

SeBe 4.0: Towards Ubiquitous Savouring

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The Beer Driven Research (BDR) phenomenon has had a glorious existence of over past years and has revolutionized the way we work and live [2, 3, 4]. It has been a catalyst for proliferating research across boundaries, enabling necessary stimuli leading to a beerformation based society. For the fourth time in the history, researchers, practitioners, and policy makers of BDR from the whole country met together and exchanged on the current challenges and advances in the field.

The call for bottles announced the upcoming Populate the Beertology project supported by the Eight Framework Programme¹. In order to participate in the project, organizing and programme committee agreed to extend the number of tracks, which matched the number of concepts (98) of upper layer beertology. A long-term goal of the project is to improve and outperform state-of-the-art approaches in the field of ontology population [1].

During the workshop opening, a philanthropy mission of SeBe initiative was presented. SeBe realizes its responsibility in the current anthroposociogenetic context. We esteem values and aim to support research. Thus, SeBe decided to grant a MVEC (Most Valuable Experiment Contributor) award for young researchers – PeWe members – significantly contributing to and helping with experiments of their peers.

The main part of the workshop started with traditional LittleBeerGame® introducing the beer in playful and attractive way. Four fellows accepted the challenge and competed in degustation of the essential substance of BDR. Not only they earned respect, enlightened by the degustation, Tom Kram r, Mari n H nsch, Štefan Mitr k and Martin Lipt k zealously participated in the workshop until the very end.

The great part of the programme was covered by a collaborative social game with a purpose named *ya SeBeC* (Yet Another SeBe Competition). Finding inspiration in the ancient times, it divided participants into the two teams: the Lager house and the Ale house. Both houses were instructed to (virtually) get rid of other house's members. Motivated by the fact that game winners will become members of *best submission jury*, members discussed and collaborated on current research challenges, while eliminating

¹ The Eight Framework Programme (FP8) is multinational chief instrument for funding beer driven research and technological development over the period 2011 to 2012.

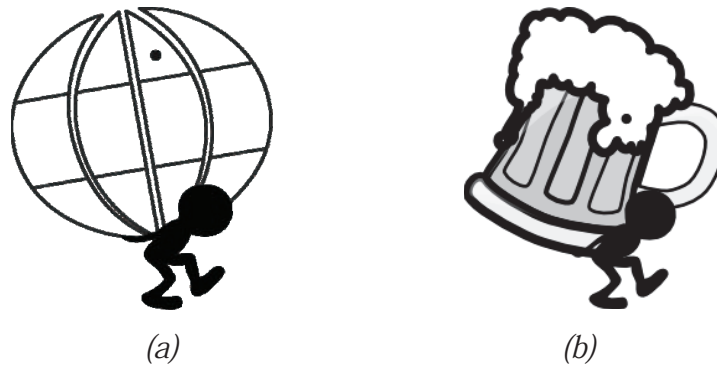


Figure 1. Original PeWe logo and SeBe logo representing both the burden of research we carry and the vision of coping with it (b).

their competitors. The game increased interaction intensity and contributed to (subconscious) formation of new research communities. At the end, J n Suchal, Jozef Tvaro ek, Martin Virik and Peter Študent were recognized as absolute winners. They had the privilege to degust submissions and to select the best of them. They agreed to give two prizes for the most valuable contributions to the field of BDR:

1. Peter Bartalos – best bottle award,
2. Martin Jačala – best runner-up.

At SeBe 4.0, experts and young researchers in Beer Computer Science, Beer Education, Beer Psychology, Beer Cognitive Science, and Beer Social Science, as well as entrepreneurs had the opportunity to establish collaborations, strengthen their links and cross-fermentize their core disciplines. SeBe pushed further the Ubiquitous Savouring paradigm by not only tackling the challenges of exploiting new trendy and tasty brands (in various contexts), but also by investigating ways to meet and support formally and informally the BDR devotees in their research playgrounds and social environments thanks to innovative scenarios.

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SeBe 6.0: Beer Distribution Issues and Solutions

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The Beer Driven Research (BDR) phenomenon has had a glorious existence of over past years and has revolutionized the way we work and live [1, 2, 3]. Its major aim and mission is to foster searching for a peak, when research skills exceed average value (see Figure 1). Being inspired by preceding research in the programming field [4], we now focus not only on finding, but also on preserving a desired level of skill of research. Our initial experiments comprise research in the field of software engineering in particular.

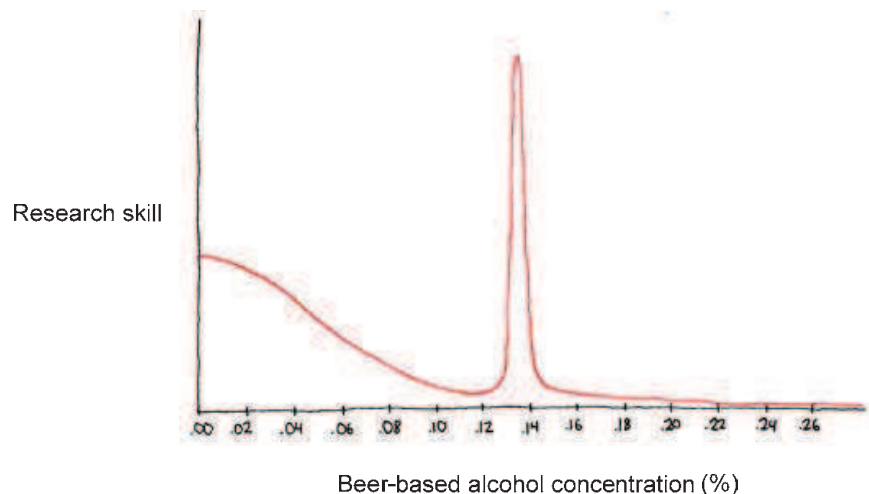


Figure 1. Research skills peak. Inspired by [4].

Traditionally, BDR researchers and practitioners, unified under the banner of beerlightment, conduct their semi-annual Semantic Beer meetings and the spring of the year 2012 was no exception. This time, the main topic discussed was the role of ancient brewing traditions in shaping our modern savouring paradigms. For this sake, participants of the workshop submitted a wide variety of raw data, which was then systematically consumed applying also new distributed savouring methods.

The participants submitted to the following tracks:

- ancient treasures,
- colonial era brews,
- beer moderna – the story of the 20th century,
- new-age streams – freshest trends in the beernovation field.

In this edition of SeBe we focused on acquisition of temporal metadata of beers. We follow the efforts to assembly and populate a beertology introduced at SeBe 4.0 [2] and continued at SeBe 5.0 by acquiring spatial metadata [3]. The submissions did not disappointed expectations.

In order to recognize the most valuable submissions, we rewarded authors with the most significant impact on the ontology being acquired. Maté Fejes and Ivan Srba earned a prize for the most ancient submissions and Michal Holub together with Andrea Šteňová were awarded for the biggest spread in the temporal variance of the submissions.

As the tradition is, a new game-with-a-beer (GWAB), this year called the Tap and Reduce, was also played by workshop participants. The game was particularly aimed at cultivation of beer savouring. Each participant was offered a mug of beer with no information about its brand (the ‘Tap’ phase). The participants were instructed to find all other participants offered with the same brand (the ‘Reduce’ phase). However, they could do so only by discussing the taste and experience of the beer. Eight brands of different tastes were distributed in the crowd. To help pioneers in the field, each mug was assigned a part of a phrase popular in the SeBe community. By combining mugs of common taste, participants could assembly correct form of phrases, helping them to find their beer-fellows.

There indeed is a great potential in the SeBe community. Soon after the start of the game, a winner had emerged, the group of very brave minds and tongues: Karol Rástočný, Samuel Molnár, Márius Šajgalík, Ján Trebuľa and Jozef Tvarožek.

At SeBe 6.0, experts and young researchers in Beer Computer Science and allied fields researched beer distribution issues and solutions. SeBe pushed further the BDR phenomenon by contributing to the beer-awareness of crowds. Although many techniques and methods were devised, there is still much in crowdsavouring that has to be discovered to address the challenge of her highness, the beer.

Acknowledgement. This work has been totally supported by our never ending desire and thirst for knowledge.

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SeBe 8.0: Beer – Unity of Science and Art

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The Beer Driven Research (BDR) is a lively fast-evolving field with results that have direct tremendous impact on our everyday lives. No wonder that it has attracted much attention from the researchers' community over the past years [1-5]. We examine the methods of stimulating research abilities and their synergic effects with emphasis on the overall sustainability (i.e. it is equally important to stay at the peak of one's capabilities as it is to reach the peak [4]).

In pursue of achieving the kalokaghatic ideal of a researcher as defined in [5] the main topic of the traditional Semantic Beer workshop in its 8th edition was the unity of science and art (see Fig. 1) as presented in visual aspects of beer-human interfaces.



Figure 1. The beer at the center of interest of artists and scientists.

The participants submitted to the following tracks:

- figural art,
- sigil traditions,
- plantae et animalia,
- non-convex approaches,
- post-modern etiquettes.

The focus was on artistic features of beer etiquettes and bottles that are frequently overlooked in the-state-of-the-art research, but are nevertheless important as a means for visual navigation and shelf search, driving our decision-making during travelling through beer-selling spaces. We also followed the efforts of completing the grand challenge of populating a beertology introduced at SeBe 4.0 [1], continued by acquiring spatial and temporal metadata at SeBe 5.0 [2] and 6.0 [3] respectively.

We were satisfied with the overall quality of the submissions. After rigorous and systematic evaluation we rewarded Pavol Bielik, Matúš Vacula, Juraj Višňovský, Samuel Molnár and Ivan Srba as authors of the best submissions (one in each track). In addition, we awarded a special price to Jakub Ševcech in recognition of his original research that resulted into creating a series of bottles with customized etiquettes.

Because there were many researchers struggling with their experiments, we decided in this edition of SeBe to motivate members of BDR community to participate in these experiments by providing tempo-spatial resources. Participants were given a stamp for each five minutes of their activity. In the end, we rewarded the most active ones: Peter Dulačka, Michal Holub, Ondrej Galbavý, Matúš Vacula and Jozef Lačný. The absolute winner became Martin Lipták with 19 collected stamps meaning that he spent more than hour and a half participating in experiments. Altogether, the participants provided approximately 30 hours' worth of experiments in one night proving to be a vibrant community of committed (beer-driven) researchers.

The collabeeration of researchers nurtured at the workshop once more managed to push the frontiers of current knowledge by examining new methods, tastes and visual phenomena lying within the scope of beer science. The results presented at the workshop will undoubtedly soon find practical applications in universities and research facilities. There are still open problems left unexplored for the future, because the grand concept of beer and its instances with their many beneficial attributes will remain a constant inexhaustible source of inspiration and research challenges.

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