OAI11 -CERN-UNIGE Workshop on Innovations in Scholarly Communication



Contribution ID: 75 Type: **not specified**

Talking science through videogames

Friday, 21 June 2019 11:15 (15 minutes)

The gaining of ground of different forms of pseudoscience and fake news warns us how important is strategically to put substantial efforts in communicating the scientific methods and results to the general public and continuously search for innovative ways to do so. Citizen science is among the best tools to accomplish this by inviting the general public to participate and contribute to the research process. Integrating videogames with citizen science microtasks is another innovation in the field to get the empowering experience of doing citizen science and communicating research to millions of gamers.

Theme

Presenter: SZANTNER, Attila (MMOS) **Session Classification:** Session 8