

# METADVENTURE : A PROJECT BACKGROUND

When I was considering how to present my research topic for the Scientivity competition in a creative way to the general audience I encountered some problems. First of all, book metadata (which is the main subject of my dissertation) is not a usual topic to think about, and secondly, it does not sound very intriguing. However, metadata is crucial for all publishers and readers, as it accompanies the book through the whole lifecycle. In the online environment it is important to users for finding, identifying and selecting a specific title and can result in increase of book's sales. Nevertheless, there is always some luck involved that determines if a book will become a bestseller or will it be lost and forgotten among millions of titles.

That reminded me of a board game *The Game of Life*, where you can win because of your skills and decisions combined with luck. Therefore, I decided that I should make a board game myself and present the life of book metadata in a fun way.

The board itself can serve as a game tool where players (publishers) are rewarded or punished for maintaining their book metadata in a specific way or can serve as an infographic for non-players. The game can be played independently, however, we also created a Player's Guide for more curious players. This booklet includes explanation of areas and individual spaces on the board and links mentioned topics to our research on this subject. The Player's Guide offers a complete overview of our finished and planned studies and can be also read as a stand-alone work.

This folder includes a PDF of the playing board, a PDF of the Player's guide, and some pictures of our game in action. I hope that you will find Metadventure informative, creative and fun as we did when creating it.