

P2: Stage 3 Review

Crowdsourcing (through Gamification) of Corpus Cleaning

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WORLD 3
LEVEL 1

Previously...



At Stage 2 Review:

- Prototype with local DB (90% Completed)
- Gamification Elements: Levelling Up



WORLD 3
LEVEL 2

Post Stage 2 Review



Post Stage 2 Review

- Completed & tested prototype
- Scoped down to one-to-two working modes of gameplay



Main Game Design

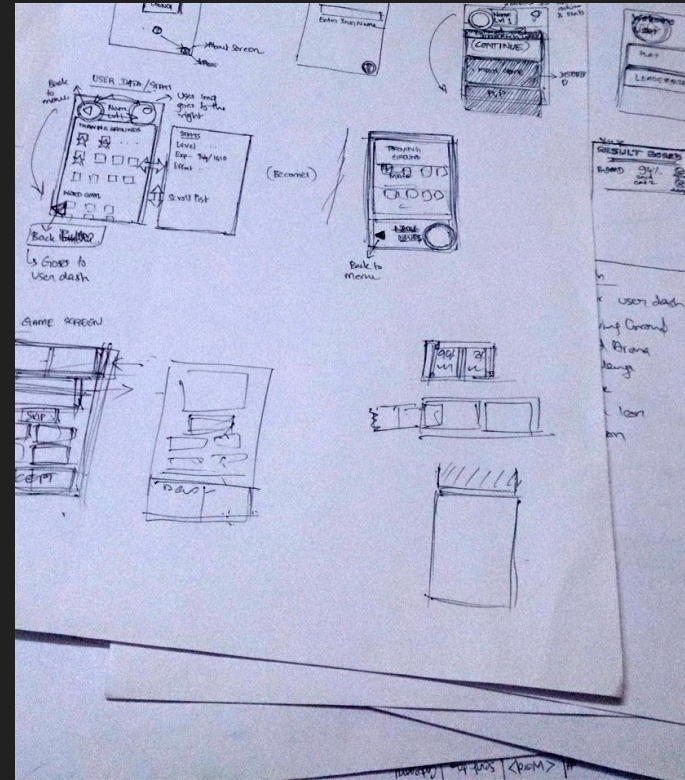
- (Re)Design the core gameplay
 - Uncategorized Data
 - Likely category estimation algorithms
 - Cater to different use-cases

```
private static final String TAG = "Tag"; //For debugging purposes
Intent intent;
SharedPreferences sharedPreferences;

String mainValues.put(BaseGameData.ItemEntry.COLUMN_ID, msg.getId());
String mainValues.put(BaseGameData.ItemEntry.COLUMN_NAME_WORD, msg.getWord()
int ol
int[]
int()
private mai
boolean mai
mai
mai
mai
@Override mai //Update player exp and playerprof in sharedPref
protected mai //For insufficient data, only player effort is updated
    su mai SharedPreferences.Editor editor = sharedPreferences.edit();
    se mai
    // mai
    sh mai int tempEff = sharedPreferences.getInt("Player Effort", 0);
    St mai int tempCount = sharedPreferences.getInt("Play Count", 0);
    ol mai float tempAcc = sharedPreferences.getFloat("Player Accuracy", 0);
    ex mai if (prevResp == currWordLikelyCat) {
    ef Log int tempExp = sharedPreferences.getInt("Player Exp", 0);
    fi editor.putInt("Player Exp", tempExp + 20 * playerLevel);
    fi editor.putInt("Play Count", tempCount + 1);
    fi editor.putFloat("Player Accuracy", tempAcc);
    fi //Fill } else {
    in ty alues. tempAcc = (tempAcc * tempCount) / (tempCount + 1);
    r; alues. editor.putFloat("Player Accuracy", tempAcc);
    ; alues. }
    alues. editor.putInt("Player Accuracy", tempAcc);
    alues. }
    alues. editor.putInt("Player Effort", tempEff + 20 + playerLevel);
    alues. }
    alues. else {
    alues. prevWordTxt.setText(prevWord);
    alues. //Update player exp, player effort and playerprof in sharedPref
    alues. SharedPreferences.Editor editor = sharedPreferences.edit();
    alues. int tempEff = sharedPreferences.getInt("Player Effort", 0);
    alues. if (prevResp == currWordLikelyCat) {
    alues. int tempExp = sharedPreferences.getInt("Player Exp", 0);
    alues. int tempCount = sharedPreferences.getInt("Play Count", 0);
    alues. editor.putInt("Player Exp", tempExp + 20 * playerLevel);
    alues. }
    alues. editor.putInt("Player Effort", tempEff + 20 + playerLevel);
```

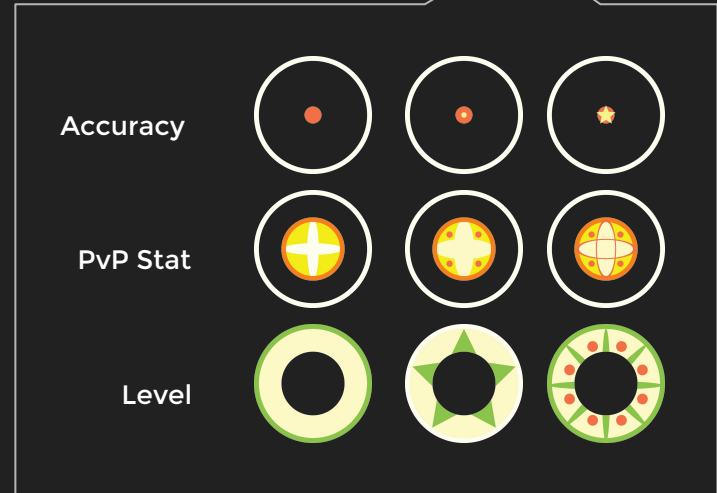
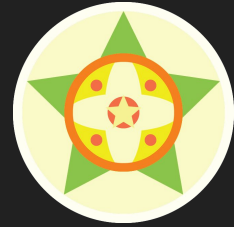
Main Game Design

- (Re)Design the core gameplay
- Wireframing & Flow Design



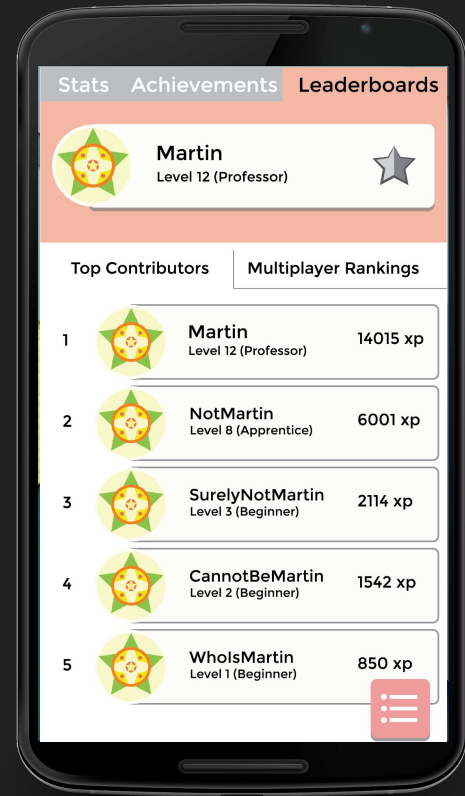
Main Game Design

- (Re)Design the core gameplay
- Wireframing & Flow Design
- Data Design
- Detail out the UI
- More Gamification Elements
 - Customised Badge
 - Titles (Based on Level)
 - Leaderboards
 - Achievements



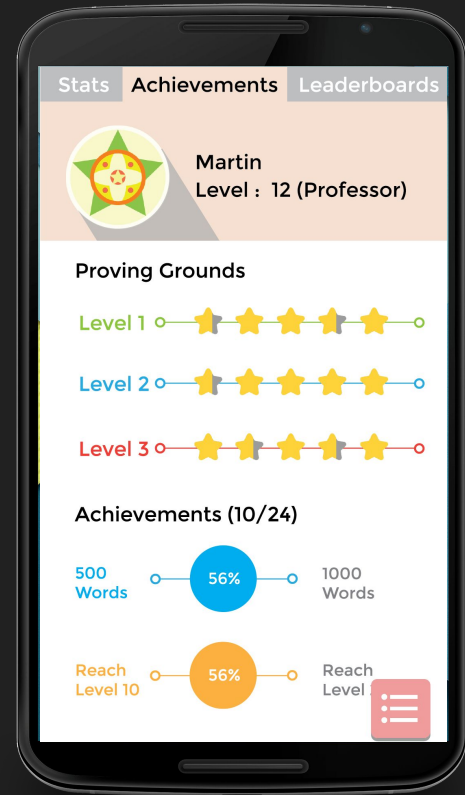
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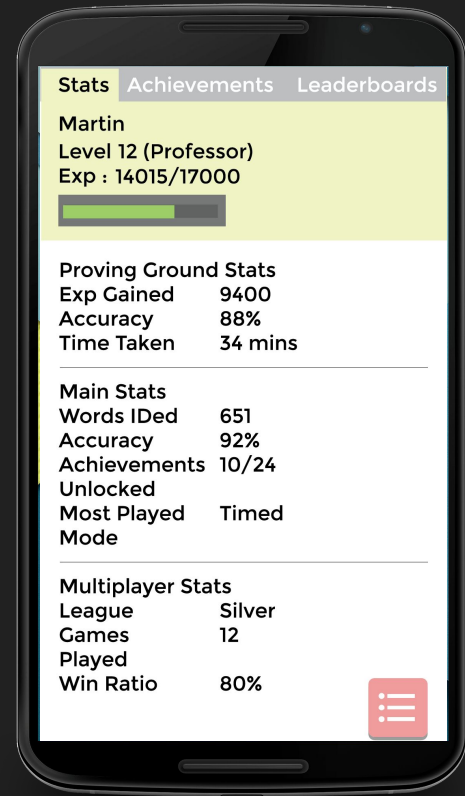
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Main Game Design

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Main Game Design

- (Re)Design the core gameplay
- Wireframing & Flow Design
- Data Design
- Detail out the UI
- More Gamification Elements
- Integrate above parts with the android app
(in progress)



WORLD 3
LEVEL 3

Next...



Further Steps

- Complete and deploy the Game
 - To a controlled group
- Evaluation

WORLD 3
LEVEL 4

EVALUATION PLAN



Evaluation Plan

- Game Test Phase
 - >20 Users
 - >300 words
 - Over a period of 1 week



Evaluation Plan

- Game Test Phase
- Variables to be studied:
 - Accuracy of game
(If game confidently categorizes a word, what % does it get right)
 - Rate of categorization
 - % of Total Words Categorized
 - Player Engagement



WORLD 3
COMPLETE

Thank You

