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Collana	John D. and Catherine T. MacArthur Foundation reports on digital media and learning
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Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Evaluation of music by audience: Spotify's hit or not game -- Evaluations of music by peers and professionals on Indaba Music -- Underpinning digital badges potential as symbolic capital -- Digital badges in music communities and digital evaluations.
Sommario/riassunto	"In this MacArthur Report, Suhr explores digital music communities' use of evaluation games and digital badges for both casual music evaluators and musicians. The first case study focuses on audience evaluation via playing Spotify's Hit or Not game, where game players evaluate a song's hit potential. Suhr explores the gamification of learning and evaluation; when the act of music evaluation turns into a game, what do the players learn, and what may be the implications of this type of evaluation? The second, more in-depth case study on Indaba Music examines the process of gaining badges through involvement in contests. Suhr questions whether or not gaining badges holds significance for musicians. Taken as a whole, this report analyzes how digital badges are perceived by both music listeners and musicians. To what extent can digital badges be an effective way to represent and credit musicians' accomplishments and merits? What are

the emerging challenges, benefits, and shortcomings in the use of digital badges as an alternative evaluation mechanism? How do the uses of digital badges in the context of assessing creativity intersect or diverge with the practices related to education and other non-creative fields?"--Provided by publisher.

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