

Project X (Work in Progress)

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Project Description

- Create a “card” abstraction that can be applied to any topic
- Create a trading platform for these cards, initially utilizing REU project data.
- Develop a virtual economy based around these cards.
- Motivate users to learn about REU projects via reward systems.
- Encourage social interaction by trading, rating, and sharing on existing social networks.

Our approach

- Create a website that allows users to create accounts and manage their cards and points while allowing social interaction.
- The website would facilitate trading and guarantee fair trading.
- It would also contain the database of user information and REU cards.

Purpose

- To promote interest in Mathematics and Science that engages people.
- To take a graph based approach to data representation in a way it hasn't been tried before.
- To create a database of existing and previous REU projects.

Main Sub-projects

- < Data Repository : Design, Creation, and Maintenance >
- < Graph Abstraction: Design, Creation, and Maintenance >
- < Interface: Design, Creation, and Maintenance >
- < Social Networking >
- < Monitoring and Scalability >

Site Mock-Ups



Home

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Featured

Top Rated

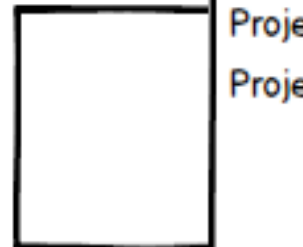
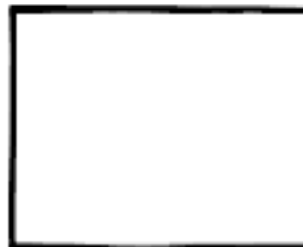
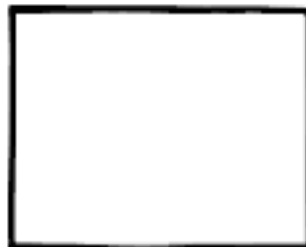
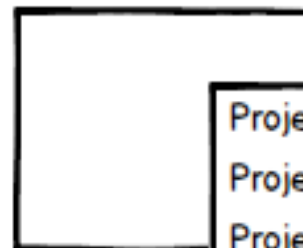
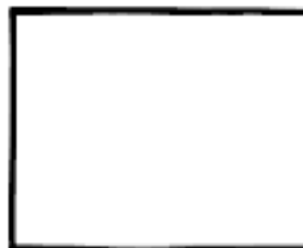
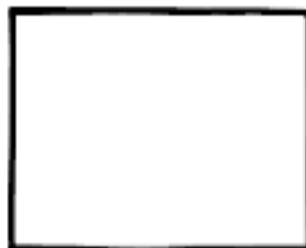
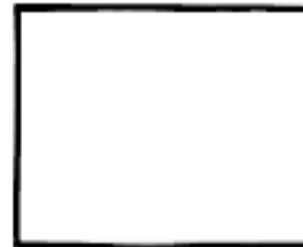
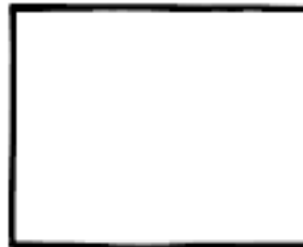
Top Viewed

Random

Graph View

Help

Featured



< Biology

< Chemistry

< Computer Science

< Mathematics

< Physics

Project 1

Project 2

Project 3

Project 4

Project 5

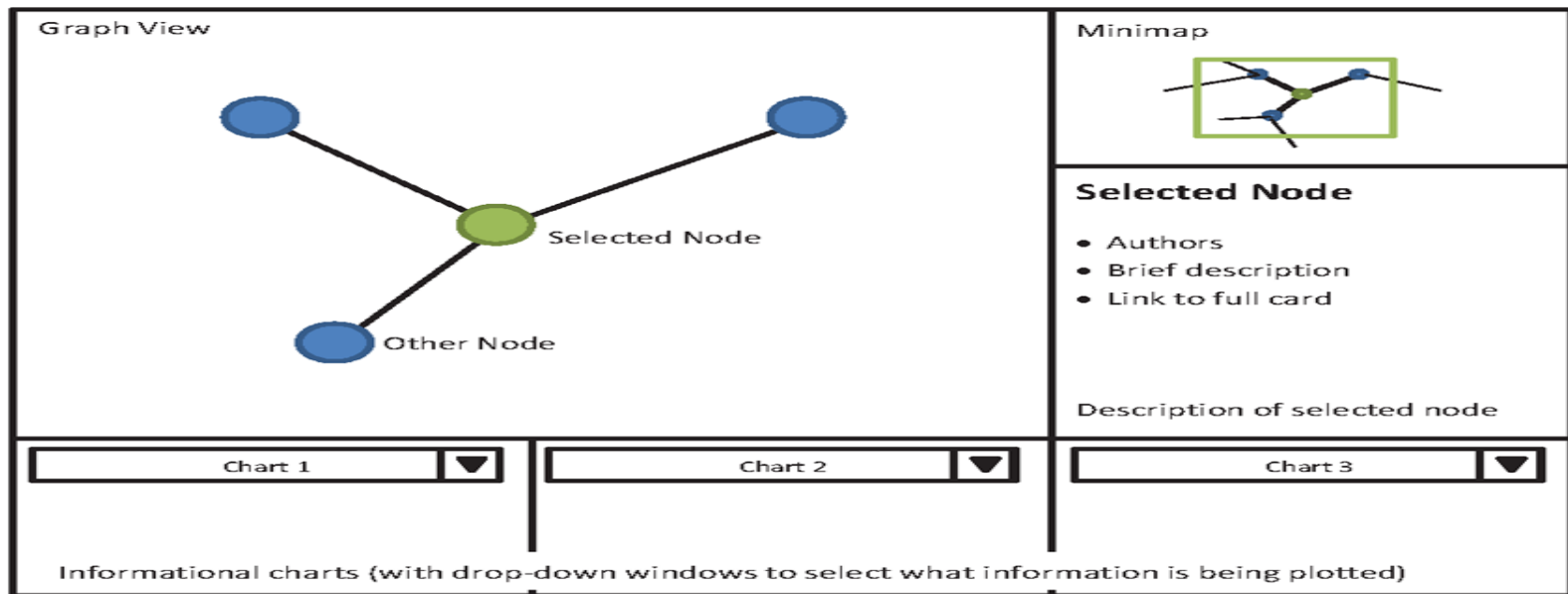
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Graph of the Cards:



Example Card:

Title
• Authors (linked to author cards) • Abstract • Background sources (with links, if applicable) • Citations (linked to other cards) Card score (based on metric to be determined later) —————> 0

Graph Abstraction

- We have several possible graph abstractions at this point.
- Each of which involves translating each card to be a node in the graph, with different weighted linking mechanisms to connect them.

Interface: Design, Creation, and Maintenance

- The graph would be shown either in a “pop-out” window launched from the main site, or from an embedded applet.
- Users can click on a vertex to bring up the card in its entirety. If the user hovers over the vertex, they will see a preview of the card’s information.
- Choice vertices will be labeled in this graph view based on a selection mechanism.

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557

☐ Recommend

355 recommendations

Project 1

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[Author](#)

Dr. ABC DEF

doctor abc def Math
ko chhetra ma ekdam
chirparichit naam ho

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Card Creation and Exchange

- There will be an established database of cards created and controlled by the system.
- Trading will be done via the website, which will guarantee fair trades.
- The site will help match up potential traders.
- Ownership data is centrally stored on the website (i.e. who owns what cards).

Virtual Economy

- In order to acquire cards, users will need to obtain our virtual currency. Think Chuck e Cheese tokens.
- The user can acquire tokens by participating and contributing to the website by performing activities and games, and having discussions on the cards.

Acquiring Cards

- Each card has a value, some cards are more valuable than others.
- The value of the card is determined by a ranking mechanism that takes into account its popularity and demand.
- The user can “buy” a pack of *random* cards with tokens.
- Users can buy specific cards at their face value.

Interface: Design, Creation, and Maintenance cont.

- Users must create an account to collect cards.
- Users can have account profiles which list their projects/publications/experience and card collection. Almost like a mini LinkedIn.
- Users can “connect” in this space via friend requests.

“Friendship” in Project X

- Have different ways to associate with people.
- A “association” request. Think of less “serious” friend request. Intended for people you may know in passing or in name.
- A “Friend” request. This would be reserved for close colleagues and friends you know.
- Gives the ability to generate a multi-colored-edge friendship graph.

In Closing...

We hope to create interest in Mathematics and Computer Science.

We want to take a new approach to data representation with our graph models.

Finally, we want to index REU project data in a centralized database.

Citations

- Kumar, Shamanth, and Fred Morstatter. *Twitter data analytics*. : Springer, 2013. Print.
- Yuan, Andrew . "2014 Fifa World Cup Brazil predictions - And the Winner is...." *2014 Fifa World Cup Predictions*. N.p., 1 Jan. 2014. Web. 5 June 2014.