AUGUR

DATA & DESIGN

As we launched our first project, *Labyrinth*, for data collection, we've moved aggressively toward preparing other projects in the meantime.

Labyrinth

Using Mechanical Turk, we've put out a Human Intelligence Task (HIT) for Workers to play through the *Labyrinth* maze once. This run dumps data into our database for analysis. We also collect the players' sex, age, and handedness.

Collection, so far, is progressing slowly but surely, at the rate of $0.10 a respondent. We plan to let this run over the weekend at least, at which point we will evaluate whether increased monetary rewards are in order.

The only bump in the road so far has been a firewall issue we had over this past weekend with the ETC network, but we were able to get that resolved with only minor delay.

Investoids

The *Investoids* project has benefitted from the launch of *Labyrinth* through a refocusing of our efforts. This has seen the *Investoids* design tightened into a single player experience based on economic principles. Evan and Russ are presently creating art assets to fit with the classical Roman theme of the project.

We held a comprehensive design meeting for *Investoids* on Friday. We discussed our plans for implementation of the first iteration, what features we needed to focus on, and how we might do data collection.

Battleship

Jitesh has started modifying an open source version of *Battleship* to use for data collection. The information we'll be interested in regards how players arrange their ships when trying to hide them from the other player. In particular, we want to see if there's any patterns in relative position of the ships - minimum distance apart, for instance.

STORYTELLING FOR AUGURS

We spoke with Jesse at length regarding the advantages of creating a project narrative in the long term to help showcase the successes of the project in an attractive, marketable fashion. This is something we'll have to revisit as we go, but may take the form of a final simulation that wraps our findings from all our separate projects into a hypothetical situation. Some of this will depend, of course, on what our AI is able to predict.

NEXT WEEK...

After data collection on *Labyrinth* has had the weekend to operate, we should have a decent preliminary data set. We'll be able to start examining the data in earnest.

Meanwhile, we can continue to push forward with the secondary projects.

RESOURCES

Mathematical Models
"Geoffrey West: The Surprising Math of Cities and Corporations", TED Talk