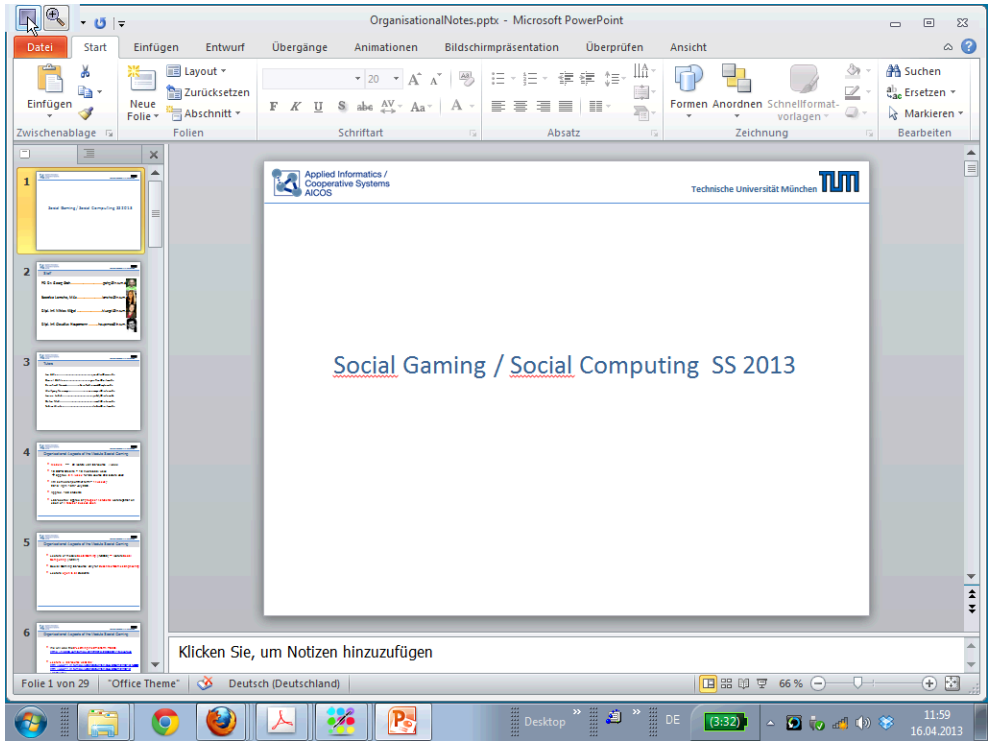
Script **generated by TTT**

Title: Groh: socialGaming (16.04.2013)

Date: Tue Apr 16 11:59:09 CEST 2013

Duration: 103:31 min

Pages: 29



Social Gaming / Social Computing SS 2013

pplied Informatics / Cooperative Systems AICOS
Technische Universität München

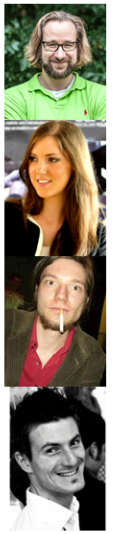
Staff

PD Dr. Georg Groh.....grohg@in.tum.de

Beatrice Lamche, MSc .....lamche@in.tum.de

Dipl. Inf. Niklas Klügel .....kluegel@in.tum.de

Dipl. Inf. Claudius Hauptmann .....hauptmac@in.tum.de



Tutors

Jan Adler.....janadler@arcor.de

Daniel Göhlen.....goehlen@in.tum.de

Bernhard Nowak.....bernhard.nowak@mytum.de

Wolfgang Neumayer.....neumayer@in.tum.de

Janine Jobst.....jobstj@in.tum.de

Stefan Matl.....matl@in.tum.de

Tobias Winter.....tobias@in.tum.de

pplied Informatics / Cooperative Systems AICOS
Technische Universität München

Organisational Aspects of the Module Social Gaming

- Module == 3h lecture + 3h lab-course / week
- 10 ECTS Credits ≈ 18 h workload / week
  → approx. 9 h / week for lab course and lecture each
- 4th semester (summer term = 14 weeks);
  2013: April 15th.- July 20th.
- Approx. 150 students
- Lab-course: approx. 37 groups of 4 students work together on each of 4 tasks of 3 weeks each.

pplied Informatics / Cooperative Systems AICOS
Technische Universität München

Organisational Aspects of the Module Social Gaming

- Lecture of module Social Gaming (IN0036) == lecture Social Computing (IN2241)
- Social Gaming lab-course: only for students of Games Engineering
- Lecture open to all students

pplied Informatics / Cooperative Systems AICOS
Technische Universität München

Organisational Aspects of the Module Social Gaming

- We will use the E-Learning Web-Platform Piazza
  https://piazza.com/tum.de/spring2013/in00362241/resources
- Lecture + lab-course websites:
  http://www11.in.tum.de/Veranstaltungen/SocialGaming2013(IN0036)
  http://www11.in.tum.de/Veranstaltungen/SocialGaming2013-LabCourse
- Lectures and lab course task introductions will be recorded and will be made available via Piazza

Contents of the Lecture

Emphasis on Social Computing

- Foundations of Social Computing, Social Media, Web2.0, (mobile, decentralized) Social Networking
- Models of social context
- Social games and leisure time related social computing applications on the Web
- Basics of Sociometry: Centrality, dense subnetworks, graph clustering,
- Profile mining
- Social Network Visualization (static and dynamic)
- Properties and models of real world networks
- Social relations in space and time
- Basics of Social Signal Processing
- Basics of Game Theory

pplied Informatics / Cooperative Systems AICOS
Technische Universität München

Learning Targets of the Lecture

- Knowledge acquisition related to the lecture's content focuses → ability to read papers in the field, basics for own scientific work in the field (theses)
- Providing a basis for creatively transferring ideas from social computing to the development and improvement of new social game concepts
- Broadening the view on social games, getting to know relations to and fuzzy boundaries to other leisure time related (web-) applications

pplied Informatics / Cooperative Systems AICOS
Technische Universität München

Contents of the Lab-Course

Emphasis on Social Gaming

- Social games with a purpose, serious gaming
- Mobile social games
- Sociometry applied to networks in MMOGs
- Social Signal Processing example, application to games

pplied Informatics / Cooperative Systems AICOS
Technische Universität München

Learning Targets of the Lab Course

- Further developing programming skills
- Gain further practical experience with software development in small groups
- Apply concepts of Social Computing for Social Games

Composition of Teams for Lab-Course

- Teams of 4 are established by staff (randomized algorithm)
- New teams are established for each of the 4 tasks
- Each team member privately rates the performance and commitment of each team member (including herself) with marks on usual scale and communicates marks to staff via email

pplied Informatics / Cooperative Systems AICOS
Technische Universität München

Exam and Grading Schema

- Exam of module:
  - written exam (closed book), 90 minutes;
  - topics: lecture only
  - exact modalities: separate sheet published on Piazza website
- Lab Course:
  - formally: „benotete Midterm-Leistung“
  - group handing in solutions for the 4 tasks → separate marks for each task for each group; total mark for lab-course = average of 4 marks
  - If lab-course mark L better than mark of written exam W: total mark of module = ½ (L+W)

pplied Informatics / Cooperative Systems AICOS
Technische Universität München

Exam and Grading Schema

- Criteria for lab course marks per task:
  - creativity, correctness, completeness, extension
  - if some task is not handed in at all → only this task will receive 5.0; other tasks can still be handed in
  - if only parts of a task are handed in → deductions in mark
  - Normally all four group members receive the same mark. If the performance and commitment marks given by the other team-members strongly differ: marks for individual members may be upgraded or downgraded.

pplied Informatics / Cooperative Systems AICOS
Technische Universität München

Exam and Grading Schema

- Criteria for lab course marks per task:
  - creativity, correctness, completeness, extension
  - if some task is not handed in at all → only this task will receive 5.0; other tasks can still be handed in
  - if only parts of a task are handed in → deductions in mark
  - Normally all four group members receive the same mark. If the performance and commitment marks given by the other team-members strongly differ: marks for individual members may be upgraded or downgraded.

Alternative Company Tasks

- Idea: some of the 4 three week standard tasks can be replaced by tasks provided by companies from the game industry
- Companies design and support 3, 6, or 9 week company tasks
- Benefits for the students:
  - early contact with game industry
  - real problems in real companies
  - productive tools and approaches
- First standard task (weeks 1, 2, and 3) must be done by all students, standard tasks 2 (week 4,5,6), 3 (weeks 7,8,9), and 4 (week 10,11,12) may be replaced.

pplied Informatics / Cooperative Systems AICOS
Technische Universität München

Alternative Company Tasks

- Company tasks are introduced in first lab course meeting, Tuesday, April 16, 18:00-20:00 (Interimshörsaal 2)
- Requirements and form of application for company tasks:
  - State 4 members of group,
  - provide 4 short CVs,
  - 4 transcripts of records,
  - and a (max) one page statement describing the motivation of your group for the task.
  - state which of

pplied Informatics / Cooperative Systems AICOS
Technische Universität München

Alternative Company Tasks

- Time plan for company tasks :
  - Introduction: Tuesday, April 16, 2013 (week 01) 18:00-20:00, Interimshörsaal 2
  - Deadline for applications: Sunday, April 21, 2013 (week 01), 24:00
  - Selection of groups: until Monday, April 22, 2013 (week 02), 20:00
  - Information about acceptance: Monday, April 22, 2013 (week 02), 20:00 via email
  - From Monday, May 6 (week 04): company tasks start.

pplied Informatics / Cooperative Systems AICOS
Technische Universität München

Interaction with Lab Course Tutors

- via discussion board on Piazza only
  (→ important(!) also students help students on the board (!))
- Each day of the week, one of the tutors is responsible for answering questions on the board.
- If a problem is posted on day x, the respective tutor is responsible for the problem/issue until it is solved
- Tutors contact PhD student responsible for current task if necessary. For organizational issues: tutors contact Groh.

Standard Task 1: Social Games with a Purpose

- GWAP for ontology engineering / engineering of soft ontologies
- Dataset of tag triples tagging works of art (from Artigo / LMU)
- Purpose: designate concept descriptions as sets of tags:
  - manually (via GWAP / crowdsourcing)
  - via clustering
  - compare both

pplied Informatics / Cooperative Systems AICOS
Technische Universität München

Standard Task 1: Social Games with a Purpose

- manually:
  - design and implement small tag grouping game as Facebook app (Google Web Toolkit (Java), Google App Engine (Java), Facebook App (Java → JavaScript))
  - integrate long term social context (e.g. to prevent social coordination), (via Facebook API)
  - compare partitions of players using adjusted Rand index.
- via clustering:
  - cluster tags (normalized Google distance + Louvain clustering) (→ flat partitioning)
- compare both approaches (small text plus experiment data)

pplied Informatics / Cooperative Systems AICOS
Technische Universität München

Standard Task 2: Location-Based Mobile Social Game

- Combine spatio-temporal context and short term social context (co-location events) into location-based mobile social game
- Platform: Android (Java), Devices: privately owned mobile devices or Eclipse simulator only, devices can be borrowed in very limited numbers from chair.
- Ideas:
  - Scotland Yard
  - Personal Mobile Geocaching
  - Location Based Dating
  - Urban Quiz-taxi

pplied Informatics / Cooperative Systems AICOS
Technische Universität München

Standard Task 3: Social Networks and Word of Mouth

- Task 1: Identify Gold-Farmers using self implemented Social Network Analysis techniques following the approach of a scientific paper; Given: real world dataset
- Task 2: Simulate and visualize word of mouth propagation on real world social network dataset using simple percolation theory and disease spreading models on networks

Standard Task 4: Social Signal Processing

- Task 1: Process interaction geometry to characterize short term social context. (Implement GMM classifier in Java, compare with other classifiers (WEKA) both on example dataset)
- Task 2: Implement face recognition with Eigenfaces (PCA) in order to detect foto co-presence as short term social context

choose one !

- Task 3: Design game using Social Signal Processing techniques

pplied Informatics / Cooperative Systems AICOS
Technische Universität München

Hardware & Computers

- For Task 3: Android smartphones can be borrowed for those groups that do not have an android smartphone and want to test their solutions on the actual device
- It is extremely helpful and very much desired that students state until the end of task 1 (end of week 03) whether they privately possess an Android device
- If other hardware (e.g. the Beagle boards) is intended to be used: contact Groh
- It is assumed that each student has a private laptop. Students without laptop that want an account on one of the desktop computers: contact Groh

pplied Informatics / Cooperative Systems AICOS
Technische Universität München

Time Plan Lecture

- Tuesdays 12:00 – 14:00 (weekly), Interimshörsaal 2
- Thursdays 11:00 – 13:00 (every two weeks, starting in week 2), Interimshörsaal 2

pplied Informatics / Cooperative Systems AICOS
Technische Universität München

Time Plan Lab Course

- Task 1:
  Introduction: Tuesday, April 16, 2013 (week 01) 18:00-20:00, Interimshörsaal 2
  Solution deadline: Tuesday, May 14, 24:00
- Task 2:
  Introduction: Tuesday, May 07, 2013 (week 04),18:00-20:00, Interimshörsaal 2
  Solution deadline: Tuesday, June 04, 24:00
- Task 3:
  Introduction: Tuesday, May 28, 2013 (week 07),18:00-20:00, Interimshörsaal 2
  Solution deadline: Tuesday, June 25, 24:00
- Task 4:
  Introduction: Tuesday, June 18, 2013 (week 10),18:00-20:00, Interimshörsaal 2
  Solution deadline: Tuesday, July 09, 24:00

TO DOs for Students during standard task 1 (weeks 1,2,3)

- until Friday, May 1, 24:00:
  Please state here whether you own an Android device!
- until Sunday, April 21, 24:00:
  Apply for industry tasks for the lab course.