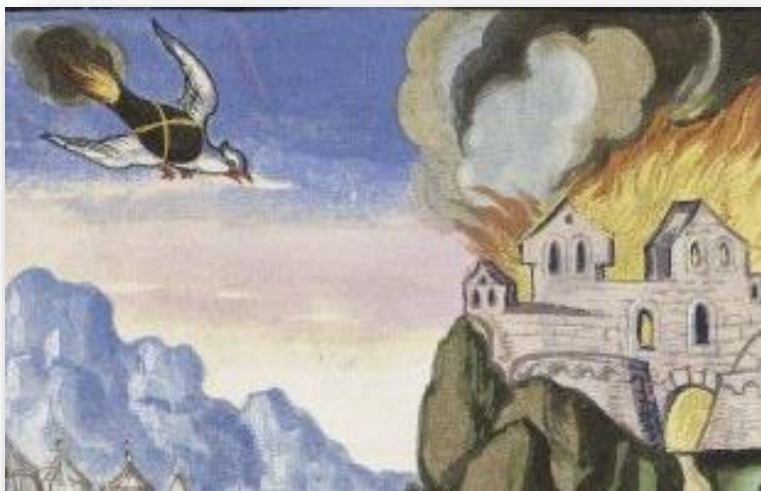
HURSTON

Their Eyes Were Watching God

PS
2075
U7H8
F45
1978







Ein Schloß mit einer
Kaken an zue Zündten.



Kugelen zu tragen die
da Lauffen wird frey..
vrenre .

Nun fünf Jahr Salter, zwanzig Jahr





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ODH Project Team Q&A: Preserving Cultural Software

AUGUST 7, 2013 | BY PERRY COLLINS



31



22



0



EMAIL



PRINT



A screenshot from the award-winning game Prom Week, developed at the University of California, Santa Cruz. The project team will focus on Prom Week as a case study for archiving and preserving software objects and related documentation of the development process.

[+ Click on image to enlarge.](#)

Want to Help?

Whether you're a player, a cultural heritage institution, or a developer, everyone has something to contribute to Metadata Games.

Players



Museums and libraries have digital collections of images, audio, and video files, **but there aren't any descriptions!** Through playing our games, players **make it possible** for these media artifacts **to be found and used**.

[PLAY NOW](#)

Institutions



Our players are ready to **tag your library's or museum's digital media collections!** Not only will they contribute metadata, but they will have a chance to **discover your institution**. To learn more about becoming a content partner:

[CONTACT US](#)

Developers



Want to hack on the code? Metadata Games is licensed under the AGPL v3+. Grab the source code on Github and have fun! We'll gladly accept any improvements, features, or bug fixes — just send us a merge request.

[GRAB THE CODE](#)



A REVOLUTIONARY WAY
TO LEARN HISTORY

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Mission 1: For Crown or Colony?

Will you find romance?

PLAY ▶



Mission 2: Flight to Freedom

When there is a crisis, what will you do?

PLAY ▶



Mission 3: A Cheyenne Odyssey

When railroads enter your land, how will you react?

PLAY ▶

MISSION 1 TRAILER



MISSION 2 TRAILER



MISSION 3 TRAILER



Flight to Freedom

START NEW GAME





DIVISION OF PUBLIC PROGRAMS

DIGITAL PROJECTS FOR THE PUBLIC: DISCOVERY AND PROTOTYPING GRANTS

DISCOVER. DESIGN.CREATE. ITERATE.

WHO WE ARE

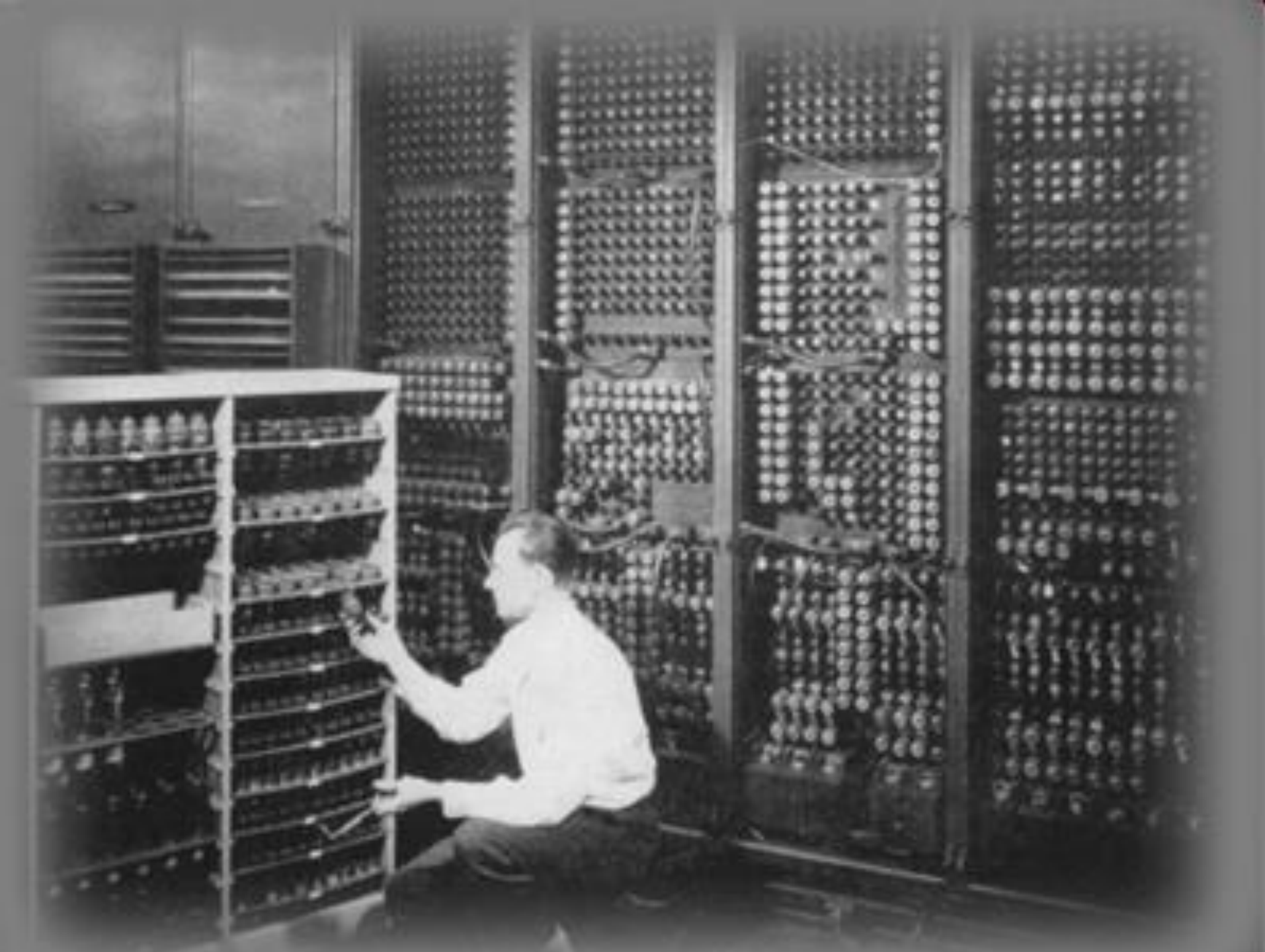
The Division of Public Programs supports a wide range of programs that promote active exploration and engagement for broad public audiences in history, literature, archaeology, art history, comparative religion, philosophy, and other fields of the humanities.

PURPOSE + PLATFORMS

The Digital Projects for the Public grant program welcomes applications for digital projects that explore significant topics or ideas in the humanities, offer creative approaches to humanities content, and encourage dialogue, discussion and experiential modes of learning. Formats supported include:

- Games
- Websites
- Mobile applications
- Curated online experiences
- Site-specific/ augmented reality engagements
- Virtual reality environments
- Transmedia storytelling

(DPP does not support strictly promotional digital tools that do not add significant content.)









Roll over names of designated regions on the map above for descriptions of the role of each in the trans-Atlantic slave trade.

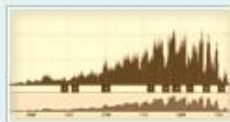
The Trans-Atlantic Slave Trade Database has information on more than 35,000 slave voyages

that forcibly embarked over 12 million Africans for transport to the Americas between the sixteenth and nineteenth centuries. It offers researchers, students and the general public a chance to rediscover the reality of one of the largest forced movements of peoples in world history.



Search the Voyages Database ▶

Look for particular voyages in this database of documented slaving expeditions. Create listings, tables, charts, and maps using information from the database.



Examine Estimates of the Slave Trade ▶

Slaves on documented voyages represent four-fifths of the number who were actually transported. Use the interactive estimates page to analyze the full volume and multiple routes of the slave trade.



Explore the African Names Database ▶

This database identifies 91,491 Africans taken from captured slave ships or from African trading sites. It displays the African name, age, gender, origin, country, and places of embarkation and disembarkation of each individual.

Special features

▶ Introductory Maps

▶ Timeline and Chronology

Sponsors



National Endowment
for the Humanities



W.E.B. Du Bois Institute
(Harvard University)

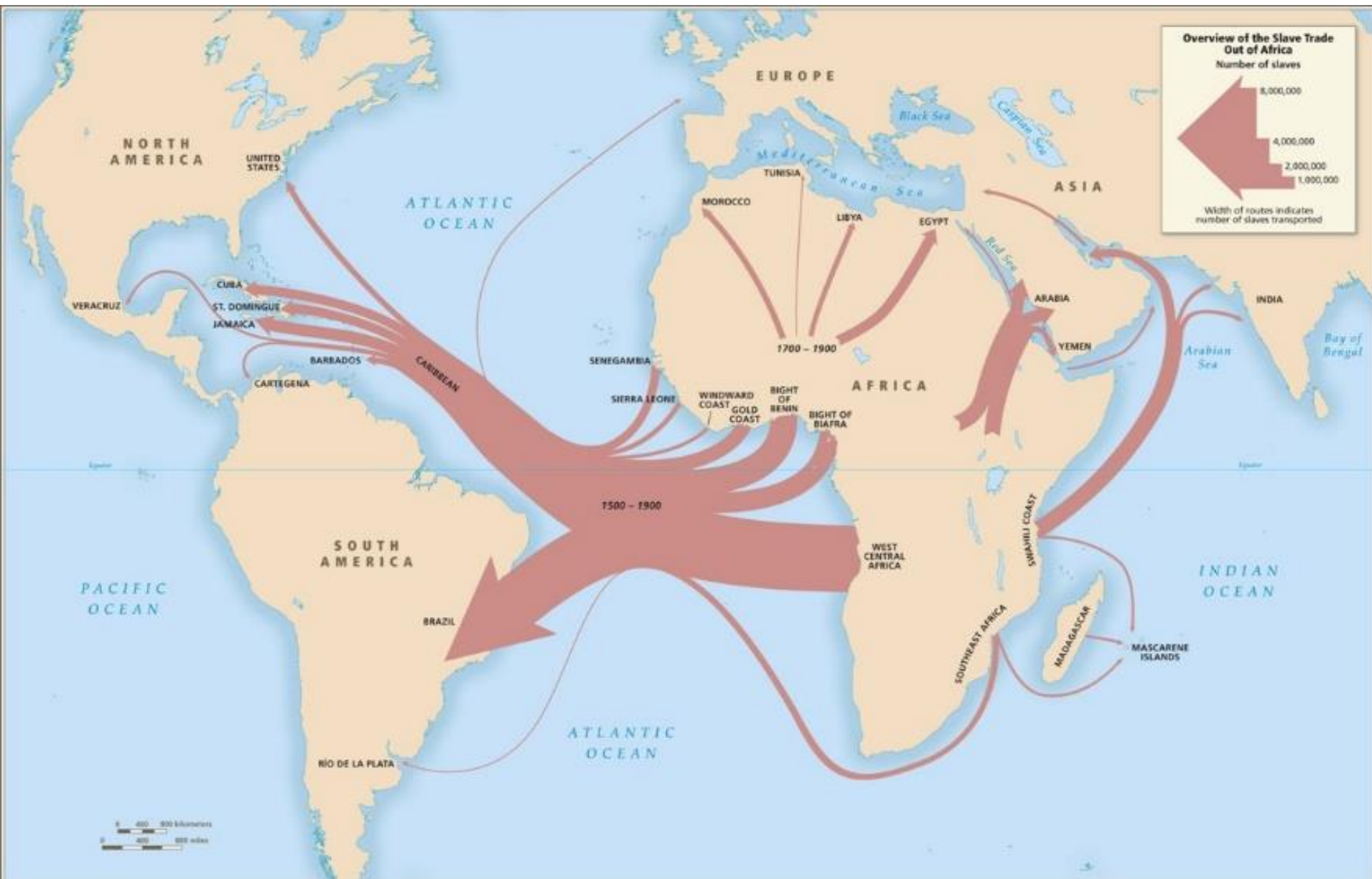
Partners

Emory University
Libraries (USA)

The University
of Hull (UK)

Universidade Federal do
Rio de Janeiro (Brazil)

Victoria University of
Wellington (New Zealand)



African Names Database

Search for Africans

African name

Ship name

Voyage ID

Time frame -

Age -

Height (inches) -

Sex/Age ☒ boys ☒ girls
☒ men ☒ women
☒ males ☒ females

Search New query

Place of origin

Embarkation and disembarkation

Current query

There are currently no conditions in your query.
The listing on the right shows all Africans in the database.

ID	Name	Age	Height [in]	Sex/Age	Origin	Voyage ID	Ship name	Arrival	Embarkation	Disembarkation	Go to African-Origins Record
1	Bora	30	62.5	Man		2314 ►	NS de Regla	1819	Little Bassa	Freetown	GO ►
2	Flam	30	64.0	Man		2315 ►	Fabiana	1819	Trade Town	Freetown	GO ►
3	Dee	28	65.0	Man		2315 ►	Fabiana	1819	Trade Town	Freetown	GO ►
4	Pao	22	62.5	Man	Crue	2315 ►	Fabiana	1819	Trade Town	Freetown	GO ►
5	Mufa	16	59.0	Man	Crue	2315 ►	Fabiana	1819	Trade Town	Freetown	GO ►
6	Latty	22	67.5	Man		2315 ►	Fabiana	1819	Trade Town	Freetown	GO ►
7	So	20	62.0	Man	Crue	2315 ►	Fabiana	1819	Trade Town	Freetown	GO ►
8	Trua	30	65.5	Man	Crue	2315 ►	Fabiana	1819	Trade Town	Freetown	GO ►
9	Tou	18	61.5	Man		2315 ►	Fabiana	1819	Trade Town	Freetown	GO ►
10	Quaco	23	62.0	Man		2315 ►	Fabiana	1819	Trade Town	Freetown	GO ►
11	Teagu	30	67.5	Man	Crue	2315 ►	Fabiana	1819	Trade Town	Freetown	GO ►
12	May	25	66.0	Man		2315 ►	Fabiana	1819	Trade Town	Freetown	GO ►
13	By	23	60.0	Man		2315 ►	Fabiana	1819	Trade Town	Freetown	GO ►
14	Fugra	15	58.0	Woman		2315 ►	Fabiana	1819	Trade Town	Freetown	GO ►
15	Haso	18	61.0	Male		2318 ►	Juanita	1819	Keta	Freetown	GO ►
16	Currasa	14	57.0	Man		2318 ►	Juanita	1819	Keta	Freetown	GO ►
17	Cochair	20	60.0	Man		2318 ►	Juanita	1819	Keta	Freetown	GO ►
18	Darcaue	24	60.5	Man		2318 ►	Juanita	1819	Keta	Freetown	GO ►
19	Quarko	22	63.5	Male		2318 ►	Juanita	1819	Keta	Freetown	GO ►
20	Arge	25	65.0	Man		2318 ►	Juanita	1819	Keta	Freetown	GO ►

Showing 1 - 20 out of 91491 | Show results per page.

◀ First ◀ Prev **1** 2 3 4 5 6 7 8 9 Next ▶ Last ▶

Download current view

Download all results



You are now at the Kansas
River crossing. Would you
like to look around? ☒

Date: April 7, 1848

Weather: warm

Health: good

Food: 910 pounds

Next landmark: 0 miles

Miles traveled: 102 miles





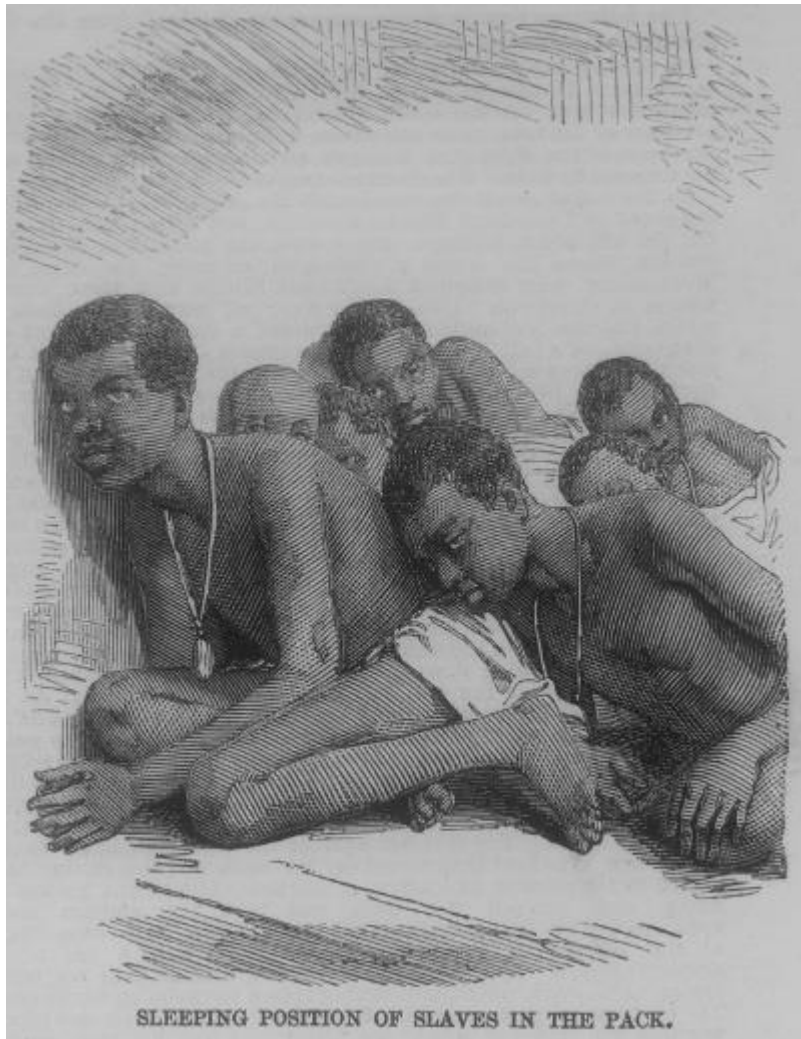
DON'T LOOK BACK

START NEW GAME
GET OFFLINE VERSION
VISIT DEVELOPER'S SITE,



[more of my games >>](#)



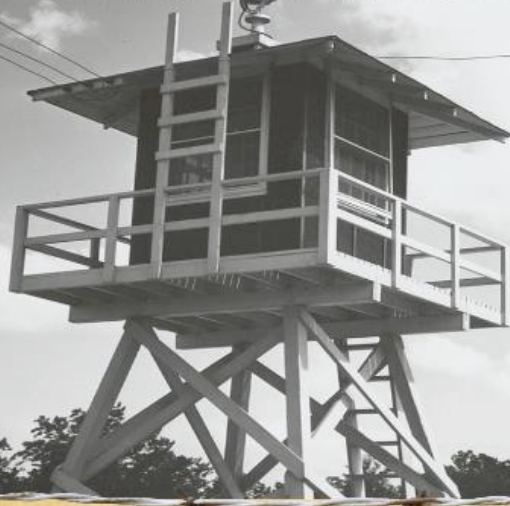




[more of my games >>](#)



GUARD TOWER



There were seven guard towers positioned around the grounds of Jerome. For much of Jerome's time as a relocation center, armed military police patrolled the camp from these towers, and the camp's perimeter was encircled with barbed wire fencing.





TRAVELING WHILE BLACK

1936
EST.

1940
EDITION

THE NEGRO MOTORIST GREEN-BOOK

*Hotels
Taverns
Garages
Night-Clubs
Restaurants
Service-Stations
Automotive
Tourist-Homes
Road-Houses
Barber-Shops
Beauty-Parlors*

Prepared in cooperation with
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Victor H. Green - Publisher

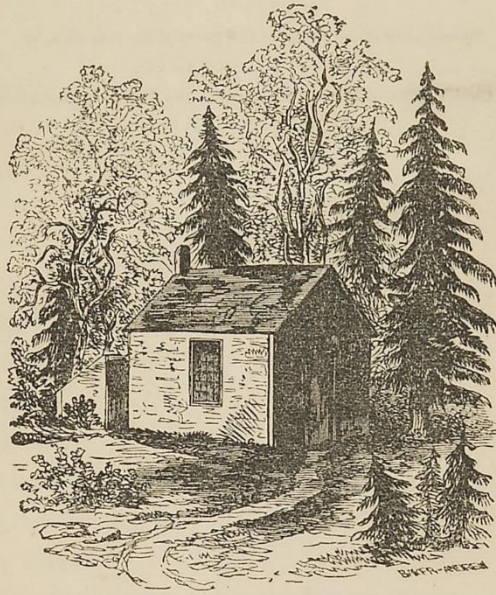
938 St. Nicholas Ave.

New York City

Price - 25¢

WALDEN;
OR,
LIFE IN THE WOODS.

By HENRY D. THOREAU,
AUTHOR OF "A WEEK ON THE CONCORD AND MERRIMACK RIVERS."



I do not propose to write an ode to dejection, but to brag as lustily as chanticleer in the morning, standing on his roost, if only to wake my neighbors up. — Page 92.

BOSTON:
TICKNOR AND FIELDS.

M DCCC LIV.



AN INK STORIES GAME

1979 REVOLUTION

JOIN THE REVOLUTION

 SHARE IT  TWEET IT

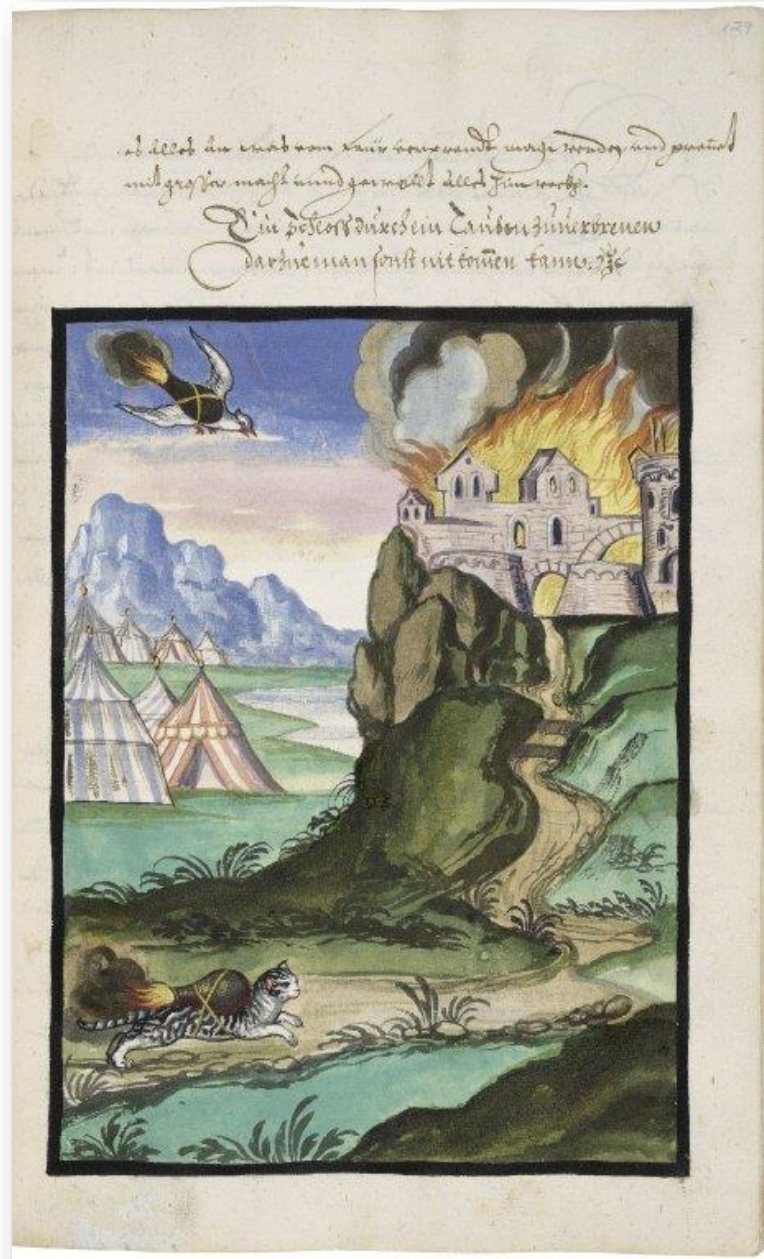
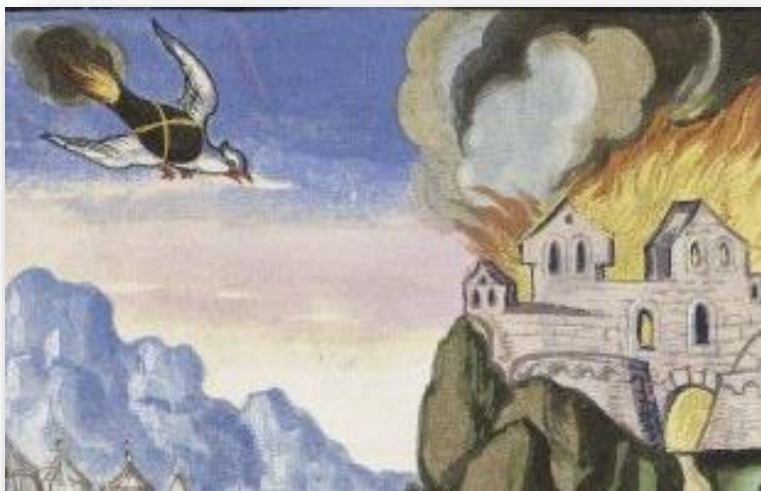
CONTRIBUTE HERE



CONTACT





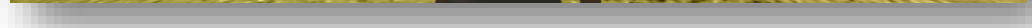






Software is the product of white papers, engineering specs, marketing reports, conversations and collaborations, intuitive insights and professionalized expertise, venture capital (in other words, money), late nights (in other words, labor), Mountain Dew, and espresso. These are material circumstances that leave material traces...

Number	Name of Fish	Sex	Age	Weight	Remarks
14	Salmon	Male	13	5 3/4	White head and feet
25	Trout	Male	22	5 5/8	Brown marks
36	Salmon	Male	23	5 5/8	Marked on the belly
37	Salmon	Male	22	5 3/4	Brown marks
38	Salmon	Male	23	5 7/8	Marked on the belly
39	Salmon	Male	25	6 1/2	Light marks
40	Salmon	Male	12	4 3/4	No marks
41	Salmon	Male	10	4 7/8	Brown marks
42	Salmon	Male	23	6 3/4	No marks
43	Salmon	Male	7	3 1/4	Marked on the back of the head
44	Salmon	Male	9	4 3/4	Brown marks
45	Salmon	Male	10	4 3/4	Brown marks
46	Salmon	Male	14	4 7/8	Brown marks
47	Salmon	Male	8	3 1/4	No marks
48	Salmon	Male	8	3 9/16	No marks
49	Salmon	Male	8	3 11/16	Brown marks
50	Salmon	Male	8	3 9/16	No marks
51	Salmon	Male	7	3 1/4	No marks
52	Salmon	Male	7	3 9/16	Marked on the left side
53	Salmon	Male	3	3 3	No marks
54	Salmon	Male	10	4 1/2	No marks
55	Salmon	Male	30	6 11/16	Brown marks
56	Salmon	Male	19	5	Marked on the left side
57	Salmon	Male	22	6 9	No marks
58	Salmon	Male	22	5 3/4	No marks
59	Salmon	Male	24	6 1/2	Marked on the belly and tail
60	Salmon	Male	19	5	No marks
61	Salmon	Male	10	5 1	No marks
62	Salmon	Male	16	6	Marked on the head
63	Salmon	Male	9	3 1/2	No marks
64	Salmon	Male	8	3 9/16	No marks
65	Salmon	Male	6	3 7/8	No marks







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Thank you.

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