



VALIDATION OF MUSIC METADATA VIA GAME WITH A PURPOSE

LISTEN TO MUSIC YOU LIKE. EXPLORE THE CITY. MAKE THE WEB BETTER.

MOTIVATION

- Datasets on the Web contain a fraction of wrong or misleading data
- Nobody to check them manually
- Lots of bored people searching for online game to have fun and spend their free time
- If these people were validating metadata, they could check most of datasets in matter of months

REALIZATION

- Game with a Purpose (GWAP) for **validating music metadata**
- People have fun and don't even have to realize, they are helping
- Metadata from **LastFM** public dataset, song previews from **7Digital** public library.
- Game, where players have to decide just according to given tags, which way in the city is the right one

EXPERIMENT

- **100 songs** described by **3000 annotations** in total
- **78 players** played **875 games** during one week
- out of 3000, 1500 annotations were actually used in the game
- out of 3000, we were able to **validate 908 annotations** (both correct and wrong)



- cool
- old navy
- dance
- dansefot
- enjoyable

- rock
- 80s
- guitar riffs
- amazing
- rolling stones

- catchy
- upbeat
- bedingfield
- classic
- guilty pleasure

- favorite
- summer music
- 2008s best
- cover song
- feminine



- ✓ rock
- ✓ 80s
- ✓ guitar riffs
- ✗ amazing
- ✓ rolling stones

- **Random song of player's favourite genre (explicitly selected)**

- 30-60 seconds long song preview
- Crossroads with 2-4 possible ways
- **Set of annotations** for each possible way to help player choose the right direction to go

- **Annotations picked semi-randomly** (closer to validation, bigger the chance of appearance)

- **Player bets points** on selected set and by this she states hers certainty

- **Implicit feedback** thanks to player's correct and wrong attempts

- **Possibility to state** which annotations from the set were actually **correct** and which were **wrong**

- **Explicit feedback** thanks to ruling out wrong annotations directly by player

- Players motivated by bonus points to not ignore this step