

Solicit Human Input Data Through Social Gaming

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Social Gaming Is Fun & Useful

Pull Mode

Rank: 317 **Score: 2534**
Soloist Beginner Puzzle 8 (<150): Fruit Fly
▶ No conditions

Group Competition

#	Group Name	Score
1	Rice Biochemistry	9174
2	Team Commonwealth	9168
3	Ukraine	9088
4	Team Canada	9085
5	Firebird BioChem	9073
6	SETI Germany	9030
7	Bolische	9001

Soloist Competition

#	Player Name	Current	Best
1	Mike Crunching for Physics	-	9242
2	weitzel	-	9235
3	ys719	-	9222
4	markic	-	9211
5	kevin_karplus	-	9186
6	JINXter	-	9185
7	eh.eric	-	9183

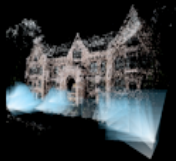
Toolbar: Shake Sidechains, Wiggle All, Wiggle Backbone, Wiggle Sidechains, Freeze Protein, Remove Bands, Disable Bands, Align Guide, Reset Structures, Reset Puzzle, Help, Glossary

Actions: ▶ Undo ▶ Social ▶ Modes ▶ Behavior ▶ View ▶ Menu

Chat: Chat - Group, Chat - Puzzle, Chat - Global, Notifications

Auto Show: auto show, auto show, auto show, auto show

PhotoCity: Photos for 3D Models



PhotoCity
Capture the world, one photo at a time

[Sign in](#) | [Register](#)

[MAP](#) | [FORUM](#) | [HOW TO PLAY](#) | [CREDITS](#)

How to Play

What is PhotoCity?

PhotoCity is a game where you can create 3D models out of pictures that you take of the places around you. Every picture you upload actually adds 3D points to the model, which is how you raise your score: **3D points = game points!**

The video at the right shows a 3D reconstruction of the Paul Allen library on the University of Washington campus which was made by the efforts of players of PhotoCity. You can see other reconstructions on our Reconstructions page, linked [here](#).

By playing PhotoCity, you help us create the biggest, most complete reconstruction of your campus possible!

How do I start?

To play, create an account and choose your zone and team color. You'll also need:

- Access to the internet
- A camera (2 or 3 megapixels)

You can also play PhotoCity with our iPhone app!



The Game: Capture the Flag

On the home page, you can see a map showing locations of models. Around the models are **flags**. These flags show places where you can take pictures to earn points. A flag's color is determined by which team has contributed the most points to that flag. For example, yellow flags are currently "conquered" by the yellow team.

Capture a Photo

- Target Data
 - Photo
- Guidance
 - Geo Tags
 - Sim. Image
- Method
 - Online



How do I capture a flag?

To capture a flag, simply take a photo of it. When you look at the map page, and click on one of the flags, you'll see a picture like this:



The column outlined in orange shows what location the flag that you clicked represents. So, to capture that flag, take a picture which has those points in it. Here's an example of a picture that worked for the flag shown above:



General Challenges

- Design social gaming rules from specified data schema
- Management of acquired information
- DB in hand with HCI