Preface

These proceedings contain the papers of the Third International Workshop on Gamification for Information Retrieval (GamifIR'16) held in conjunction with the SIGIR 2016 conference in Pisa, Italy, on the 21th of July 2016. Seven full papers were selected by the programme committee from a total of 11 submissions. Each submitted paper was reviewed by three members of an international programme committee. In addition to the selected papers, the workshop features a keynote speech by Sebastian Deterding "Desperately Seeking Theory: Gamification, Design, Data, Machine Learning, and the Promise of Double Loop Learning Systems". We would like to thank SIGIR for hosting us. Thanks also go to the keynote speaker, the program committee, the paper authors, and the participants, for without these people there would be no workshop.

Organizing Committee

Frank Hopfgartner, University of Glasgow (United Kingdom), Gabriella Kazai, Semion Ltd. (United Kingdom), Udo Kruschwitz, University of Essex (United Kingdom), Michael Meder, TU Berlin (Germany)

Programm Committee

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