1: Fierce's top 5 feats in life sciences 'gamification' | FierceBiotech

The DiZeeZ'D Humor and Video Game Blog Welcome to The DiZeeZ'D, where we like to scream obscenities at each other. This is an 18+ only stream with adult content permissible on Mixer.

Share Tweet Love it or hate it, video games changed our lives. Thousands of people play video games , many of them play it on their mobile devices. Some are playing it for fun while others play it as part of their lifestyle. Realizing this trend, scientists around the world have come up with a creative idea to turn games into research tools, enabling them to accelerate their research progress. Here are 10 of such amazing games. Happy Match Happy Match is a citizen science game developed by a group of scientists at the Syracuse University. The game has several different versions for us to choose such as Happy Moths! Regardless of the version, the goal is the same. At the start of the game, we will be shown a collection of animal photos, to which we must classify by answering simple questions about their features. Not only good for fun, by playing the game, we also help scientists to classify these animals! The game will ask us to guide the drone through several space missions in augmented reality, executing several types of maneuvers such as landing, docking or to avoid obstacles. QuestaGame Just like Pokemon Go , this game will also make you leave the comfort of your home and go to the outside world. The Difference is you can also expand your knowledge in both nature and biodiversity while you play! Photograph any animals that you can find around your neighborhood, score golds, and climb the Leaderboard. All while helping scientists to gather data on the world biodiversity. Mozak Tracing an intricate design of neurons is a time consuming job. Scientist at the Allen Institute for Brain Science could only trace a neuron per week. Therefore, they developed Mozak, a 3D game about neuron tracing. Anyone in the world with internet access can play it while at the same time also contributes to brain science. Since the game launching in November , about new players join forces with the scientists, significantly speed up the tracing process. Dizeez Have some free time on your hand? As a quiz-type game, our objective in Dizeez is to match the disease presented to us with one of the five genes choice provided bellow. Rack up as much score as you can in one minute rounds and be happy knowing that the time you kill playing Dizeez is also used to advance science. Foldit Armed with a game called Foldit , gamers all over the world now can help scientists to study protein structure. Malaria is caused by a protozoan parasite called Plasmodium. Currently, the standard procedure to diagnose malaria involves manual blood examination, which slows down the whole treatment process. To speed up this process, researchers at the Technical University of Madrid have developed a game called Malariaspot bubbles. Our critical mission in this game is to identify five different types of malaria parasites while having fun by shooting up mosquitoes and pooping up bubbles. Sea Hero Quest Playing a game while helping scientists to fight dementia? Now we can do it with Sea Hero Quest! Dementia is a collection of nasty brain diseases. In the Sea Hero Quest, you take on the role of a young sailor whose father suffering dementia. Navigate your boat through a series of checkpoints, while remembering your routes and trying not to get lost. By playing, we will help scientist to understand how our brain navigates space. Stall Catchers Stall Catchers, an online game developed by human computation institute are no ordinary game. In this game, we will be able to see tissue layers of a real mouse brain through a virtual microscope. By catching these stalls, we will earn our points, levels up, and most importantly; we will also directly contributing to the Alzheimer research at the Cornell University. Cell Slider As of , there is still no cure for cancer. Meanwhile, in US alone about , people died of cancer. Is there nothing we can do to fight it? With Cell Slider , I say we can! Our critical mission in this game is to analyze tissue samples donated by former cancer patients and spot any cancerous cells by answering simple questions. By doing this, we could speed up cancer research and save millions of lives in the future! Simon Hope Want more stuff like this? Get the best viral stories straight into your inbox!

2: Project For A Beginner Bioinformatics Student

Dizeez to novel gene annotations Posted by Andrew Su on Nov 18, in community intelligence, dizeez, games | 0 comments We've been hard at work mining the logs for the Dizeez game (see past posts for context).

Serious games can explain, in a simplified manner, molecular or cellular processes involved in the onset of diseases such as rheumatoid arthritis https: One notable example of this kind is Foldit https: More recent examples of similarly game-based research strategies are Play to Cure: Genes in Space Coburn, , a game designed to crowdsource genomic data analysis, and Eyewire, a game whose purpose is the analysis of images of the brain https: One example of such contexts is crowdsourcing, an unconventional research strategy in which open calls for collaboration bring together a large community of participants for the effort to solve complex scientific problems Schrope, ; Lee et al. There have been several recent successful cases of crowdsourcing applied to biomedical problems Kawrykow et al. Evidence suggests that gamification makes crowdsourcing more appealing to contributors Bowser et al. Accordingly, this paper will discuss the use of gamification in the solution of advanced scientific problems. We further believe that this strategy may be productive in combination with biomedical computer simulations. Such simulations can serve to detect biomarkers for disease prognosis Khan et al. This notwithstanding, there are some circumstances in which computational methods struggle to identify the regulatory patterns underlying the onset of some diseases as predicted by simulations. In response to this challenge, we have analyzed a mathematical model accounting for the early phases of pneumonia infection that we developed within a project on medical systems biology https: Pneumonia is a highly prevalent inflammatory infection of the lungs that causes millions of deaths each year, especially in individuals with immature or compromised immune systems such as children and elderly people McIntosh, The most common cause is bacterial infection Kochanek et al. In contrast to other inflammatory diseases, the resolution of the infection is time-critical, because the inflammation inundates the lung alveoli with liquid and impedes proper ventilation, often with fatal effects. In order to better understand at the microscopic level the very first stages of alveolar infection and suggest therapeutic strategies for the prevention of lung infection and inflammation, we used computational modeling and simulation Cantone et al. The mathematical model we developed is multi-level in the sense that it integrates processes describing cell-to-cell interactions between the bacteria, the immune cells and the lung epithelial cells with a description of the intracellular processes governing these cells. When simulating the model, we realized that detecting the differences between relevant biomedical scenarios, for instance resolved versus progressing infection, required the performance and classification of thousands of 2D and 3D computer simulations and the identification of spatial patterns see Figure 1A. We need to identify and classify these patterns because groups of patterns from the model can be correlated with different infection scenarios, such as pneumonia acquired in the hospital or in the context of an epidemic. The conventional approach to tackling this task would be to process the simulations, eliminate invalid or irrelevant ones, and classify those remaining, followed by the application of multivariate statistical analysis techniques Santos et al. Our hypothesis here is that it is possible to crowdsource the analysis of the patterns in our model simulations of lung infection. There is at least one example in the literature in which crowdsourcing has been proposed for the analysis of biomedical mathematical simulations http: Here, we argue that transforming the computational model into a serious game can increase the chances of success in crowdsourcing. A Pattern recognition applied to spatial simulations can provide a tool for the classification of various infection phenotypes. Here, differences in bacteria infectivity red dots, bacteria and inflammation yellow gradient, chemokines as surrogates of inflammation are visualized as different patterns of color in a computer simulation of an infected lung alveolus. B Workflow of a gamification-inspired research project in biomedicine, created on the basis of the results from our experience in the hackathon about serious games in lung infection http: Biomedical and translational researchers contribute biomedical knowledge, on which bioinformaticians build to add the computational model. On this basis, game designers then create a game attractive to the intended audience. The gaming experience of the players is stored and subsequently mined by the bioinformaticians to construct hypotheses such as that on the

bacteria phenotypes influencing infection resolution. About 40 people from several European countries participated in the event, including computational biologists, clinicians, biomedical researchers, microbiologists, designers, programmers and even high school students with game programming skills. We organized the participants into multidisciplinary teams. The hackathon produced a selection of game prototypes about lung infection. For instance, one of the teams proposed a two-player strategy game making use of the model simulations Figure 1B , in which the players can play as bacteria invading a lung alveolus or as a macrophage defending the alveolus. An improved version of this game might store and analyze the gaming experience of a large number of players in order to identify, for example, preferential sequences of bacteria phenotypes that have to be triggered during the simulation to generate a productive infection. In engineering, we try to perform a task following the most efficient strategy. By contrast, according to Suits, games are based on preventing the most efficient approach being the unique option by defining a set of operative restrictions such that the users can come up with and follow alternative strategies that they would not follow outside the gaming setup Suits, In other gamification approaches, such as those applied in Foldit or Eyewire, the game developers, rather than employing this strategy, have designed user-friendly platforms for crowdsourced data analysis in which sets of tasks are proposed to the users. We argue that the technology required to perform this approach is available, and that multiple examples in other related fields, such as bioinformatics, imaging and structural analysis cf. Designing games suitable for this purpose would entail the creation of multidisciplinary teams composed of game developers, translational researchers and bioinformaticians Figure 1B. In an interactive ideation process, the translational researchers would contribute their profound knowledge around the biomedical problem, the bioinformaticians would analyze the usable data generated out of the game simulations, and game developers would work on transforming the game concept into an enjoyable and attractive experience for the audience. Generating scientific insights would call for storage of the data output generated during the gaming experience, which the bioinformaticians and translational researchers would subsequently analyse. In our opinion, the bottleneck occurs in the ability to convert a computational model into a game that provides both a satisfactory gaming experience and data that are useful from a biomedical perspective. Our experience in the hackathon indicates that achieving this combination is possible where multidisciplinary teams are put in place. We do, however, perceive the continued presence of obstacles to the development of this approach. The principal limitation consists in a lack of sufficient numbers of encouraging case studies in which this strategy has rendered valuable biomedical insights. We believe that this is due, alongside the intrinsic novelty of the approach, to the scarcity of funding resources that could eventually support projects following this approach. In an interesting example, a game has been developed to help students train advanced surgical skills. This game, together with other related examples of serious games for medical education are reviewed in Graafland et al. The dynamic nature of games and simulations can provide students with the temporal dimension of biological processes that traditional lectures cannot deliver. Our hackathon illustrated the fact that gaming is no longer a purely male domain. Gamification might capitalize on the increasing interest in computer games among girls and young women to raise awareness of computational modeling in this group. Finally, simulation-based games can be excellent material for the training of students and researchers in biosciences and medicine in the abilities of computer models to formulate hypotheses or predict and assess therapies. Author Contributions All authors listed have made a substantial, direct and intellectual contribution to the work, and approved it for publication. Conflict of Interest Statement The authors declare that the research was conducted in the absence of any commercial or financial relationships that could be construed as a potential conflict of interest. Game-based Experiments on Human Visual Attention. Foundations of Digital Games.

3: Full text of "Christmas days"

The DiZeeZ'D | The DiZeeZ'D is a community of infected bastards and bitches that love video games, vulgarity, and absurdness. Check out the blog or stream! The DiZeeZ'D is a community of infected bastards and bitches that love video games, vulgarity, and absurdness.

The system was designed around the idea that there are benefits to using the unaccented vowel letters a, e, i, o and u to stand for both the schwa and the corresponding unstressed short vowel, ambiguously. Unstressed vowels are often difficult to classify precisely, and often vary from speaker to speaker as well. Because almost all words are recognizable even if the unstressed vowels are distorted, it may well make spelling easier if the orthography represents them imprecisely. The remainder of the system, other than this ambiguity, is quite precise and mostly phonemic. WMM has a very unfamiliar appearance, caused mostly by these factors: Diacritical marks are very frequently used. The letter x is used to represent the sound represented by h in traditional spelling. These factors make it very unlikely that WMM will achieve any significant following. WMM was primarily an experiment in the representation of English vowels. I believe it to be an unsuccessful experiment. The failure is the result of the importance of stress to the WMM system. For both long and short vowels, the spelling depends on the stress, and I often have difficulty determining stress accurately. If I am representative of the general population in this regard, most people would find WMM difficult to use. There is a WMM dictionary here. The process of developing the dictionary was key to the evolution of WMM, which ending up looking nothing like my original idea. My guess is that, without the ability to quickly generate a new dictionary, it would have taken months rather than weeks to have developed WMM to my satisfaction, and I might well have given up long before then. Even though I consider WMM to be a failure, it is an interesting failure - I think it shows the perils of trying to completely differentiate stressed and unstressed vowels. You can use the Wyrdplay converter to convert traditionally spelled English text into WMM and four other reformed spelling systems. Short Vowels Stressed short vowels are written with a grave accent: Unstressed short vowels are written without any markings: The schwa is also written without any markings, using the same letter as the traditional spelling: In cases where the schwa is traditionally represented by a digraph, one of the letters is used: See below for discussion of this convention. In a one-syllable word with a short vowel, the diacritic is omitted: In a two-syllable word where the first vowel is short and stressed and the second vowel is a schwa, the diacritic is omitted: The accented character is used when the vowel is unstressed, at the end of a word or a component of a compound word , and before another vowel. The digraph is used in all other cases. For further information, see British complications below. Note that the accent cannot be omitted from these sequences, even in a one-syllable word. RP has three diphthongs not present in American English, occurring before the letter r: The spelling of the other two sounds can generally predicted from the traditional spelling: Two other ways in which RP differs systematically from American English are illustrated by the words "bath" and "cross". WMM does nothing special about these differences. I consider it sufficient that the WMM spellings differ only in the diacritics: The traditional spelling rules work very well in this regard, and there is little gain to be had by opening a chasm between British and American spelling by omitting them. Consonants The normal consonant symbols of English are used, except for the following. Most sounds which are usually written with a digraph in traditional spelling are also written with a digraph in WMM: The sound traditionally written as h is written x in WMM: Other rules Regular plurals are always written with an ending z, whether it is pronounced as z or s. Similarly, a regular past tense is always written with an ending d, whether the pronunciation is d or t. In a compound word, accents are removed only if allowed by the rules for the entire word, not for the component words. I consider this a very desirable property for a spelling system to have. There is a complication, however, in the form of the frequent use, in current spelling, of the letter e to represent a distinct, unstressed i sound, as in deprive, economy, perfect, prepare, and so on. The natural thing to do is to spell these words with an i: But then the relationship to related words is obscured: This rule is not applicable if the i sound is stressed, indistinct or schwa-like: WMM changes the spelling of the schwa in such cases to agree with the stressed vowel in related words, so that the correct

spellings of courage, confirmation and equal are in fact kuraj, konfermaishon and eekwol. Homophones One unavoidable characteristic of highly phonemic spelling systems like WMM is that they merge homophones, that is, they force words which sound alike to be spelled alike. The stock answer to this problem is that we all do perfectly well understanding which word is meant when English is spoken, and it should be no harder when it is written. This is true enough. I do feel, however, that it is a good idea for function words that could be confused with other function words to be spelled differently, due to the frequency with which these words are used. This applies specifically to three sets of words: I justify these specific spellings as follows: It began with the vowel representations, except that only the monographic forms for the long vowels were used. When I decided to make a full-fledged spelling system of it, I started by adding what I consider the usual consonant handling. I used zh for the French j, ng for the soft ng and ngg for the hard one, and h for h. I switched zh to jh simply because I liked it better. It had become clear that anyone who cared about familiarity was not going to appreciate WMM, so why compromise? The biggest problem I saw was that there were simply too many diacritics. Since one of the points of WMM was distinguishing the stressed and unstressed short vowels, I decided it might be interesting to do the same for the long vowels, and that the stressed ones would stand out better if they were digraphs. I found this helped the appearance of WMM a lot. The main reason was that the diacritic was necessary for the vowels a and e an ending unaccented a is probably a schwa, and a final bare e looks confusingly like the traditional magic e. With this change, you could be sure that a bare vowel was not long, unless it was part of a digraph. The final change to the first version of WMM was the decision to use z for all plurals and d for all past tenses. While this significantly increases the complexity of both the description and the use of the system at least for Americans , I felt the changes were worth making to illustrate how a spelling system can usefully work for both varieties of English. An unexpected side-effect was that many words, such as stairz and feerful, actually became more familiar-looking due to the common use of the sequences air and eer in traditional spelling. It also added the flexibility of changing the representation of unstressed short vowels to elucidate word relationships. This in turn was followed rapidly by version 2. In retrospect, it is somewhat ironic that the main reason for the strangeness of WMM is the decision to use x for h, which I consider rather peripheral to the main points of the system. I have toyed with the thought of changing this. However, the use of capital letters with a different meaning from their lower-case is considered quite radical in spelling-reform circles, and would probably go over even less well than the x does. This has the advantage of resembling an h more than an x does, but the disadvantage of introducing an entirely new symbol to the alphabet and further, using it in an entirely non-traditional way. Comparing a text in WMM-4g and SRS4g is a good way to get a feel for the overall effect and importance of their individual strategies for representing that difficult sound. Bob Boden has recently introduced his Bobdot system, which is a version of SRS4g that displays primary stress. Arbdot is very similar to WMM-h with additional diacritics instead of digraphs for long vowels, and with some smaller changes for Bobdot compatibility, such as using both c and k for the k sound. I definitely prefer WMM, but the similarities of Bobdot and Arbdot help to focus comparisons of the two, or at least that is the theory. So, in constrast to Bobdot, inspection of a WMM-ps word may or may not allow you to determine its primary stress. I am continuing to explore this phenomenon.

4: The DiZeeZ'D Humor and Video Game Blog

I was wondering if someone could suggest an interesting coding project for a beginner bioinformatics student. I am actually a senior computer science major, so my programming skills are pretty good.

Butcher began to sense that some Americans might bridle at his virulent lampoon of the Bush administration and its readiness to go to war. A "hostile minority" of e-mail messages, he said, demanded to know how he would feel after a terror attack on his own country. He replied that Britain had indeed known Irish Republican terrorism. He replied that until the United States "sat very profitably on the sidelines" of that conflict. Some even pointed out, he said, that if he were living in a country run by his "hero" Saddam Hussein, he would be "lowered into a vat of acid" for the kind of dissent and disrespect that is in his revue. Butcher seems far from intimidated. Butcher, the writer and the director, wants to take it to American theaters, too. The breakthrough into the West End was a triumph for Mr. Butcher, 33, a playwright who as an undergraduate studied classics at Oxford before training as an actor at the Drama Studio in London. Before "The Madness of George Dubya," his best-known work was a one-man show, "Scaramouche Jones," about a clown who breaks five decades of silence to commemorate the year and his th birthday so he can tell his life story as he removes the greasepaint for the last time. Butcher said, "but to understand it as an anti-American diatribe is to miss the point. From its conception to its first production took less than three weeks, he said. The United States, Mr. Butcher said, justified a war on Iraq by "a series of palpable hoaxes" that left him "increasingly flabbergasted by the shameless, manipulative cynicism of the whole approach. It opened in the West End last Monday. Strangelove," as the story of a rogue American general at a British air base ordering a nuclear strike on a distant desert country identified variously as Iraqistan and Arabistan. The events are cast as a dream by Dubya, a George W. He is sometimes seen wearing paisley pajamas over a Superman T-shirt, clutching a huge teddy bear and armed with toy pistols. Much is made of heavily accented malapropisms - "the war on tourism," "weapons of mass distraction. The Kubrick movie still stands as a classic protest against nuclear militarism, and this latest revisiting underscores the sense of cold war polarization by using lyrics and music by an American, Tom Lehrer. The show ends with a rousing chorus of "We will all go together when we go. Butcher said, is deliberate, intended to evoke similarities between the mind-set of the cold war and that of the campaign against terrorism as promoted by the White House after the Sept. Some Americans might be perturbed by the caricatures of their president and of the people around him - the Dubya figure calls them "Colin, Dick, Donald Duck. American officers like General Kipper, who orders a nuclear strike on a distant Muslim country, are shown as deranged zealots. The American pilots who fly the nuclear-attack plane are shown as ignorant and self-absorbed, more interested in pornography than the land they are about to bomb. Some characters seem to be caricatures of American politicians whose own words have already made them seem like caricatures to some of their critics. Group Captain Windbreak is the very model of British deference as he seeks to dissuade General Kipper from ordering a nuclear strike. Butcher called the show a "hotch-potch of revue, satire, cabaret, stand-up, vaudeville. Blair in Northern Ireland.

5: Category: symatlas | The Su Lab

(This is the main underlying purpose of Dizeez.) Perhaps you could consider a component that would allow players to "challenge" the game when it said they entered a wrong answer but they believed it was correct.

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6: Category: dizeez | The Su Lab

Being a citizen science game, Dizeez will not only provide a means to kill time, but also to ensure that your precious time isn't exactly wasted. As a quiz-type game, our objective in Dizeez is to match the disease presented to us with one of the five genes choice provided bellow.

Foldit gives access to the extensive power of Rosetta computations. It provides added functionality to Rosetta like electron density and contact map visualizations or rigid body transformation controls. The software allows to construct template-based modelling thank to multiple sequence alignment tools integrated in. In addition, Foldit provides an accessible graphical structure manipulation interface coupled to the powerful Rosetta energy function and sampling methods. EyeWire is based on a deep convolutional network DCN. It was extended to images obtained using conventional staining techniques that mark intracellular organelles, in which synapses are clearly visible. This technique enables a true connection analysis that goes beyond the contact and co-stratification analyses employed. EteRNA is a scientific game that combines an interactive interface for modeling biomolecules with a remote wet laboratory experimental pipeline. Participants use an interactive sequence design interface to design RNA sequences that fold into target secondary structures. The interface visualizes each nucleotide with yellow, blue, red, and green circular symbols representing adenine, uracil, guanine, and cytosine, respectively. Phylo is a citizen computing framework for local improvement of multiple sequence alignment. As in any alignment, the goal of this scientific game is to move the blocks in order to find a configuration that maximizes conservation across columns while minimizing the number of gaps. The game also displays a phylogenetic tree for the set of sequences considered, with each species being represented by an avatar. Dizeez is a multiple-choice quiz where the player is presented with a disease drawn from the Human Disease Ontology and a multiple-choice selector with five genes, only one of which has prior evidence linking it to the Clue disease. The results from Dizeez provides evidence that online games can be used to help address the growing challenge of structured gene annotation. The Cure is a game that aims to translate the knowledge of the players, along with their ability to process textual information, into a ranked list of genes for use in the development of predictors for breast cancer prognosis. This translation is enacted when the players select genes in the game. SGL is a platform for bootstrapping the production, facilitating the publication, and boosting both the fun and the value of the user experience for scientific games with a purpose. It was developed to make it easier for developers to create successful scientific games or game-like learning and volunteer experiences. Through the gene annotation game GenESP, players can contribute their knowledge of gene function and disease relevance to a new kind of public gene annotation database. MalariaSpot is a game platform that contains images of malaria-positive blood films. Users have to click on parasites in order to count them. The goal of the study was to show how individual nonexpert analysis can be combined to achieve higher accuracy rates.

7: This board is hilarious! - Dragon's Dogma Message Board for Xbox - GameFAQs

full text of "christmas days" 39 trying to express it 42 nookie knew 44 an interesting dizeez 48 at the farm 51 when baby hollers peek-a-boo 54 in the night

8: The WMM Spelling System

Dey do say dat raw pancreas is gud fur da dizeez, but da risk ub infecshun an dizeez makes fruitcake nerbus fur da rest ub us in da howze - but da nachural enzymes instead ub da powder cemmy cal stuff might be better.

9: What is the best dbz game? - Xbox Message Board for Xbox - GameFAQs

Welcome to the "gamification" of life sciences research, where all you need is an Internet-connected device and a few

minutes to play a part in advancing science. It's a growing trend within the.

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