

# **A Study on the Applications of the Cultural History Promotion via Gamification Based Digital Curation: Taking "History Hero" as An Example**

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The popularity of digital curation has led to rapid development in many domains, facilitating innovations that have broadened the application of the cultural history promotion. Digital curation not only experiments on all kinds of digital technology as the medium for their new display to promote the cultural history but also designs of gamification to enhance the fun which use of game mechanics and concepts in non-gaming applications. Gamification proposes as a solution for engaging people in individually and socially sustainable behaviors which has been applied to various domains to increase user engagement and interaction.

This study takes History Hero as a case which is a famous system be applied on promote cultural history. In this case, History Hero provides a new way to visit museums and other historical sites. History Hero opens a new trend to promote cultural history which combines with technology .It has been cooperating with almost 40 well-know institutions. Such as many famous museums, history sites and academic institutions in U.S. and Europe. History Hero uses an interactive way to introduce history which increases participation and interaction of users.

The findings show that both gamification and digital curation are new trend to promote cultural history and many foreign cases has been used in many applications recently. Besides History Hero, this study also analyzes several cases of gamification combines with digital curation. This study generalizes the core concept and important value through the applications of the cultural history promotion via gamification based digital curation. By exploring several case studies can be summarized how gamification combines with digital curation. It is expected that this study could provide some advice to promote cultural history in the future.