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Tobias Füchslin: What are you folding for? Nutzungsmotivationen von Citizen Science Online Games und ihre Lerneffekte.

Beitrag aus Heft »2016/06: Digitale Spiele«

Citizen Science Projekte verbreiten sich immer stärker im Internet und werden immer öfter als digitale Spiele aufbereitet. Die vorliegende Studie befragte 260 Spielerinnen und Spieler der Spiele Foldit, EteRNA und EyeWire bezüglich Nutzungsmotivationen und selbsteingeschätzter Lerneffekte der Spiele. Es zeigte sich, dass die Spiele aus vielfältigen Gründen, nämlich sozial, unterhaltungsbezogen und kompetitiv motiviert genutzt werden. Daraus ließen sich fünf Motivationstypen bilden: Enthusiasten, Soziale, Unterhaltene, Kompetitive und Demotivierte. Die Typen unterschieden sich anhand ihrer Lerneffekte und legten die Wichtigkeit der Nutzungsmotivationen offen. Insgesamt zeigt sich, dass Citizen Science Online Games nicht nur Wissen direkt vermitteln, sondern auch zu eigener Informationssuche anspornen können.

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