

Juegos de Ciencia



Sara Gil Casanova

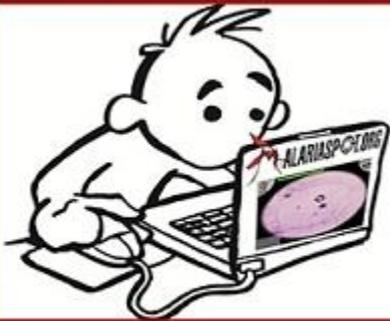


*II Curso de
Comunicación
de la Ciencia*



Jueves 12 Junio 2014

¿Quiénes somos?



HAZ CLICK AQUÍ PARA JUGAR



juega 1 minuto contra la malaria





Ciencia Ciudadana

Ciencia Ciudadana: orígenes

1. Tu ordenador para la ciencia



2. Tu cerebro para la ciencia



SETI@home

SETI@Home Client

File Settings Help

The Search for Extraterrestrial Intelligence at HOME

Press F1 for info Version 3.08
<http://setiathome.berkeley.edu>

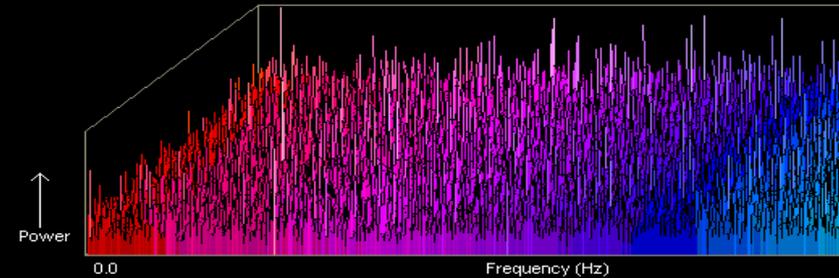
Data Analysis

Chirping data 100%

Doppler drift rate: -24.6075 Hz/sec Resolution: 2.384 Hz
Best Pulse: power 6.71, period 6.2303, score 1.00

From: 13 hr 13'
Recorded on: T
Source: Arecibo
Base Frequency

Name: Thierry
Data units comp
Total computer



setiathome_enhanced version 5.15 [workunit: 09my03aa.866.27664.59646.3.68]

Overall 33.076% done CPU time: 12 hr 37 min 19.84 sec

Name: Luxorion
Team: Seti Belgique
Total credit: 3963.66

Searching for Gaussians

Doppler drift rate -14.5072 Hz/sec Resolution 0.596 Hz

From: 18 hr 7' 4" RA, +16 deg 5' 0" Dec

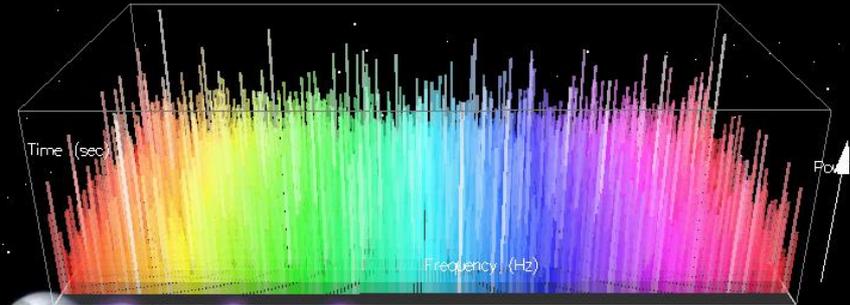
Recorded on: Sat May 10 06:41:34 2003

Recorded at: Arecibo 1.42GHz Fld, Feed

Base frequency: 1.420664063 GHz



Gaussian: power 1.09, fit 0.596, score -12.912

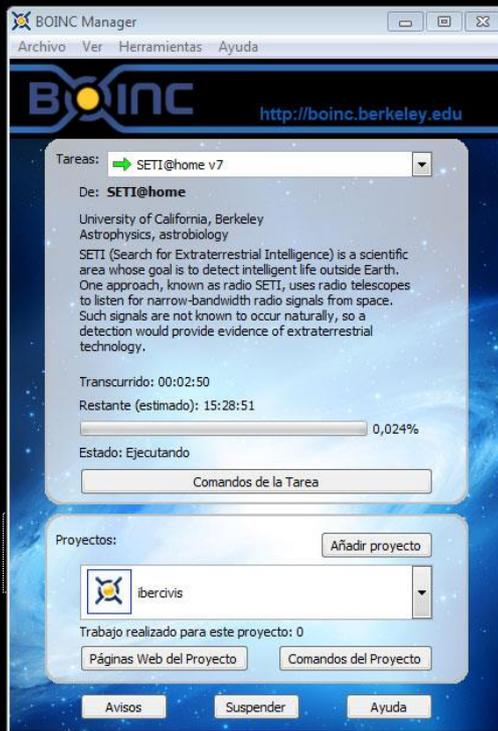


Encontrar vida inteligente en el universo es como buscar una aguja en un pajar (y *complejo computacionalmente*).

¿Qué pasaría si *voluntarios* de cualquier lugar del mundo pudieran procesar parte de los datos?

En 1999 se lanza SETI@home. Esperaban conseguir unos 100.000 voluntarios: van por más de 5 millones.

Computación voluntaria distribuida: BOINC



BOINC Manager
Archivo Ver Herramientas Ayuda

BOINC <http://boinc.berkeley.edu>

Tareas: SETI@home v7

De: **SETI@home**
University of California, Berkeley
Astrophysics, astrobiology
SETI (Search for Extraterrestrial Intelligence) is a scientific area whose goal is to detect intelligent life outside Earth. One approach, known as radio SETI, uses radio telescopes to listen for narrow-bandwidth radio signals from space. Such signals are not known to occur naturally, so a detection would provide evidence of extraterrestrial technology.

Transcurrido: 00:02:50
Restante (estimado): 15:28:51
0,024%

Estado: Ejecutando

Comandos de la Tarea

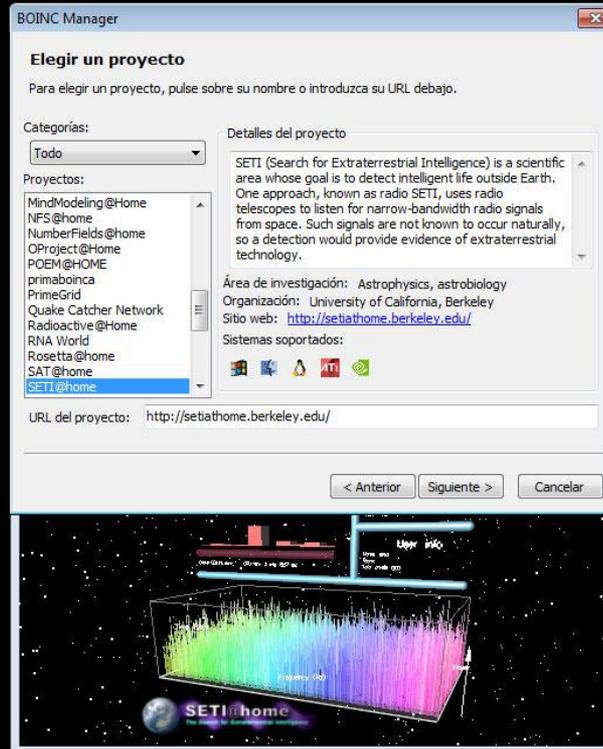
Proyectos: Añadir proyecto

ibercvis

Trabajo realizado para este proyecto: 0

Páginas Web del Proyecto Comandos del Proyecto

Avisos Suspender Ayuda



BOINC Manager

Elegir un proyecto

Para elegir un proyecto, pulse sobre su nombre o introduzca su URL debajo.

Categorías: Todo

Proyectos: MindModeling@Home NFS@home NumberFields@home OProject@Home POEM@HOME primaboince PrimeGrid Quake Catcher Network Radioactive@Home RNA World Rosetta@Home SAT@home SETI@home

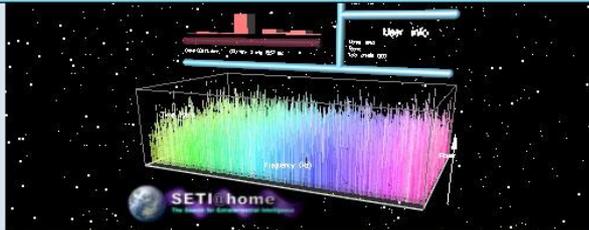
Detalles del proyecto

SETI (Search for Extraterrestrial Intelligence) is a scientific area whose goal is to detect intelligent life outside Earth. One approach, known as radio SETI, uses radio telescopes to listen for narrow-bandwidth radio signals from space. Such signals are not known to occur naturally, so a detection would provide evidence of extraterrestrial technology.

Área de investigación: Astrophysics, astrobiology
Organización: University of California, Berkeley
Sitio web: <http://setiathome.berkeley.edu/>
Sistemas soportados:

URL del proyecto: <http://setiathome.berkeley.edu/>

< Anterior Siguiente > Cancelar

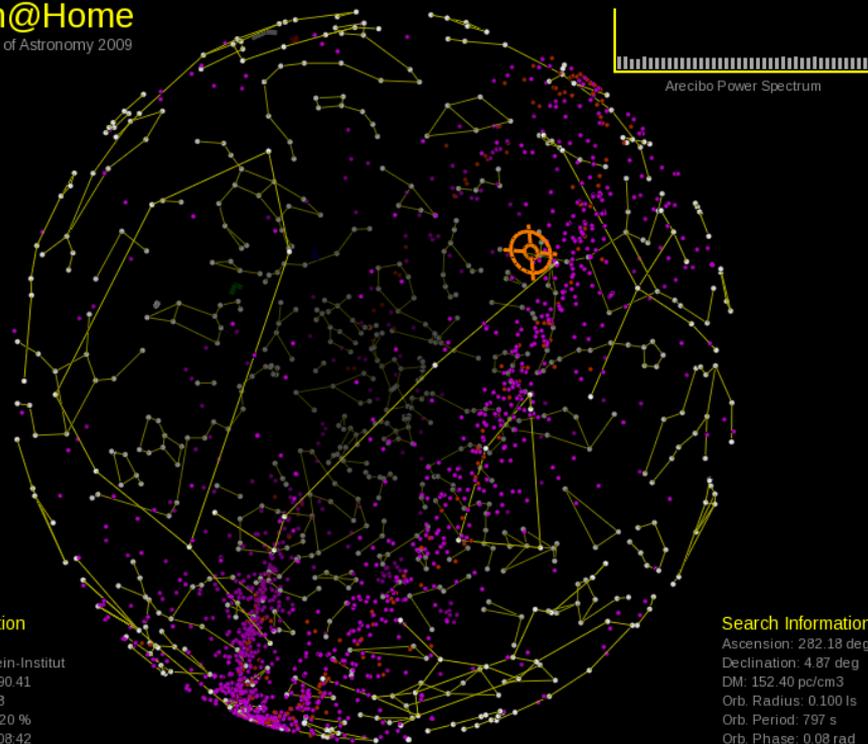


SETI@home

Ejemplo: Einstein@Home

Einstein@Home

International Year of Astronomy 2009

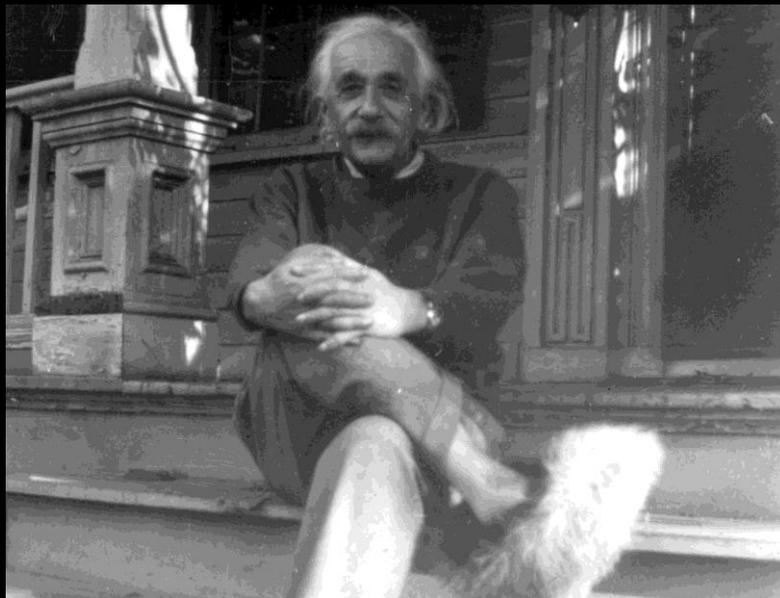


BOINC Information

User: ATLAS
Team: Albert-Einstein-Institut
Project Credit: 92990.41
Project RAC: 348.48
WU Completed: 37.20 %
WU CPU Time: 02:08:42

Search Information

Ascension: 282.18 deg
Declination: 4.87 deg
DM: 152.40 pc/cm³
Orb. Radius: 0.100 ls
Orb. Period: 797 s
Orb. Phase: 0.08 rad



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Published online 12 August 2010 | Nature | doi:10.1038/news.2010.401

News

Home computer finds rare pulsar

The Einstein@Home volunteer-computing project makes its first discovery.

Eugenie Samuel Reich

A rare isolated pulsar with a very low magnetic field has been discovered by a volunteer-computing initiative, researchers report today in the journal *Science*¹.

When Bruce Allen, director of the Einstein@Home distributed-computing project, first contacted



Data gathered by the world's largest radio dish in Arecibo, Puerto Rico, is later

Related stories

- [Citizen science: People power](#)
04 August 2010
- [Pulsar watchers race for gravity waves](#)
13 January 2010
- [Home computers search for gravity waves](#)
01 February 2005

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- [Pulsar](#)
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- [Bruce Allen](#)

This article elsewhere

[Blogs linking to this article](#)

Evolución: de Clickworkers

INTERNET ARCHIVE
Wayback Machine

http://clickworkers.arc.nasa.gov/top Go

175 captures
23 ene 01 - 24 sep 08

DEC ENE MAR
23
2000 2001 2002



Welcome to the clickworkers study, NASA Ames's new experiment in volunteer science.

There are many scientific tasks that require human perception and common sense, but may not require a lot of scientific training. Identifying craters on Mars is something almost anyone can do, and classifying them by age is only a little harder. This is an experiment to see if public volunteers, each working for a few minutes here and there, can do some routine science analysis that would normally be done by a scientist or graduate student working for months on end. Questions? See the [FAQ](#).

Which activity would you like to do?

1. [Crater Marking](#) -- please take the [training session](#) first.
2. [Basic Crater Classification](#)
3. Coming soon: Fine-tune someone's previously marked crater
4. Coming soon: Advanced crater classification
5. Possibility for 2001: Mark just-released high resolution images from MGS

[View Change your background preference](#)

How much work has been done so far?

Since inception on November 17, 2000, all clickworkers combined have contributed 271,211 crater-marking and 76,003 crater-classification entries.

Crater marking progress as of 26 Dec 2000: 30% of mid-latitude Mars (30°N to 30°S) has been covered (20% more than once) at 64 pixel/degree resolution, and 9% at 256 pixel/degree resolution (3% more than once). Also, 100% of our resolution.

The inputs generally look very good. [You can look at an example](#) of how several clickworker's inputs are combined into a single consensus.

[Clickworkers pilot study](#)
Question not answered in [FAQ](#) ? Contact: websky@ptolemy.arc.nasa.gov
Responsible NASA official: Sonie Lau



Año 2001

Evolución: a Galaxy Zoo



The screenshot shows the Galaxy Zoo website interface. At the top, there is a browser address bar with the URL `http://www.galaxyzoo.org/` and a search bar. Below the address bar, a navigation menu includes links for [Welcome](#), [Home](#), [The Science](#), [How to Take Part](#), [Galaxy Analysis](#), [Discussion Forum](#), [Press & News](#), [Links](#), and [Contact Us](#). On the right side of the navigation menu, there are buttons for [Login](#) and [Register](#).

The main content area features a large background image of a galaxy. On the left side, there is a welcome message: "Welcome to **GalaxyZoo**, the project which harnesses the power of the internet - and your brain - to classify a million galaxies. By taking part, you'll not only be contributing to scientific research, but you'll view parts of the Universe that literally no-one has ever seen before and get a sense of the glorious diversity of galaxies that pepper the sky."

Below the welcome message, there is a section titled "Why do we need you?" with the text: "The simple answer is that the human brain is much better at recognising patterns than a computer can ever be. Any computer program we write to sort our galaxies into categories would do a reasonable job, but it would also inevitably throw out the unusual, the weird and the wonderful. To rescue these interesting systems which have a story to tell, we need you."

At the bottom of the main content area, there is a call to action: "GZ is now live! Go ahead and [sign up](#) to start classifying galaxies right away."

On the right side of the main content area, there is a login form with the following fields and options:

- User Name:
- Password:
- Remember me next time.
- [Log In](#) button
- [Register](#) link
- [Forgot Password](#) link

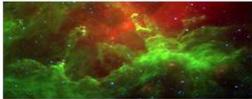
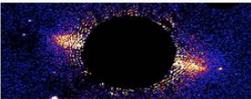
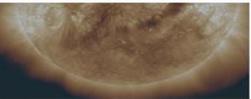
At the bottom right of the page, there is a footer with the text "TheTeam | [Privacy Statement](#)".

Año 2007

...a Zooniverse

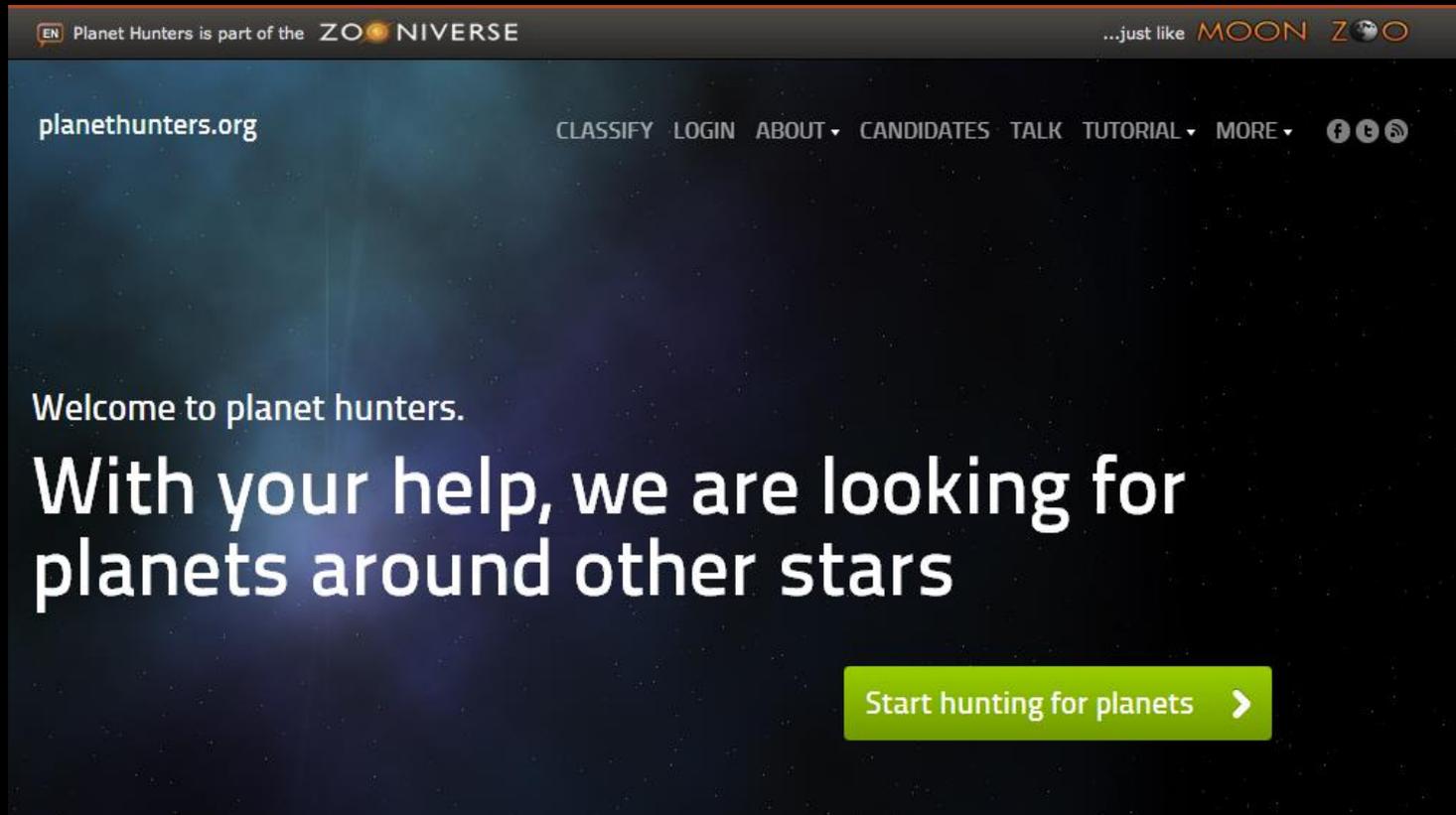
All Space Climate Humanities Nature Biology

Most Popular Sort by Popularity

 <p>Find planets around stars Lightcurve changes from the Kepler spacecraft can indicate transiting planets.</p> <p>planethunters.org</p>	 <p>Go wild in the Serengeti! We need your help to classify all the different animals caught in millions of camera trap images.</p> <p>SNAPSHOT SERENGETI</p>	 <p>How do galaxies form? NASA's Hubble Space Telescope archive provides hundreds of thousands of galaxy images.</p> <p>GALAXY ZOO</p>	 <p>Hear Whales communicate You can help marine researchers understand what whales are saying.</p> <p>WHALES</p>
 <p>How do stars form? We're asking you to help us find and draw circles on infrared image data from the Spitzer Space Telescope.</p> <p>THE MILKY WAY PROJECT</p>	 <p>Explore the Red Planet Planetary scientists need your help to discover what the weather is like on Mars.</p> <p>PLANET FOUR</p>	 <p>Analyse real life cancer data. You can help scientists from the world's largest cancer research institution find cures for cancer.</p> <p>Cell Slider</p>	 <p>Take Notes from Nature Transcribe museum records to take notes from nature, contribute to science.</p> <p>Notes from Nature</p>
 <p>Match growing black holes to their jets We need help to compare infrared and radio data to spot black holes in the Universe.</p> <p>RADIO GALAXY ZOO</p>	 <p>Find the Birthplace of Planets Help comb our galaxy, looking for stars that could be harbouring planet-forming disks.</p> <p>DISK DETECTIVE</p>	 <p>Sorting out Sunspots Help us organize sunspot images in order of complexity to better understand the Sun's magnetic activity.</p> <p>SUNSPOTTER</p>	 <p>California condors need your help By tracking their location and social behavior, you can help this critically endangered species.</p> <p>CONDOR WATCH</p>

Año 2014

Ejemplo Zooniverse: Planet Hunters

The image shows a screenshot of the Planet Hunters website. At the top, there is a dark header bar with the text "Planet Hunters is part of the ZOONIVERSE" on the left and "...just like MOON ZOO" on the right. Below the header, the website's URL "planethunters.org" is displayed on the left, and a navigation menu with links for "CLASSIFY", "LOGIN", "ABOUT", "CANDIDATES", "TALK", "TUTORIAL", and "MORE" is on the right. Social media icons for Facebook, Twitter, and YouTube are also present. The main content area features a dark blue background with a faint image of a planet. The text "Welcome to planet hunters." is followed by the large, bold headline "With your help, we are looking for planets around other stars". At the bottom right, there is a prominent green button with the text "Start hunting for planets" and a right-pointing arrow.

EN Planet Hunters is part of the ZOONIVERSE

...just like MOON ZOO

planethunters.org

CLASSIFY LOGIN ABOUT CANDIDATES TALK TUTORIAL MORE



Welcome to planet hunters.

With your help, we are looking for planets around other stars

Start hunting for planets >

Ejemplo Zooniverse: Serengeti

Snapshot Serengeti is a [Zooniverse](#) project.

The Zooniverse is a collection of web-based Citizen Science projects that use the efforts and abilities of volunteers to help researchers deal with the flood of data that confronts them.

Our Projects

We currently have 12 projects on subjects ranging from [astronomy](#) to [climatology](#) to [biology](#) to [humanities](#).

SNAPSHOT SERENGETI



Welcome to Snapshot Serengeti

Hundreds of camera traps in Serengeti National Park, Tanzania, are providing a powerful new window into the dynamics of Africa's most elusive wildlife species. We need your help to classify all the different animals caught in millions of camera trap images.



Start classifying

Ejemplo Zooniverse: Whale.fm

1,112,246 people taking part worldwide

Projects ▾ Community ▾ About us ▾ Sign in Register

[f](#) [t](#) [g+](#)



Hear Whales communicate

// information

Did you know that Killer Whales (Orcas, which are actually the largest dolphin species) can talk to each other in quite sophisticated ways? Each family of Killer Whales has its own dialect and closely-related families share calls. We'd like you to help us to categorize sounds in order to understand what whales are saying.

[Take part](#) [No thanks](#)

Ciencia Ciudadana en España: Ibercivis

El equipo de **Ibercivis** desarrolla el software necesario para que cualquier grupo español con una idea interesante pueda participar.



En la plataforma Ibercivis hay proyectos de investigación sobre el cáncer, nuevos fármacos, números primos...



Ejemplo Ibercivis: Gripenet



GRIPENET

COLABORA CON
EL EXPERIMENTO

Close

¿EN QUÉ CONSISTE?

El objetivo de Gripenet es monitorizar la incidencia de la gripe en España mediante la colaboración desinteresada y anónima de voluntarios que, periódicamente, nos informan vía Internet si padecen la dolencia o no.

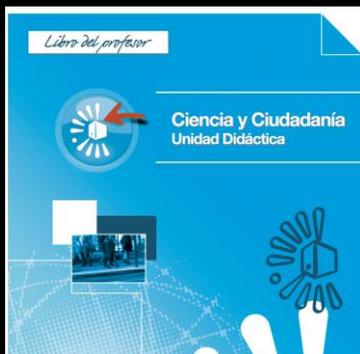
Estos datos permiten a los investigadores avanzar en el conocimiento de los mecanismos de propagación de las dolencias infecciosas a través de modelos a escala europea.

El proyecto tiene un doble propósito. Por un lado, los datos recogidos permiten a los investigadores avanzar en el conocimiento de los mecanismos de propagación de las dolencias infecciosas y, por otro lado, el proyecto constituirá una herramienta de divulgación para aproximar la ciencia al ciudadano e involucrarlo directamente en el estudio científico a través de la información facilitada.

¿CÓMO COLABORO?

¿Te has vacunado contra la gripe? ¿Ya has tenido la gripe este año, o estás esperando un posible ataque? Respondiendo a estas preguntas puedes colaborar con la ciencia participando en [GripeNet.es](#). La idea básica es rellenar un **perfil personal y seguidamente unos pequeños cuestionarios semanales** (en dos minutos) que llegan por correo electrónico, con información sobre su estado de salud en relación con la gripe. ¡Participa tu también y ayúdanos a prevenir la gripe en España!

Ibercivis: Recursos educativos asociados



CUADERNO DEL PROFESOR

Los objetivos de esta Unidad Didáctica son:

1. Que los alumnos tomen conciencia de la importancia de la investigación científica en su vida.
2. Que los alumnos asuman la responsabilidad que, como ciudadanos, tienen en el desarrollo y gestión de la investigación científica. Para ello deben reconocer el trabajo científico como algo cercano a su vida cotidiana y la posibilidad de colaborar o influir en el mismo.
3. Informar al alumnado sobre una posible vía de futuro profesional: la investigación científica.
4. Que los alumnos conozcan qué es el PROYECTO IBERCIVIS y, si lo desean, puedan colaborar con él.



Temporalización:

La Unidad Didáctica está pensada para ser desarrollada durante dos o tres periodos lectivos, podrá ser impartido por los profesores de Tecnología, Educación para la ciudadanía, Ciencia, Tecnología y Sociedad o por los Tutores en general.

Metodología:

MATERIAL DIDÁCTICO

Las Unidades Didácticas de los proyectos Ibercivis tienen como principal finalidad acercar la investigación científica a los centros de enseñanza secundaria y animar a los jóvenes a participar en la computación voluntaria.

PRESENTACIÓN DE LAS UNIDADES

 [Presentación unidades](#)

CIENCIA Y CIUDADANÍA

La ciencia y la investigación al alcance de todos

 [Libro del profesor](#)

 [Cuaderno del alumno](#)

FUSIÓN NUCLEAR

La fusión nuclear: Una energía de futuro

 [Libro del profesor](#)

 [Cuaderno del alumno](#)

DOCKING DE PROTEÍNAS

Investigación de fármacos contra el cáncer

 [Libro del profesor](#)

 [Cuaderno del alumno](#)

CABLES CUÁNTICOS

 [Libro del profesor](#)

 [Cuaderno del alumno](#)

ENFERMEDADES NEURODEGENERATIVAS

 [Libro del profesor](#)

 [Cuaderno del alumno](#)



EXPERIMENTOS
VOLUNTARIOS
DOCENCIA

MATERIAL DIDÁCTICO
HERRAMIENTAS 2.0

PRENSA
NOSOTROS
DONACIONES

La era de los móviles



Ejemplo app: Meteor Counter

Llevamos siempre un ordenador encima: se puede usar para recoger datos.

La interfaz sencilla de las app y la conveniencia de usar un smartphone facilita la participación.



HOME | DOWNLOAD | EMAIL SUPPORT | HOW IT WORKS

Be a part of NASA meteor research with Meteor Counter!

When you go out to watch a meteor shower, bring your iPhone with you. With Meteor Counter, you can easily capture meteor observations with an innovative "piano key" interface. As you tap the keys, **Meteor Counter** records critical data for each meteor: time, magnitude, latitude, and longitude, along with optional verbal annotations.

Afterward, these data are automatically **uploaded to NASA** researchers for analysis.

Meteor Counter also provides a news feed and event calendar, which are updated by **professional scientists** to keep you informed of the latest meteor happenings and upcoming showers.

It's everything a meteor hound needs to get informed and **get involved!**

Screenshots:



Questions about how to use the app?

[Click here](#)

Need to contact support?

[Click here](#)

Ejemplo app: Project Noah

project
noah

Project Noah is a tool to explore and document wildlife and a platform to harness the power of citizen scientists everywhere.

Join Project Noah Today

Available on the
App Store

Download for
Android



My Noah

iPhone & Android apps

My Noah is your Project Noah mobile home page. Once signed in, you can manage all your spottings, see what missions you're participating in, keep track of your patches, and update your profile.

My Noah

My Spottings

My Patches

Missions

Field Guide

Ejemplo app: Kinsey Reporter

Kinsey Reporter Home Explore Data FAQ Support

ANDROID APP ON Google play Available on the App Store

KINSEY REPORTER

We are the recorders and reporters of facts — not the judges of the behaviors we describe. — Dr. Alfred Kinsey

Kinsey Reporter is a global mobile survey platform to share, explore, and visualize anonymous data about sex. Reports are submitted via smartphone, then [explored](#) on this website or [downloaded](#) for off-line analysis.

Mapa Satellite

North Pacific Ocean United States Mexico (Mexico) North Atlantic Ocean

solo, intersex/DSD man, young, love, lust, anger, disappointment in Baton Rouge

Kinsey Reporter

595 people like Kinsey Reporter.

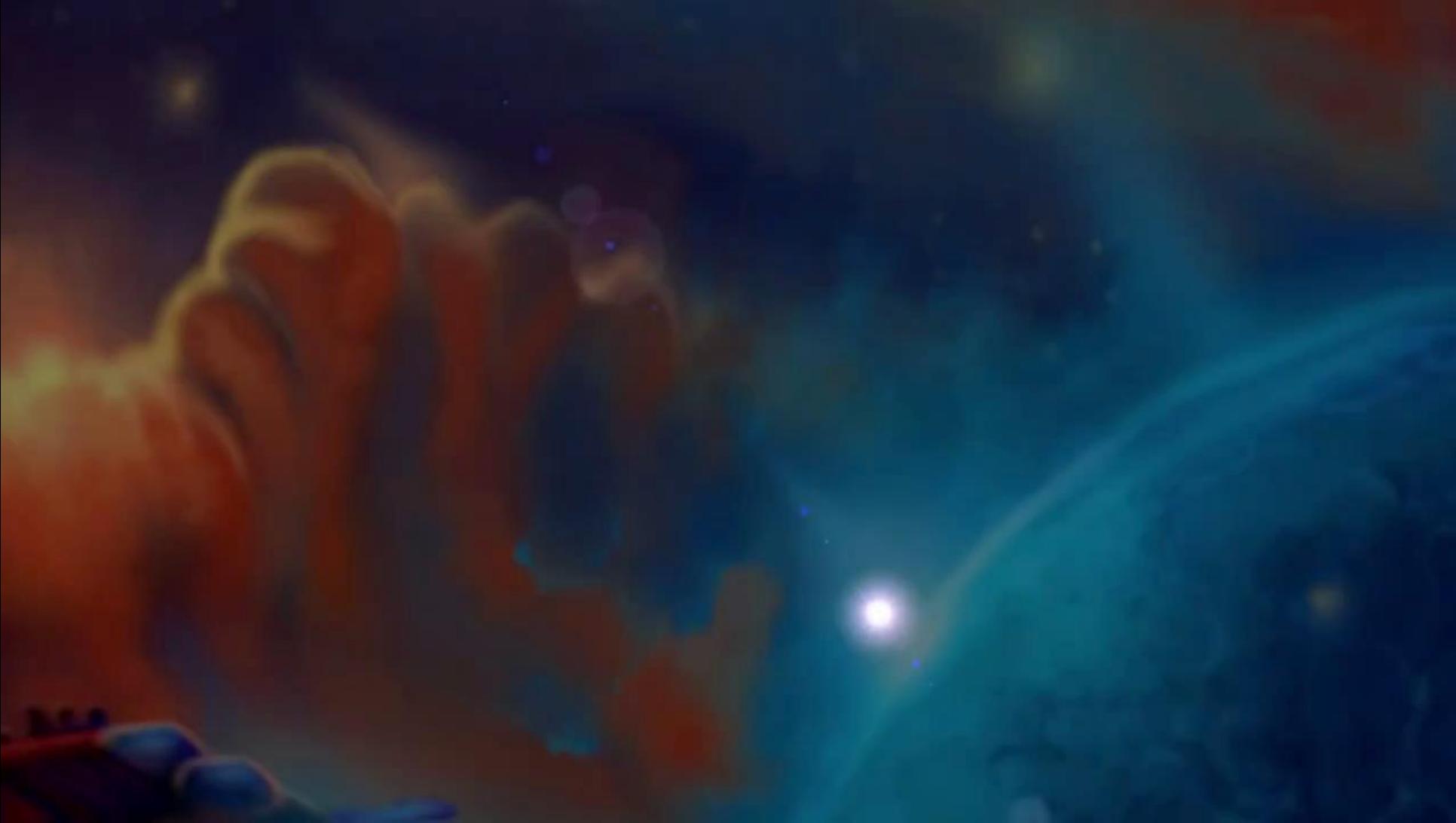
Unwanted #sexual behaviors are #NoOkay — Report them to authorities or at least via KinseyReporter.org app pic.twitter.com/lHdF1fg70k

Kinsey Reporter invites you to become a citizen scientist by contributing to sex research.

Kinsey Reporter is a mobile survey platform that collects reports from all over the world — anonymously, securely, and in real time.

Gamificación





Play to Cure



Let's beat cancer sooner



- HOME
- ABOUT CANCER ▾
- SUPPORT US ▾
- OUR RESEARCH ▾
- FUNDING FOR RESEARCHERS ▾
- ABOUT US ▾

[Home](#) > [Support us](#) > [Citizen Science apps and games from Cancer Research UK](#) > Play to Cure: Genes in Space

Play to Cure: Genes in Space

Main menu

- ▾ Support us
- ▾ Citizen Science apps and games from Cancer Research UK
- Play to Cure: Genes in Space



Play to Cure™: Genes in Space is the world's first free mobile game that uses the collective force of players to analyse real genetic data and help beat cancer sooner.

Be a science hero

Play our new free mobile game to help our scientists to beat cancer sooner.

[Download from the Apple App Store](#)

[Download from Google Play](#)

Our partners

Genes in Space was

Play to Cure has already analysed 6 months worth of cancer data

By Rachel Weber

f Recommend 37

🐦 Tweet 58

👤 submit

MON 17 MAR 2014 10:59AM GMT / 6:59AM EDT / 3:59AM PDT

♣ CHARITY

And Cancer Research UK's new smartphone game has done it in a month

Cancer Research UK's smartphone app Play to Cure: Genes in Space was only released on February 4 but has already allowed gamers to analyse six months worth of DNA data for cancer research.

"We're astounded by this fantastic support from citizen scientists across the world which goes to show - you don't need to wear a lab coat to be a hero," said Hannah Kearthland, Cancer Research UK's citizen science lead.

"It's crucial we don't stop here because the more people who play in their spare moments, the quicker we'll make a difference. There never again needs to be such a thing as a boring queue. It's still early days but we believe the collective force of global gamers could have a massive impact and speed up our life-saving research."

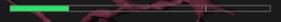
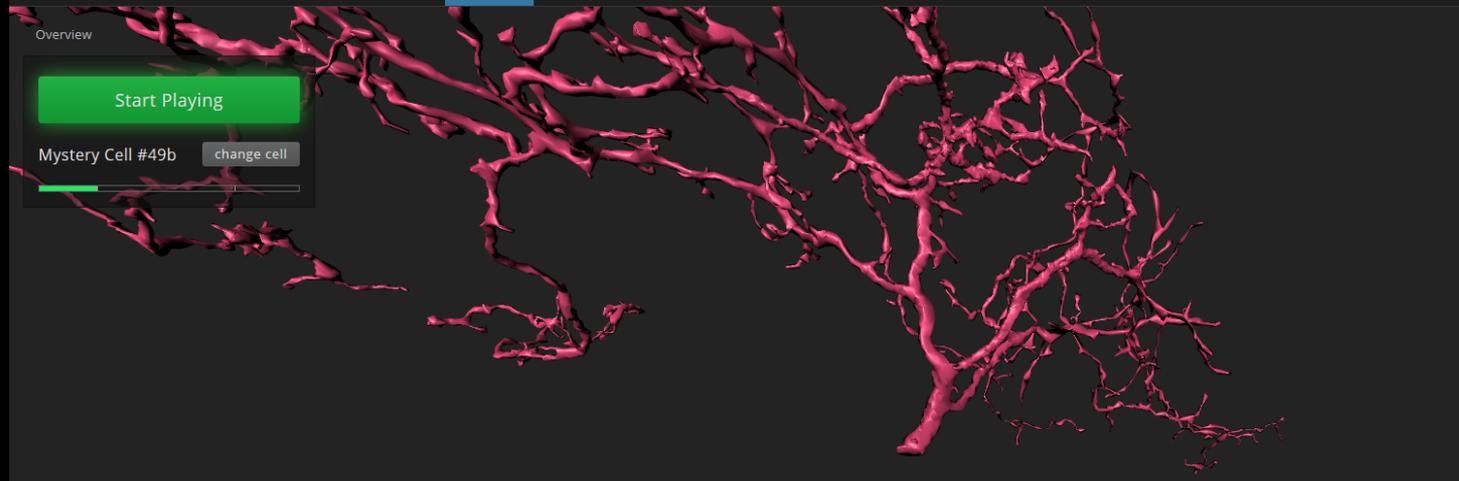
Gamers have made 1.5 million classifications by spotting patterns in the data, which would have taken a scientist six months to analyse by eye. More than 53,000 hours or six and a half years of the game have been played so far. You can find it [here](#).



Overview

Start Playing

Mystery Cell #49b

Online (36): cedric, sapphiresun, nopasaran, nkem_test, a5hm0r, galarun, damocles357, bigbiff, dont_blink, crazybot, bluu, Nseraf, 1sigor, ggreminder, zxtheo, inquizitor, shporang, mohamed314, dereksims, matew, Kekelktus, Neonng, klimp, darkPachira, vogon, fdsailing2012, newneuron, sebbuku, mywire, sonicthewedge, ReginaSaphier, Tanye, itrinkle0925, Bj0rnar, luizrobertomeier, sagilca

Type /help to see available commands.
 Congrats to Thana, winner of the Lore of Kor challenge!
 Give us feedback: <http://goo.gl/x8a0eI> Go a5hm0r, yesterday's #1 w 56,518 pts!
 1sigor earned 60 points
 klimp earned 104 points

Marvelous Eyewirers

rank	username	points
1	galarun	10676
2	a5hm0r	8896
3	mamateresa	4896
4	twister2	4306
5	dont_blink	4134
6	PhineasB	3590
7	nopasaran	3496
8	HariSeldon	2562
9	Nseraf	2436
10	gedrod	2364
11	dereksims	1574
12	ppotter613	1557
13	itrinkle0925	1536
14	wlindboe	1376
15	renate	1346
16	1sigor	1266
17	fdsailing2012	1239
18	caphillipson	1138
19	ssaba	1038
20	klimp	996
21	co1ored	987
22	mirasol	954
23	mmweiland	838
24	mstanley	758
25	urs	758
26	toknow	748
27	mywire	678
28	hanmaldo	676
29	klaus13	676
30	FractalCuber	600

Eyewire: Desafíos

Lore of Kor – EyeWire SciFi

Amy Robinson May 26, 2014 Competitions: Lore of Kor, New Features, New Neuron, Nevis, Seung Lab



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Get the latest from EyeWire:

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Why EyeWire?

Solving the mysteries of the connectome requires something more powerful than a supercomputer - YOU. EyeWire is a game to map the brain from Sebastian Seung's Computational Neuroscience Lab at MIT. Over 70,000 people from 130+ countries play, join the community and be a part of a revolution in neuroscience.

Shop EyeWire Gear



Custom brain designs from EyeWire HQ

Recent Posts

- [Behind the Science: About the Data](#)
- [X-box Controller Support](#)
- [Monthly EyeWire Stats: May 2014](#)
- [Kor Trivia](#)
- [Say Happy Birthday to Twister 2, with a](#)

Kor: Origins

Amy Robinson May 30, 2014 Competitions: Lore of Kor

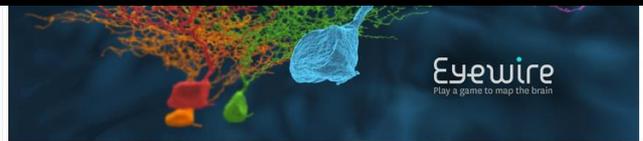


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Origins

In a not too distant past in a universe not entirely dissimilar to our own, Galactic Corsairs were prowling the Zaiton system for lost cargo and the occasional hostage when their Lairra sensor detected a large conductive object. In typical pirate fashion, they drank two rounds of Guebram, a horribly intoxicating

Eyewire: Condecoraciones



EyeWire Profiles 101

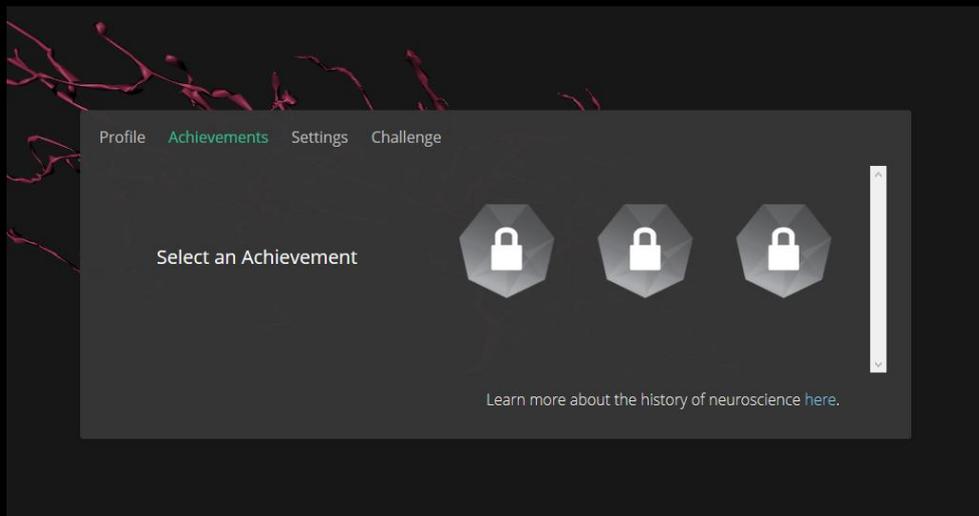
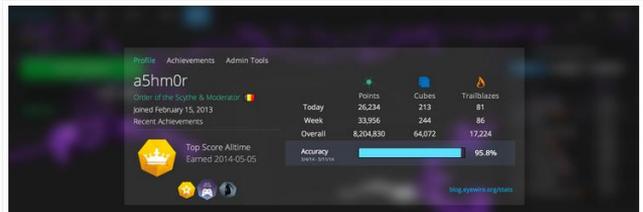
(psst...How to get Better at EyeWire)

Clicking your username in the top right corner pops out your profile, including personal stats:

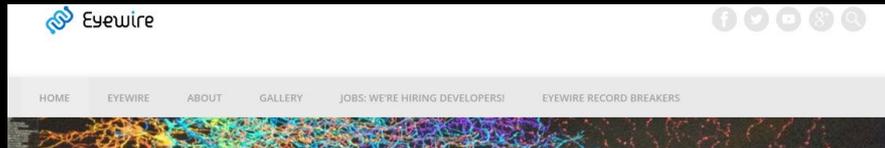
- total points
- cubes submitted
- [trailblazes](#)
- **f-score** (accuracy). Hover over F-Scorebar to see metrics of precision and recall. If your F-Scorebar is orange or yellow, it means you should map more carefully. The most accurate players have blue F-Scorebars.
- achievements

Click any other player's name in the leaderboard or chat to see his or her profile.

This post is kept updated to include the latest profile features.



Eyewire: Comunicación



Behind the Science: About the Data

Have you ever wondered where the Eyewire data comes from? Eyewire's data set consists of the retinal neurons of a mouse, and it is called E2198. E2198 was created by scanning a section of the mouse's retina with a Scanning Electron Microscope (SEM). A Scanning Electron Microscope is a machine ...

by Danny on June 10, 2014 About the Science

Permalink

X-box Controller Support

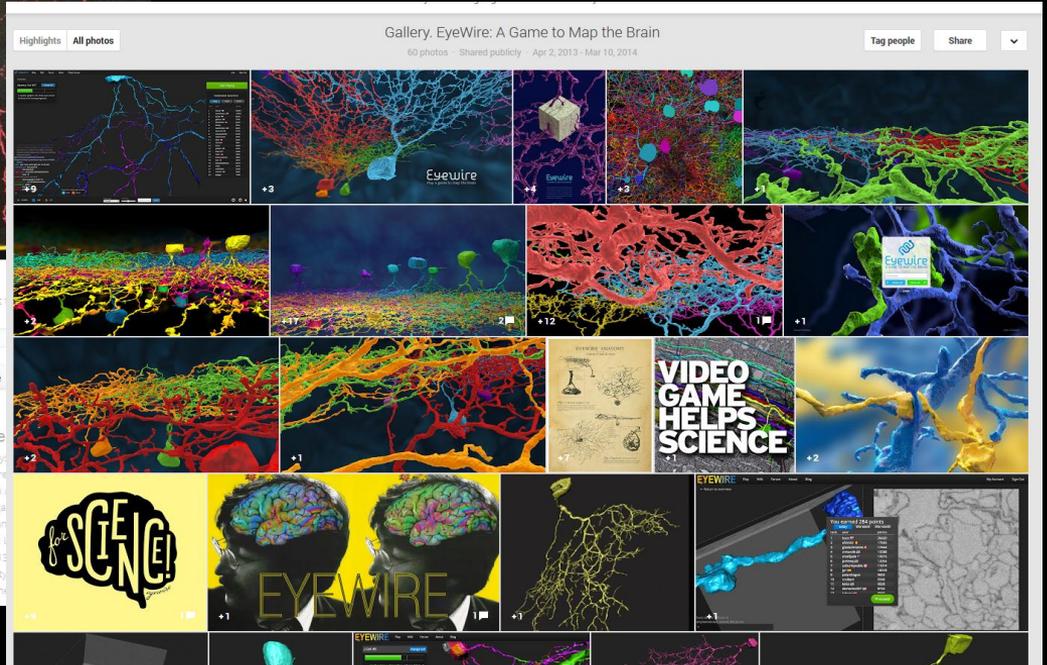
Eyewire player LotteryDiscountz has made it possible to play Eyewire with an X-box controller! Using Xpadder inputs from the X-box controller can be converted into a signal that mimics the inputs from a mouse and keyboard. LotteryDiscountz

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Why Eye

Solving the my connectome is powerful than EyeWire is a game from Sebastian Neuroscience U people from 12 the community revolution in ne



MalariaSpot



A world map with a light blue background and dark blue landmasses. The map is centered on the Atlantic Ocean, showing North and South America on the left, and Europe, Africa, and Australia on the right.

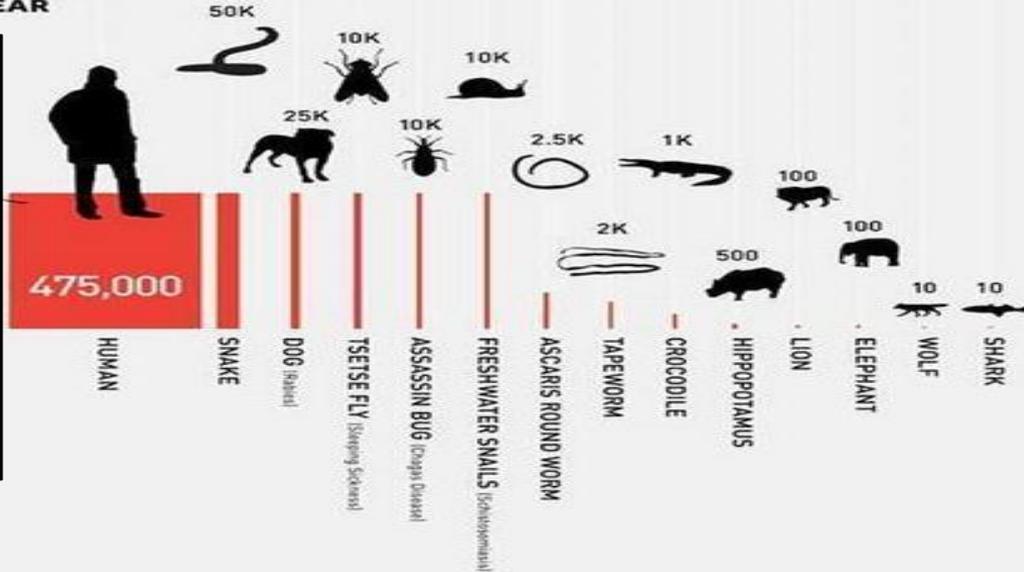
We invest **3 billion hours**
weekly playing online games

Actualmente, pasamos 3 mil millones de horas por semana

¿Por qué malaria?

WORLD'S DEADLIEST ANIMALS

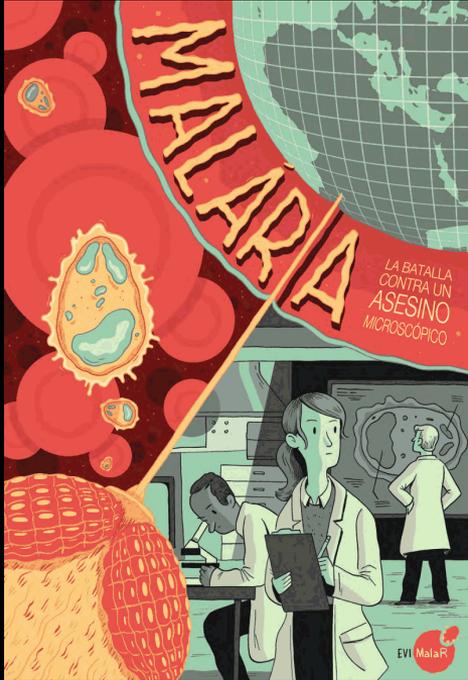
NUMBER OF PEOPLE KILLED BY ANIMALS PER YEAR



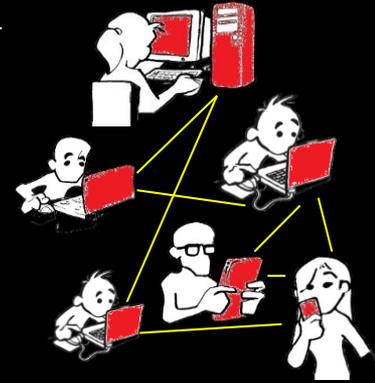
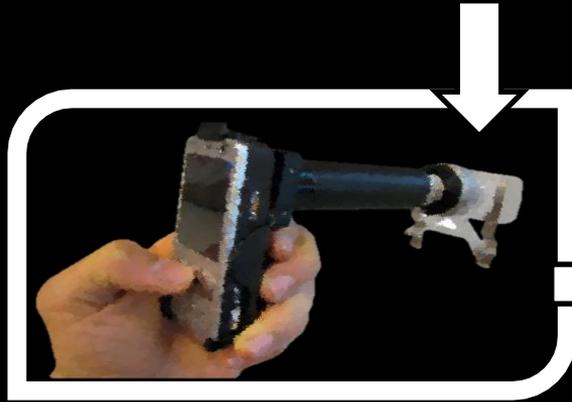
Datos OMS:
800.000 muertes
al año



Combatiendo la malaria: diagnóstico tradicional



Combatiendo la malaria: MalariaSpot



+



A.I.

Juego online



Durante un mes, voluntarios de 95 países jugaron más de 12.000 partidas que dieron lugar a una base de datos de **270.000 clicks** en imágenes con parásitos.

La combinación de los resultados obtenidos por 22 voluntarios sin experiencia previa o de 13 entrenados durante un minuto permite obtener un recuento de parásitos *tan preciso* como el de un experto microscopista.

Artículo: "Crowdsourcing Malaria Parasite Quantification: An Online Game for Analyzing Images of Infected Thick Blood Smears" (Journal of Medical Internet Research)

App para iPhone + iPad



Públicos: en el cole

www.elmundotoday.com/2013/09/educacion-retirara-las-becas-a-los-estudiantes-que-no-superen-el-nivel-100

Teletipos

pilotaba tiene que ir a la cama

El G

Domingo
10 de Nov.
de 2013
8:03 h



LA ACTUALIDAD DEL MAÑANA
**EL MUNDO
TODAY**

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OTRAS SECCIONES LA ACTUALIDAD EN IMÁGENES | OCIO | EL DOMINGO TODAY | VIAJES | LOS ALMUERZOS DE

Educación retirará las becas a los estudiantes que no superen el nivel 100 del “Candy Crush”

“NO EXIJO NADA QUE NO ME EXIJA A MÍ MISMO”, ACLARA JOSÉ IGNACIO WERT

Publicado por Xavi Puig el 17 de septiembre, 2013 | 52





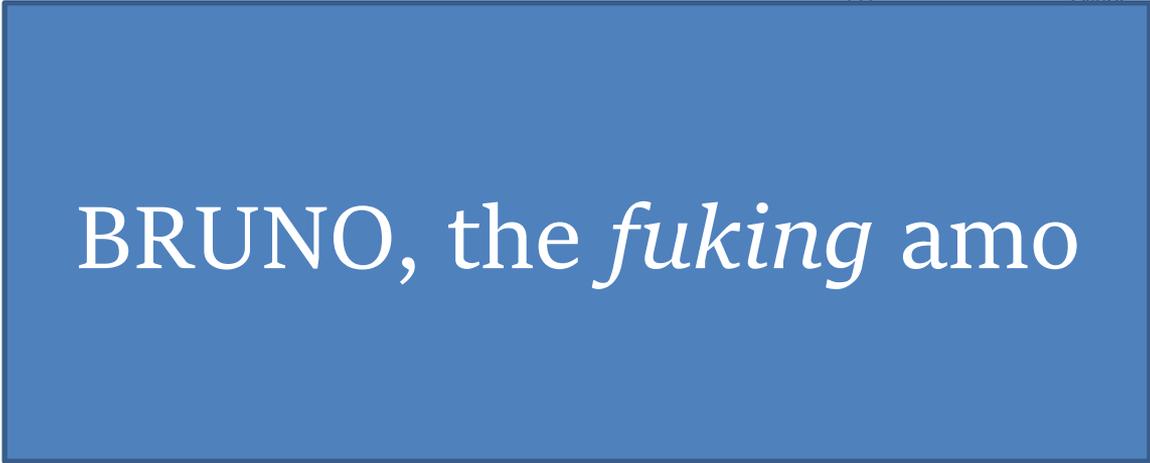
**Making
more
health**

by Ashoka and
Boehringer Ingelheim

Top Malaria Hunters

So far we have hunted 657656 parasites!

Daily Top		Weekly Top		Monthly Top	
Score	Name	Score	Name	Score	Name
1954		1954	Shreyas G Shenoy	1954	Shreyas G Shenoy
503			eter5	1321	Silvia Hdez
143			ACRA	951	null
				711	Matico



6773	Jow	2012-04-30 13:48:26
6768	JC	2012-12-30 01:53:14
6635	Mafadita	2012-05-09 11:49:05
6631	SuperHunter	2012-05-11 12:57:07
6621	cristinapo	2012-05-01 14:52:35
6578	toptoday	2012-06-22 14:44:23
6576	Gema Huerta	2014-05-02 09:34:37

Otros Públicos



Otros Públicos

Cienciaterapia



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¿Aún piensas que la ciencia no es divertida y que sirve para poco?

Bienvenido a Cienciaterapia, donde el lado divertido y curioso de la ciencia se pone al servicio de los menores hospitalizados y discapacitados.



¡Síguenos!



Patrocinadores



Telefónica

Fundación Telefónica



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CIENCIA 'CIUDADANA'

Un joven asturiano crea un videojuego que ayuda a diagnosticar la malaria

No hace falta un gran laboratorio ni ser un gran investigador para colaborar con la ciencia. Hay miles de proyectos en los que los ciudadanos pueden participar: uno de ellos consiste en diagnosticar la malaria a través de un videojuego. Una original idea de un joven investigador asturiano.

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CROWD-SOURCING

Un juego 'on-line' para ayudar a diagnosticar la malaria

Los jugadores 'cazan' parásitos en muestras de sangre reales digitalizadas, con el objetivo de crear una red global virtual de "cazadores de malaria" que contribuya a diagnosticar nuevos casos.

Se habla de: Malaria | Ciencia para el siglo XXI | Enfermedades tropicales | Aplicaciones informáticas | Videojuegos | Ocio | Programas informáticos | Enfermedades | Informática | Estilo vida | Medicina | Salud | Industria | Más temas >

78 +1 1 19 ;) Comentar

F. J. CHAMIZO | 12 de febrero de 2014 | 22:02h

MalariaSpot es una plataforma global de inteligencia

En las redes sociales

MalariaSpot @MalariaSpot

El ginto
contra
India lo
amargo

View translati
Reply De

RETWEETS 35
11:39 PM - 25 Apr

Reply to @Ma

Paula Chao Escobar @MalariaSpot
Details

A.J. Garcia @AJGarcia
@MalariaSpot (subvencionan e
Details

JL Lorés Surprisa
Esta noche, cam

Marisa Ranieri @mranieri421

@MalariaSpot are you a separate game than Malaria Hunter? I play every day!

Reply Retweet Favorite

FAVORITE 1

1:16 AM - 26 Apr 2014

Reply to @mranieri421

MalariaSpot @MalariaSpot
@mranieri421 Aw
@AppsForTime fo
Details

Apps For Time @AppsForTime
@mranieri421 you
team :-)
Details

E//A//M @emilymagillmd

@MalariaSpot is pioneering #mHealth games, training virtual parasite hunters to diagnose - thanks @GOOD for sharing! malariaspot.com/about.html

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¡Gracias!



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