

Gamifying problems for crowdsourcing

Task	What is needed
Understanding elements of games	A course on what successful games do
Understanding computational elements needed (including interfaces)	A more hands-on course related to interfacing tools (compass, SASS, touch-screen interaction etc.)
Converting problem elements into game elements	Hard thinking (including using elements from tools like WWT, using Kepler planets as pets etc. if appropriate)
Implement the “game”	Education related to interactive deployments (includes elements like server loads, or clouds etc.)
Advertising the game	Social networks, appropriate subject forums
Harvesting the results	Courses related to Statistics associated with it
Machine learning based on the results	Courses related to datasets and ML