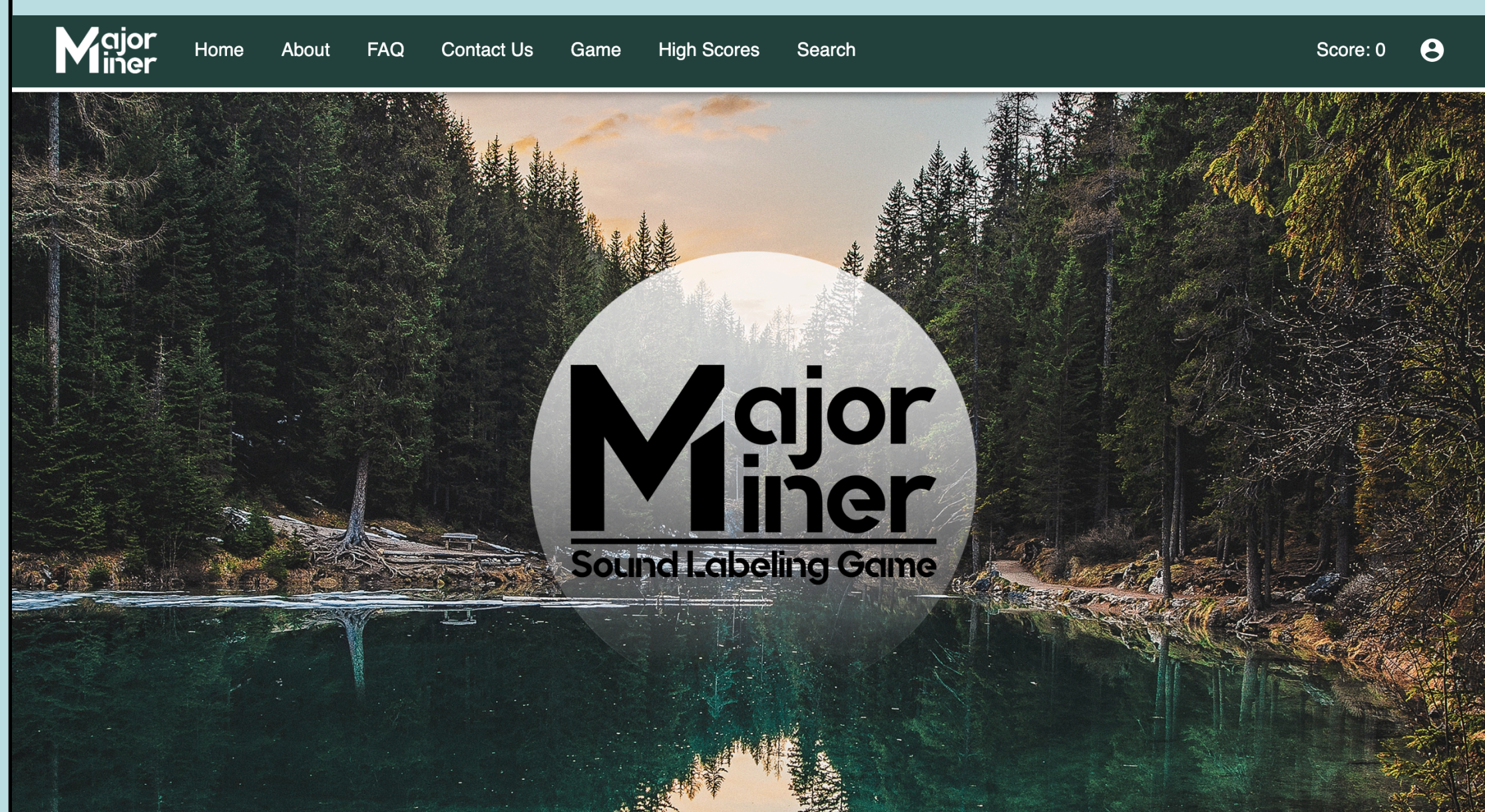
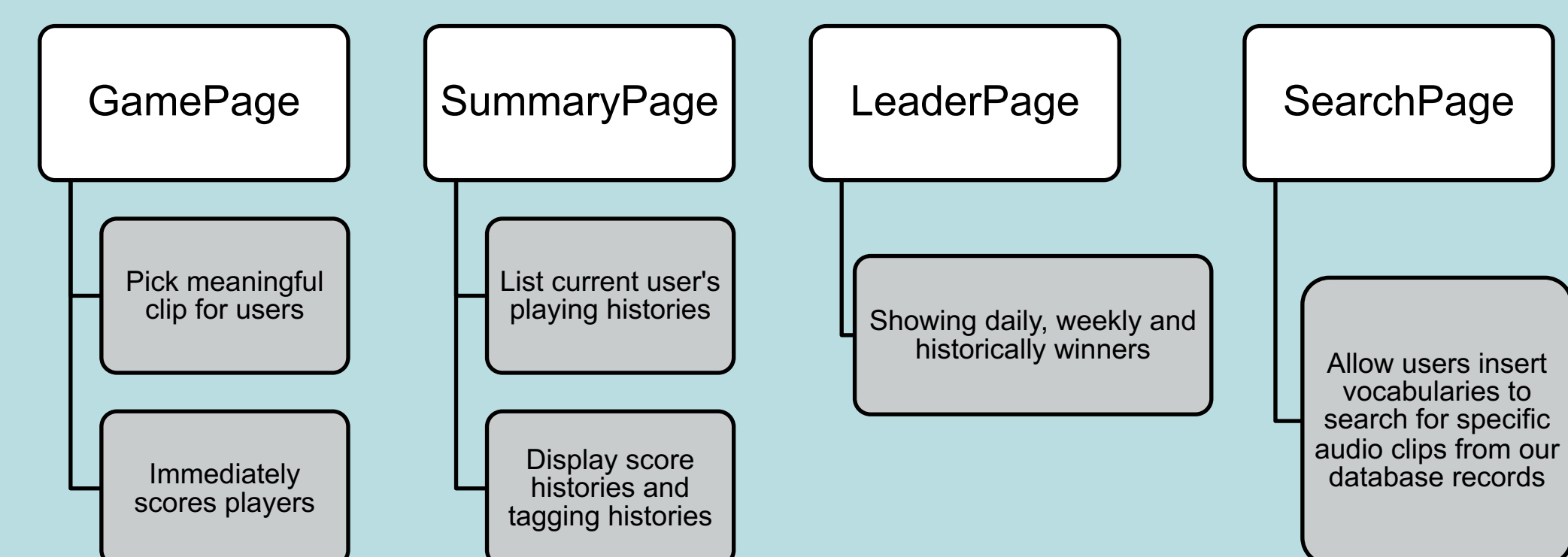


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**Mentor:** Professor Michael Mandel **Affiliation:** Brooklyn College CIS

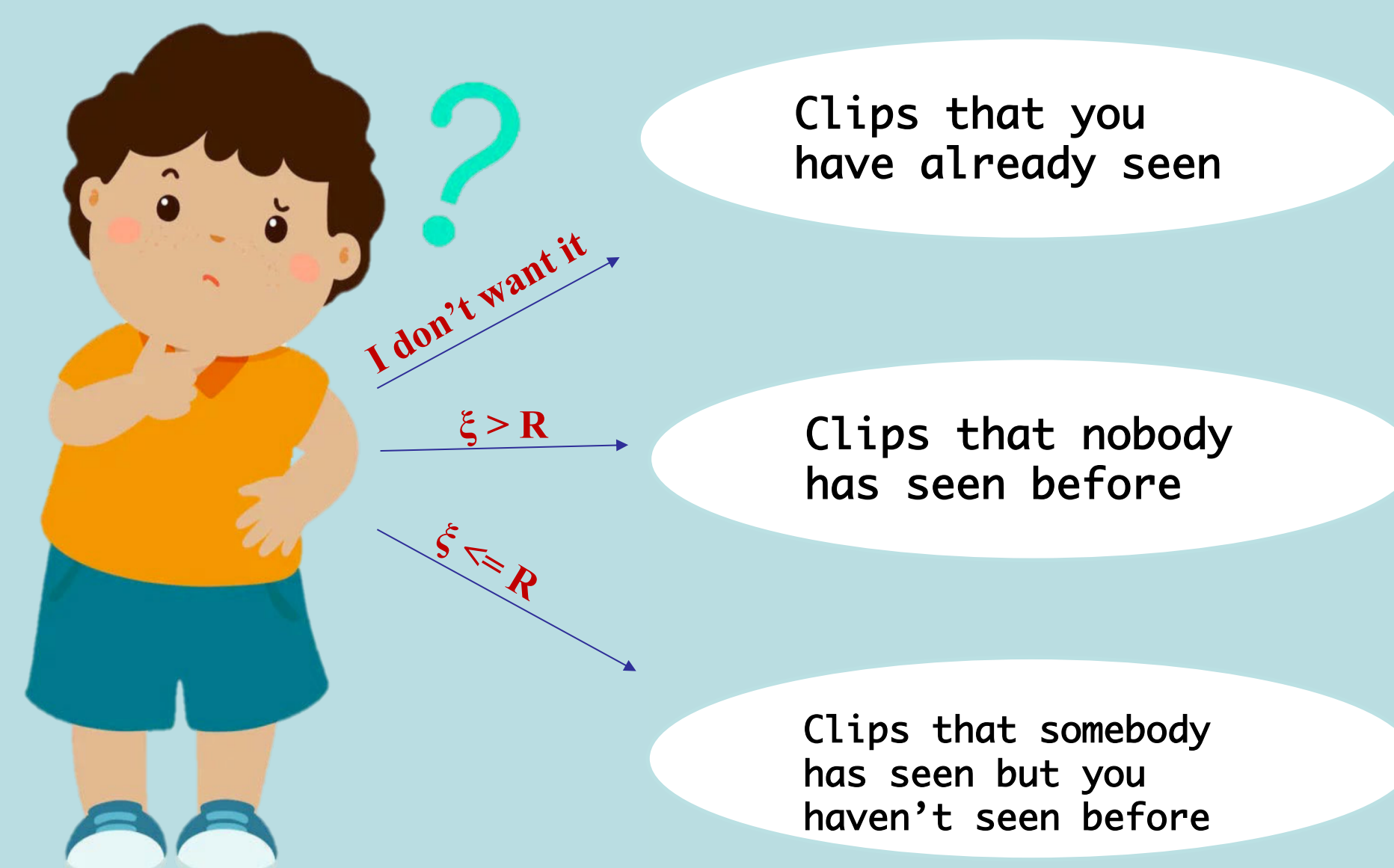
## DESIGN

This section contains the major pieces and functionalities of Major Miner and database design added in this project.



For players to immediately score, our algorithms pick the clips that have been played by other users. In order to help experienced players have the chance to be the first player to tag a clip, we pick the clips that are not seen before. We define a float point  $\xi$  which grows as the current player's clip pool grows (0–0.33) and a random number  $\mathbf{R}$  (0–1.00) every time when play requests a new clip to help us randomly choose a clip.

Which clip do I pick



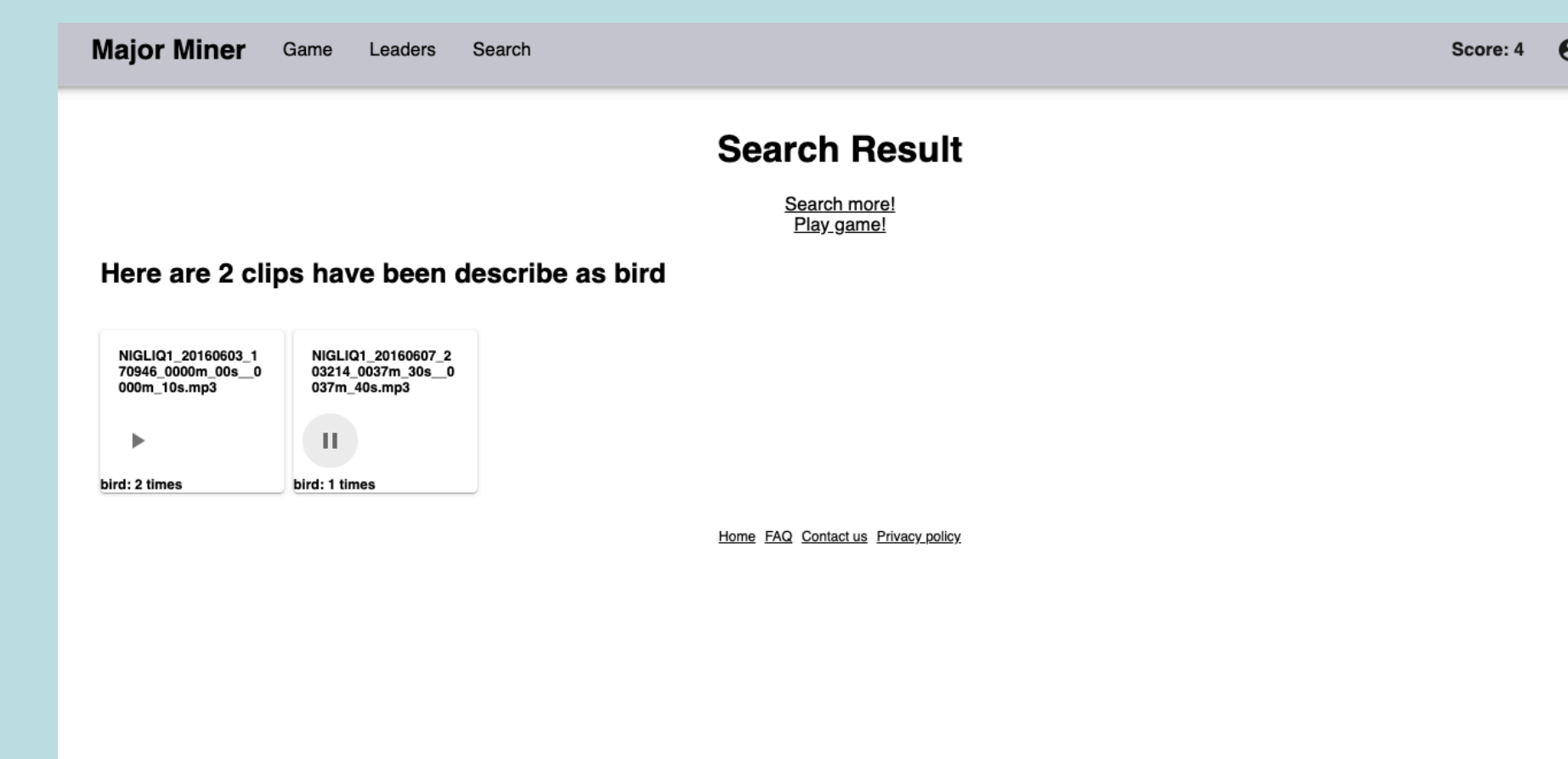
## Competition

## Leaders

TODAY	THIS WEEK	TOTAL
User	Score	
xin	8	
hendy	4	

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You can also search for any specific tags from our database.



- Explore our current deployed version!  
<https://majorminergame.github.io/>
- Checkout the repository!  
<https://github.com/xinliu50/Major--Miner>

## REFERENCES

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Building a such machine which emulates humans' ability to identify sounds (clips) requires training data in the form of human descriptions (tags) of sounds. Major Miner can tremendously help researchers gather valuable data in a fun and easy way.



## Correctness and creativity

Players need to contribute meaningful and creative tags in order to score. They get scores by having others agree with them.

The picture below shows the player gains two points immediately when he was the second person to contribute *raining waterfall* and has the potential to score two more points for *bird* on this clip when the next player agrees with it.

