The DH Experience
Research in the Humanities

The DH Experience is a cooperative game that simulates the experience of academics and researchers in the DH community. Players must work together to try to complete more successful projects than the rest of their academic competition (represented by the game itself).

Setting Up
• Do the following to get ready for play:
  1 - Each Player draws a card from the Role Deck. Set the Role Deck aside.
  2 - Place the remaining decks on their designated spots.
  3 - Draw 5 Data Cards and place indicated data cubes on the board.
  4 - Draw 5 Opportunity Cards and place them face up in the Timeline.

Order of Play
• Randomly determine who goes first.
• Each player does the following on their turn, in this order:
  1 - Draw a Time Card and follow its instructions
  2 - Draw a Data Card; place data on board
  3 - Spend 4 Action Points
    · Move to an adjoining space: 1 point
    · Pick up one Data token from your space: 1 point
    · Give one or more Data tokens to another player on the same space:
      ° *1 point per token*
    · Get one or more Data tokens from another player on a *different* space:
      ° *1 point, plus 1 point per data token received*
    · Complete one task on an Opportunity Card – 1 point
      ° Pay one extra point per *required skill* you lack
      ° You MUST pay all required data in order to complete a task

Time Cards
Most time cards instruct the players to place a *Time Token* on the *Timeline*. Most often, *Time Tokens* are placed on the leftmost open space on the leftmost card.

If doing so fills all the time spaces on an Opportunity Card, that card is removed from the Timeline and added to a facedown stack of cards representing how well the player's academic competitors are doing. The remaining cards in the timeline *SHIFT TO THE LEFT*, and a new Opportunity Card is immediately added to the *right* end of the Timeline.

All other Time Cards may be held by the players and played, at no cost, at any time they wish. The one exception to this is Feature Creep, which is resolved immediately.

Data Cards
Data Cards are resolved immediately as they are drawn. Players have a choice of TWO colours of *Data Tokens* to place on a space specified on the card. Players may only place a single Data Token, it must be one of the two shown on the Data Card, and it must be placed on the city space shown.

Spending Action Points
Players have 4 Action Points to spend on their turn. They need not spend them all.

A player may spend a single action point to move their pawn to an adjoining space, as defined by the lines on the board.

A player may spend a single action point to pick up a Data Token from the space they occupy. There is no limit to how many Data Tokens a player may hold.

A player may spend a single action point to transfer a Data Token between two pawns on the same space. Either player may spend the point, but both players must agree to the Data Token exchange.

A player may spend one action point, *plus one action point per cube transferred* (up to a maximum of four action points), to receive a Data Token from another player anywhere on the board. Only the *receiving* player may spend these points.

A player may spend a single action point to complete a task on an Opportunity Card in the Timeline.

Completing Tasks
In order to be eligible to complete a task on an Opportunity Card, a player MUST have in their possession ALL the Data Tokens listed for the task. If they have all the necessary Data Tokens, the player may spend one action point to finish the task, marking it as finished with an extra Time Token.

A player must spend additional action points if they lack any Skills listed as necessary for the task. For each Skill the player lacks, they MUST spend an additional action point in order to complete the task.

If a task includes the name of a board space, the player MUST be on that space in order to complete that task.

Tasks may NOT be partially completed.

Ending the Game
The game ends immediately following the turn in which the final *Time Card* is revealed. The players win *(as a team)* if their total score is greater than that of the game's inherent competition. The player's total score is calculated by adding the total number of Time Blocks shown at the top of the Opportunities they completed. The game's completed Opportunities are those that were swept off the timeline by the addition of Time Tokens.

THESE ARE YOUR
SKILLS
for this game

· *Project Manager*

· *Writer x 2*

Begin the game with one Red Data token

THESE ARE YOUR
SKILLS
for this game

· *Project Manager*

· *Researcher x 2*

Begin the game with one Red Data token

THESE ARE YOUR
SKILLS
for this game

· *Designer*

· *Programmer x 2*

Begin the game with one BLUE Data token

THESE ARE YOUR
SKILLS
for this game

· *Designer*

· *Humanist x 2*

Begin the game with one YELLOW Data token

THESE ARE YOUR
SKILLS
for this game

· *Writer*

· *Scientist x 2*

Begin the game with one Red Data token

THESE ARE YOUR
SKILLS
for this game

· *Humanist*

· *Researcher*

· *Writer*

Begin the game with one RED Data token

THESE ARE YOUR
SKILLS
for this game

· *Project Manager*

· *Programmer*

· *Designer*

Begin the game with one YELLOW Data token

THESE ARE YOUR
SKILLS
for this game

· *Scientist*

· *Researcher*

· *Programmer*

Begin the game with one BLUE Data token

THESE ARE YOUR
SKILLS
for this game

· *Designer*

· *Project manager*

· *Humanist*

Begin the game with one YELLOW Data token

THESE ARE YOUR
SKILLS
for this game

· *Scientist*

· *Writer*

· *Researcher*

Begin the game with one Red Data token

Place a RED Data Token

or

Place a BLUE Data Token on

San Francisco

Place a YELLOW Data Token

or

Place a RED Data Token on

Los Angeles

Place a BLUE Data Token

or

Place a YELLOW Data Token on

Chicago

Place a RED Data Token

or

Place a BLUE Data Token on

Mexico City

Place a YELLOW Data Token

or

Place a RED Data Token on

Atlanta

Place a BLUE Data Token

or

Place a YELLOW Data Token on

Toronto

Place a RED Data Token

or

Place a BLUE Data Token on

New York

Place a YELLOW Data Token

or

Place a RED Data Token on

Washington

Place a BLUE Data Token

or

Place a YELLOW Data Token on

Miami

Place a RED Data Token

or

Place a BLUE Data Token on

Sydney

Place a RED Data Token

or

Place a BLUE Data Token
on

Bogota

Place a YELLOW Data Token

or

Place a RED Data Token
on

Lima

Place a BLUE Data Token

or

Place a YELLOW Data Token
on

Santiago

Place a RED Data Token

or

Place a BLUE Data Token
on

Buenos Aires

Place a YELLOW Data Token

or

Place a RED Data Token
on

Sao Paolo

Place a BLUE Data Token

or

Place a YELLOW Data Token
on

London

Place a RED Data Token

or

Place a BLUE Data Token
on

Madrid

Place a YELLOW Data Token

or

Place a RED Data Token
on

Essen

Place a BLUE Data Token

or

Place a YELLOW Data Token
on

Paris

Place a YELLOW Data Token

or

Place a RED Data Token
on

Tehran

Place a RED Data Token

or

*Place a BLUE Data Token
on*

Algiers

Place a YELLOW Data Token

or

*Place a RED Data Token
on*

Lagos

Place a BLUE Data Token

or

*Place a YELLOW Data Token
on*

Kinshasa

Place a RED Data Token

or

*Place a BLUE Data Token
on*

Johannesburg

Place a YELLOW Data Token

or

*Place a RED Data Token
on*

St. Petersberg

Place a BLUE Data Token

or

*Place a YELLOW Data Token
on*

Istanbul

Place a RED Data Token

or

*Place a BLUE Data Token
on*

Milan

Place a YELLOW Data Token

or

*Place a RED Data Token
on*

Cairo

Place a BLUE Data Token

or

*Place a YELLOW Data Token
on*

Karthoum

Place a BLUE Data Token

or

*Place a YELLOW Data Token
on*

Karachi

Place a RED Data Token

🟥

or

Place a BLUE Data Token
on

🟦

Moscow

Place a YELLOW Data Token

🟧

or

Place a RED Data Token
on

🟥

Baghdad

Place a BLUE Data Token

🟦

or

Place a YELLOW Data Token
on

🟧

Riyadh

Place a RED Data Token

🟥

or

Place a BLUE Data Token
on

🟦

Delhi

Place a YELLOW Data Token

🟧

or

Place a RED Data Token
on

🟥

Mumbai

Place a BLUE Data Token

🟦

or

Place a YELLOW Data Token
on

🟧

Chennai

Place a RED Data Token

🟥

or

Place a BLUE Data Token
on

🟦

Kolkata

Place a YELLOW Data Token

🟧

or

Place a RED Data Token
on

🟥

Bangkok

Place a BLUE Data Token

🟦

or

Place a YELLOW Data Token
on

🟧

Jakarta

Place a RED Data Token

or

Place a BLUE Data Token
on

Beijing

Place a YELLOW Data Token

or

Place a RED Data Token
on

Shanghai

Place a BLUE Data Token

or

Place a YELLOW Data Token
on

Hong Kong

Place a RED Data Token

or

Place a BLUE Data Token
on

Ho Chi Minh

Place a YELLOW Data Token

or

Place a RED Data Token
on

Soeul

Place a BLUE Data Token

or

Place a YELLOW Data Token
on

Taipei

Place a RED Data Token

or

Place a BLUE Data Token
on

Manilla

Place a YELLOW Data Token

or

Place a RED Data Token
on

Tokyo

Place a BLUE Data Token

or

Place a YELLOW Data Token
on

Osaka

Publish a series of comprehensive visualizations of military spending.

Compile Information
Writer
Code   *Image*

Create Visualizations
Humanist   Humanist
Designer   Writer
Text   Image   Code

Write & Publish Book
Researcher
Project Manager

Encode and publish an explorable collection of the entire work of Emily Bronte.

Secure Corpus
Humanist   Designer
Text

Encode Text
Scientist   Programmer
Text   Text
Image   Image   Code

Build Exploration Tool
Programmer
Researcher

Develop a new knowledge interface to study complex DNA relationships.

Secure Grant
Project Manager   Writer
Code

Interview Stakeholders
Scientist   Scientist
Text   Image

Build Interface
Designer
Code

Create an interactive exploration of the Mongol empire under Ghengis Khan.

Compile Research
Researcher   Researcher
Text

Create Beta Prototype
Project Manager
Image   Image
Image   Code

Build Alpha Version
Writer

Develop an abstract map of Victorian England, demonstrating wealth distribution.

Compile & Analyze Data
Designer
Code

Create Visualization
Scientist   Scientist
Text   Text
Code

Present Paper
Washington
Programer
Researcher

Perform an analysis of Twitter traffic before, during and after a political demonstration.

Write Tweet Scraping Tool
Project Manager
Code

Analyze & Visualize
Writer
Text   Image   Text

Publish Findings
Designer

Use text-mining to explore authorship in a collection of 17th century works

Secure & Encode Corpus
Scientist

Analyze Data
Humanist   Programmer
Image

Present on a Panel
Mexico City
Programmer   Project Manager
Code

Diachronically catalogue building trends in ancient Carthaginian city design.

Collect GIS Data
Writer   Designer
Text

Analyze Data
Scientist
Image   Code

Present on a Panel
Toronto
Humanist

Visualize data-clustering in a series of dendrograms.

Environmental Scan
Programmer

Visualize Data
Text

Present a Poster
São Paulo
Project Manager
Researcher

Create a web archiving system to catalogue twenty years of updates.

Research Data Storage
Writer
Designer

Design Best Practices
Image

Present a Poster
Paris
Humanist

Develop a new knowledge interface to study large variorum.

Secure Variorum
Writer
Text *Image*

Refine Algorithms
Humanist *Humanist*
Designer *Programmer*
Text *Image* *Code*

Build Research Tool
Researcher
Project Manager

Tag & digitally publish the entire collection of the work of Miguel de Cervantes.

Write a Proposal
Writer *Designer*
Code

Complete Encoding
Scientist *Humanist*
Text *Text*
Image *Image* *Code*

Publish Completed Work
Programmer
Researcher

Produce a comprehensive visualization of health-care spending.

Research & Networking
Project Manager *Writer*
Code

Visualization Design
Scientist *Scientist*
Text *Image*

Present Paper
Lagos
Designer
Code

Create an interactive map of the many journeys of Marco Polo.

Research
Researcher *Researcher*
Text

Interactivity Design
Project Manager
Image *Image*
Image *Code*

Present Paper
Essen
Writer

Create an interactive bible, highlighting contradictions in the text.

Text Analysis
Designer
Code

Interaction Design
Scientist *Scientist*
Text *Text*
Code

Publish in Journal
Programmer
Researcher

Perform a social media network analysis of the proliferation of cute cat videos.

Encode Web Scraper
Project Manager
Text

Analyze Results
Writer
Text *Image* *Code*

Present on a Panel
Bangkok
Designer

Explore video games as learning tools.

Write Proposal
Scientist

Perform Research
Humanist *Programmer*
Image

Present on a Panel
Riyadh
Programmer *Project Manager*
Code

Analyse stylometry and subject matter in collections of digital haikus.

Create Style Algorithms
Writer *Designer*
Text

Explore Corpus
Scientist
Image *Code*

Present on a Panel
Shanghai
Humanist

Use topic-modelling to analyze a text corpus for historical German language studies.

Write Algorithms
Programmer

Analyze Research
Text

Present a Poster
Tokyo
Project Manager
Researcher

Build a case for considering the binary of gender in DH teaching and research.

Perform Lit. Review
Writer
Designer

Write Paper
Image

Present a Poster
Algiers
Humanist

Develop a locative application to track homeless movements in urban environments.

Write Application
Writer
Text   *Image*

Compile & Analyze Data
Humanist   *Humanist*
Designer   *Programmer*
Text   *Image*   *Code*

Publish Findings
Researcher
Project Manager

Explore and evaluate the ludic affordances of game play in education and training.

Establish Baseline
Writer   *Designer*
Code

Incorporate Gameplay
Scientist   *Humanist*
Text   *Text*
Image   *Image*   *Code*

Publish Book of Findings
Programmer
Researcher

Produce a tool for tracking health-care outcomes across an aging population.

Create Partnership
Project Manager *Writer*
Text

Encode Tool
Scientist   *Scientist*
Code   *Image*

Present Paper
Miami
Designer
Code

Create a corpus visualization and analysis tool for use with multi-touch variorum.

Secure Funding
Researcher *Writer*
Text

Develop Tool
Project Manager
Image   *Image*
Image   *Code*

Present Paper
St. Petersburg
Writer

Catalogue and visualize the collective sum of worldwide DH research work being done.

Build Collection Tool
Designer
Code

Analyze Data
Scientist   *Scientist*
Text   *Text*
Code

Publish in Journal
Programmer
Researcher

Create a tool allowing people to easily track who is viewing their social media pages.

Program Web Scraper
Project Manager
Code

Quality Assurance Testing
Writer
Text   *Image*   *Text*

Present on a Panel
Johannesburg
Designer

Explore and compare social interaction in online MMORPGs to those in person.

Environmental Scan
Scientist

Comparison & Analysis
Humanist   *Programmer*
Image

Present on a Panel
Sydney
Programmer   *Project Manager*
Code

Create an explorable archive of Civil War era letters home from soldiers.

Design Database
Researcher *Designer*
Text

Build Repository
Scientist
Image   *Code*

Present on a Panel

Humanist

Plot GIS information and build a 3d explorable model of the Massada.

Collect GIS Data
Programmer

Build Model
Text

Present a Poster
Buenos Aires
Project Manager
Researcher

Map the growth and development of townships in and around Sowetto.

Compile Historical Data
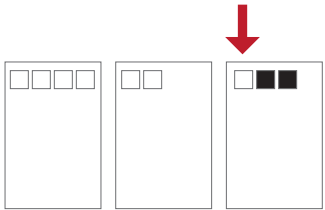*Writer*
Designer
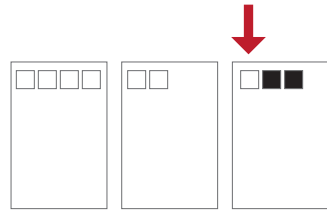
Create Visualization
Image

Present a Poster
San Francisco
Humanist

LONG TERM
RESEARCH
CONTINUES

*Place one time token on the **leftmost** open box on the timeline.*

LONG TERM
RESEARCH
CONTINUES

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LONG TERM
RESEARCH
CONTINUES

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INNOVATIVE RESEARCH BEGINS

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INNOVATIVE RESEARCH BEGINS

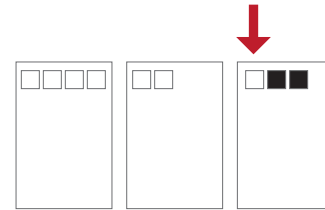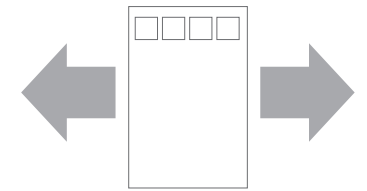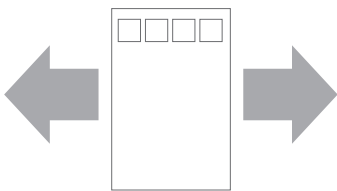*Place one time token on the **rightmost** open box on the timeline.*

INNOVATIVE RESEARCH BEGINS

*Place one time token on the **rightmost** open box on the timeline.*

INNOVATIVE RESEARCH BEGINS

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FEATURE CREEP

*Immediately place a "time" token on **all** projects with only a finished abstract and nothing more.*

INFLUENCE THE DISCUSSION

*Discard this card at any time to move the **Timeline Card** of your choice one position either left or right.*

TRAVEL APPROVED

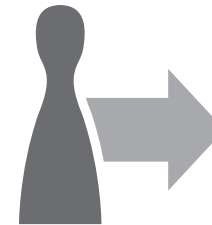*Discard this card at **any** time to move **any** pawn to **any** space.*

UNEXPECTED DATA UTILITY

*Discard this card at **any** time to use a data block of one colour as another.*

TRAVEL APPROVED

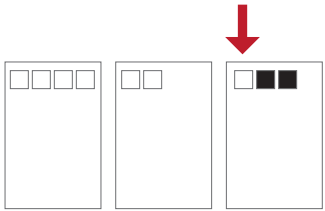*Discard this card at **any** time to move **any** pawn to **any** space.*

HIRE EXPERTS

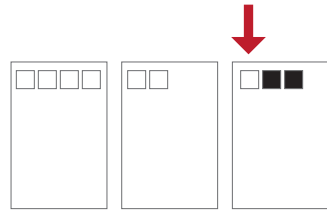*Discard this card at **any** time instead of spending extra action point when you lack any number of skills.*

LONG TERM
RESEARCH
CONTINUES

*Place one time token on the **leftmost** open box on the timeline.*

LONG TERM
RESEARCH
CONTINUES

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LONG TERM
RESEARCH
CONTINUES

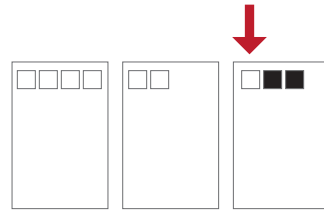*Place one time token on the **leftmost** open box on the timeline.*

INNOVATIVE
RESEARCH BEGINS

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INNOVATIVE
RESEARCH BEGINS

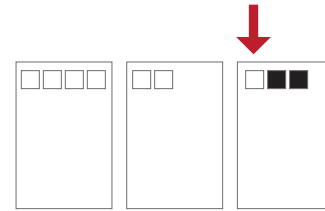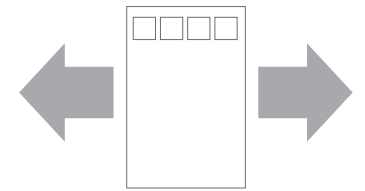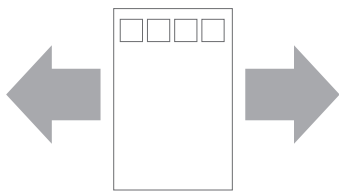*Place one time token on the **rightmost** open box on the timeline.*

INNOVATIVE
RESEARCH BEGINS

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INNOVATIVE
RESEARCH BEGINS

*Place one time token on the **rightmost** open box on the timeline.*

FEATURE
CREEP

*Immediately place a "time" token on **all** projects with only a finished abstract and nothing more.*
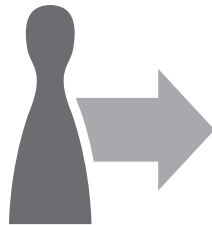
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THE DISCUSSION

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APPROVED

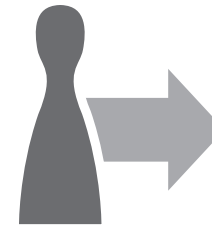*Discard this card at **any** time to move **any** pawn to **any** space.*

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DATA UTILITY

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TRAVEL
APPROVED

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EXPERTS

*Discard this card at **any** time instead of spending extra action point when you lack any number of skills.*