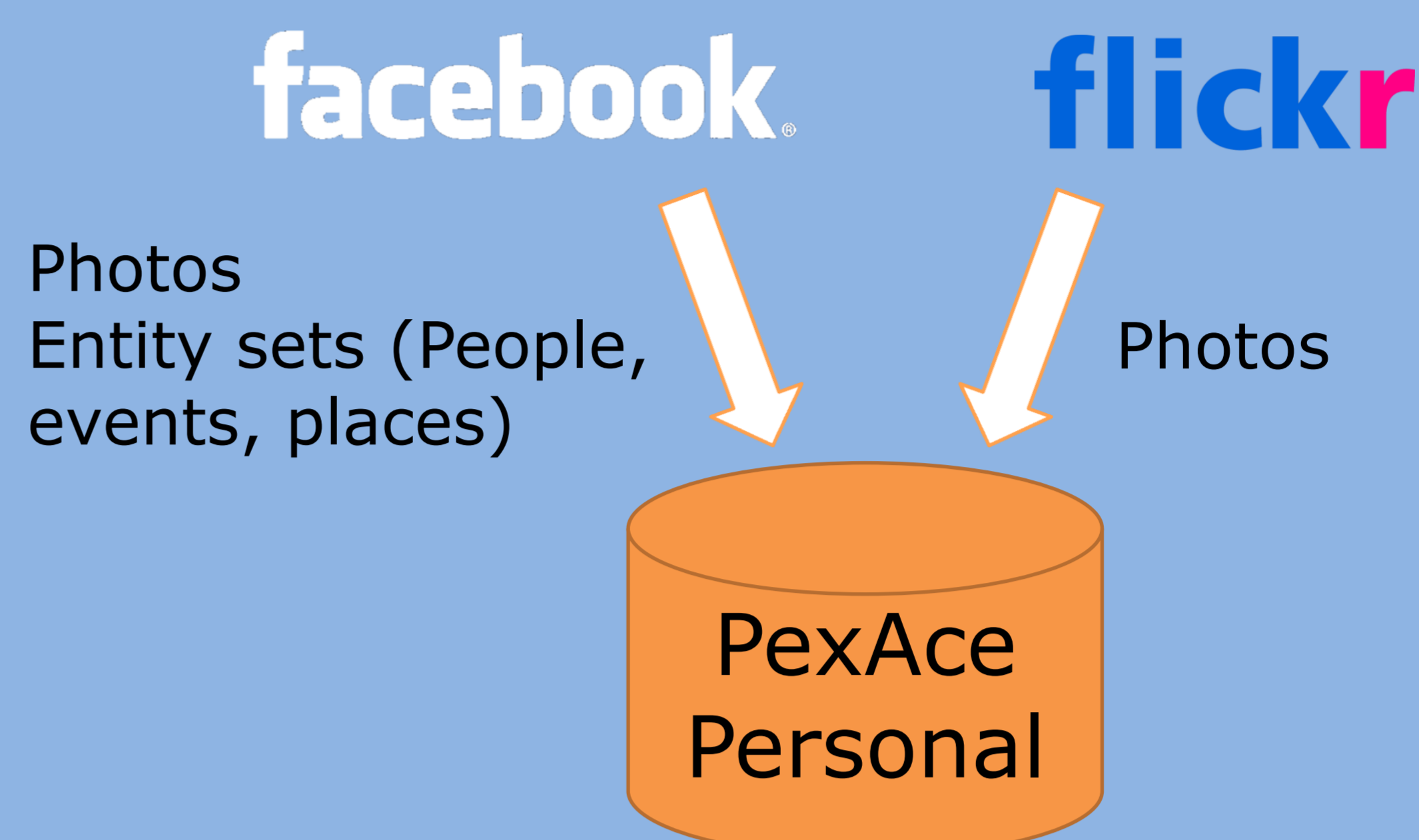# PexAce Personal

Organization of Personal Photo Albums Using Game With A Purpose

Motivation

- Lack of descriptive data in personal photo albums
- Need for specific types of metadata
- Insufficient motivation
- Game with a purpose with excellent result

Data import

facebook **flickr**

Photos
Entity sets (People, events, places)

Photos

PexAce Personal

Keyword and entity extraction

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← Paris weekend
← Family at Eiffel Tower
← Jumping in Paris
← France spring trip
← Easter trip Paris
← Sona jumping
← Eiffel Tower Sona

Keyword extraction

Preprocessing (Naive, Alchemy API, Tagthe.net, Zemanta API)

Candidates selection

Keywords:
Paris
Trip
Eiffel Tower
Sona
Jumping

Named entity extraction

Lists of entities (Friends, events, places, holidays, etc.)

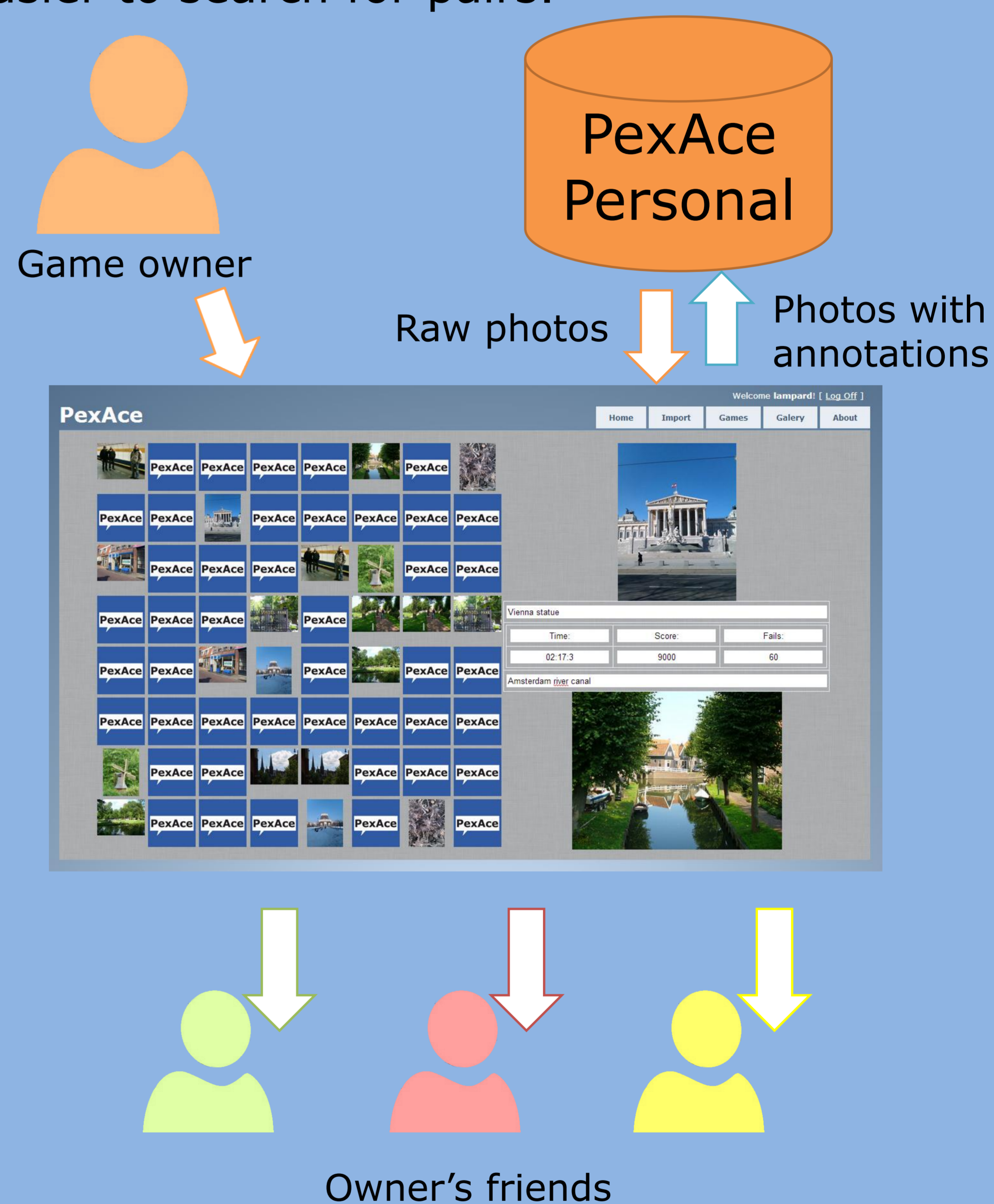Comparing methods (Levenshtein, Hamming, Jaro-Winkler distance)

People: Sona Jones
Places: France; Paris; Eiffel Tower
Holiday: Easter

Gameplay

- Inherited from memory game.
- Penalization based on faults and time.
- Annotation of flipped photos.
- Easier to search for pairs.

Game owner

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Raw photos   Photos with annotations

Owner's friends

Photo gallery

- Additional motivation.
- Browsing imported photo albums.
- Filtering by obtained keywords and entities.
- Verify usability of extracted metadata based on user feedback.

Verification

- Users are motivated to write detailed annotations.
- Annotations written in expected form and content (people, places, events).
- Need for additional motivation (rankings, achievement system) to start playing games

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