InfoGarden
A Casual-Game Approach to Digital Archive Management

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Problem

- Overwhelmed by **personal** digital archives
  - Exponential growth [IDC 09]
  - Easy storage - easy loss [Marshall’08]
  - Continuous attention to ensure archive survival
  - No crowd-sourcing due to privacy

- Attending digital archives tedious
  - Users don’t seem to have time for that
Game Reward Hypothesis

- Idea: Recast archive maintenance as game

- Examples of productive games:
  - PSDoom [CHI’01]
  - ESP [CHI’04], “games with a purpose” (gwap.com)

- 2007 Casual Games Association report:
  - 7-15 hours of play a week!
  - Plenty of “solitaire cycles” for archive maintenance

A game approach significantly increases time users dedicate to archive maintenance

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InfoGarden

- Focus on tagging
- Idea: personal archive $\approx$ garden

Neglected archive  $\rightarrow$  Well-maintained archive

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Semantics

Weed: document without tags

Plant: taxonomy (tag hierarchy)

Fruit: document / taxonomy association

Crosshairs: reveals documents, taxonomies
Shooting weeds with words

Weed: document without tags

Plant: taxonomy (tag hierarchy)

Fruit: document / taxonomy association

Crosshairs: reveals documents, taxonomies

Points: $1 + |\text{new fruits}|$

Plus value of tagged file!

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Shooting fruit with words

- **Weed:** document without tags
- **Plant:** taxonomy (tag hierarchy)
- **Fruit:** document / taxonomy association
- **Crosshairs:** reveals documents, taxonomies

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Revealing taxonomy

- **Weed**: document without tags
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- **Fruit**: document / taxonomy association
- **Crosshairs**: reveals documents, taxonomies

```plaintext
games 8
  productive 1
  related:infogarden 1
  journal 1
  oss 1
  dynamics 1
  humancomputation 1
  casual 1
```
See us at our poster!

- Example topics:
  - Plant morphology
  - Scalability
  - Scoring
  - Can I try it out? (Sure!)

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