ProfHacker: http://www.chronicle.com/blogs/profhacker/from-the-archives-all-about-games/56325

What we have been doing

Creating games w/archival material

1) History
    a. Texts
        i. MacPherson. *Battle Cry of Freedom*
        ii. Mackowski. *Fight Like the Devil: The First Day of Gettysburg, July 1, 1863*
2) Game creation
    a. Game design (as a model of project development)
        1. MIT MOOC--https://www.edx.org/course/introduction-game-design-mitx-11-126x-0
        2. *Kobold Guide to Board Game Design*
        3. Podcasts: Game Design Round Table
    b. Vikings Funeral—a basic game
        i. https://boardgamegeek.com/boardgame/144131/viking-funeral
        ii. http://media.wix.com/ugd/981066_6cedeac9d65219103f44769f5dcac21e.pdf

Games to teach

    a. *Freedom: The Underground Railroad* https://boardgamegeek.com/boardgame/119506/freedom-underground-railroad
    b. *Modern board games*
        a. Euro games
        b. American games

    Serious Games

    Social Games

    What about video games

    Examples, new types, legacy games, etc.

    We'll bring Pandemic Legacy, Power Grid, Grizzled and games students have built

Gamification

    Gamifying an assignment

    We gamified the syllabus/assignment

    Grades - levels

Resources (where to start)

1) Results
    a. Blog http://bonashistorydept.blogspot.com/2015/12/public-history-class-calls-it-wrap_11.html
    b. Video https://www.youtube.com/watch?v=GHdBnX8Dt-Y
    c. THATCamp http://bonas16.thatcamp.org/

https://trello.com/b/CEfd9Gm3/bonas-gaming-and-gamification

Metadata games http://www.metadatagames.org/

American Archivist. 75.2, 512.

Scripto—crowdsourcing transcription