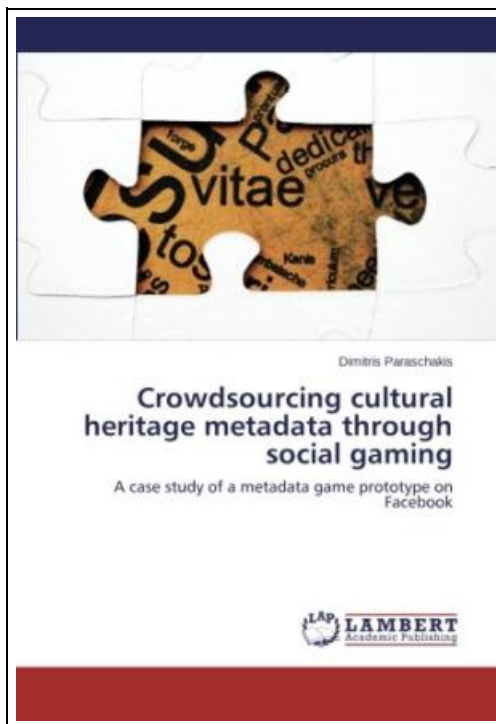


Crowdsourcing cultural heritage metadata through social gaming



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CROWDSOURCING CULTURAL HERITAGE METADATA THROUGH SOCIAL GAMING



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