Woodstock.FM Experiment

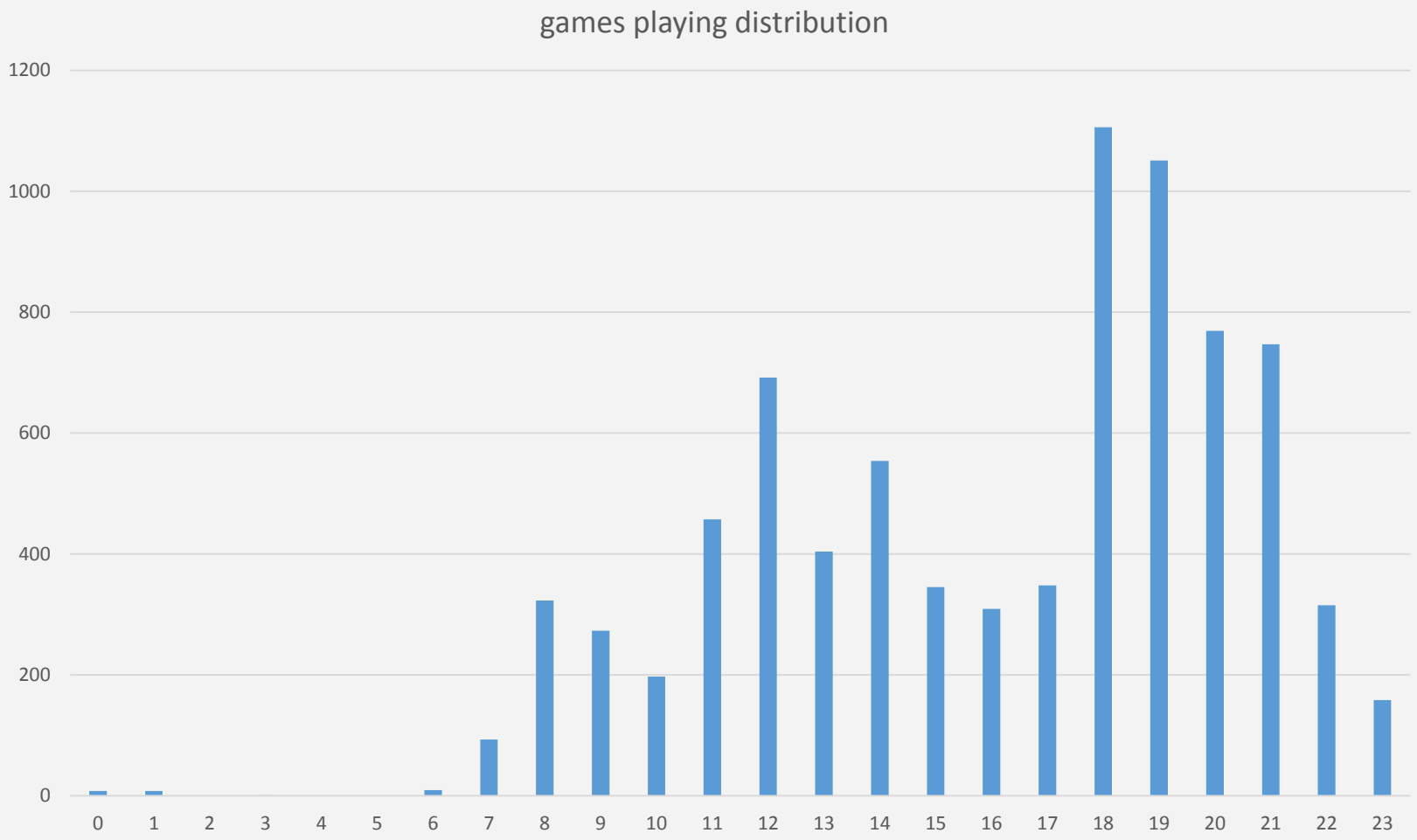
closing ceremony

(presented by @rootpd)

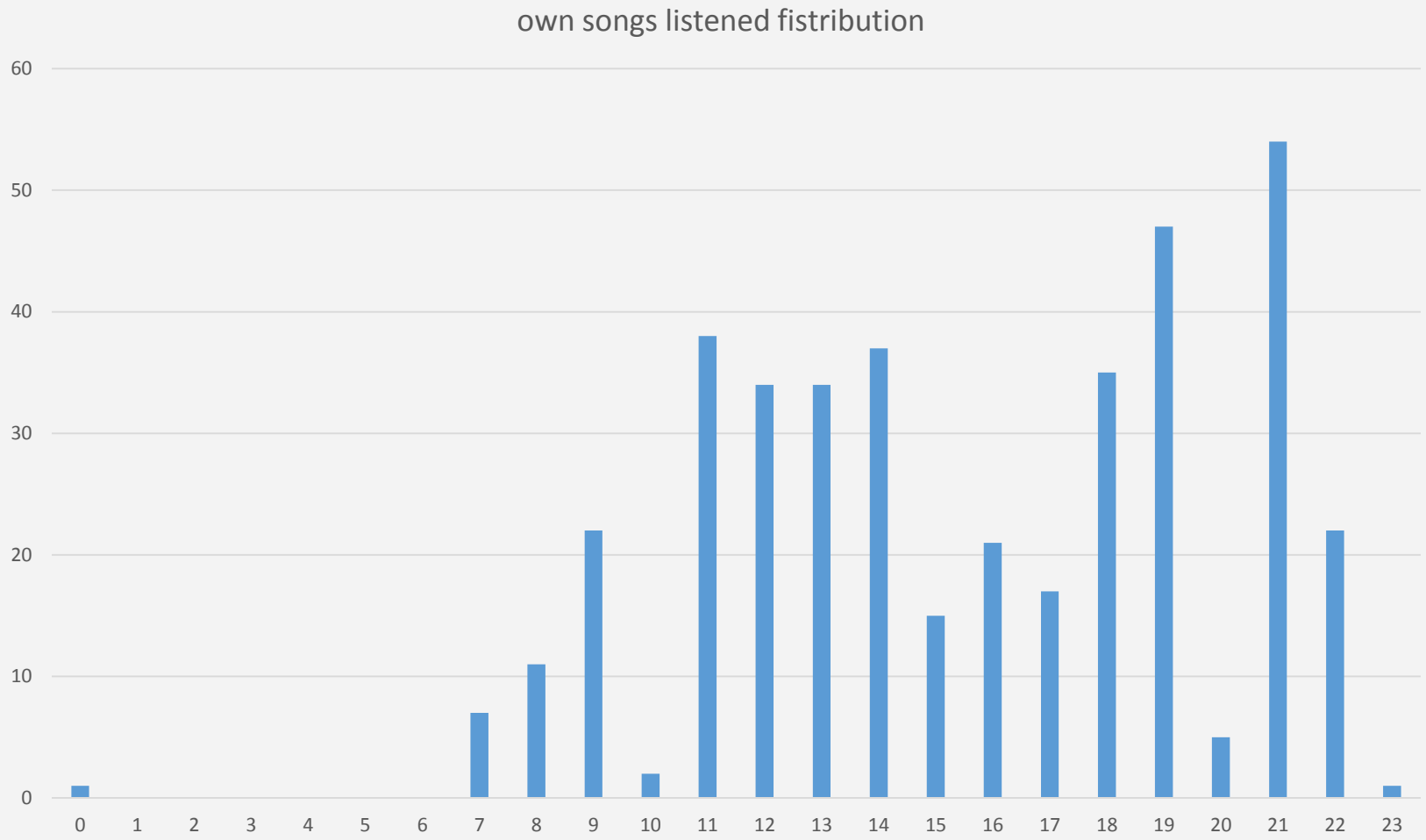
Statistics

- Procrastination coefficient: 25MD spent playing since April 1st
- 104 users registered
  - 72 users played at least once
  - 32 players with 30+ game answers
    - .65 success rate (when answered)
- 8700 game answers (+1000 since last checkpoint)
- 590 likes/dislikes
  - 372 likes
  - 217 dislikes

Statistics


games playing distribution
1200
1000
800
600
400
200
0
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23

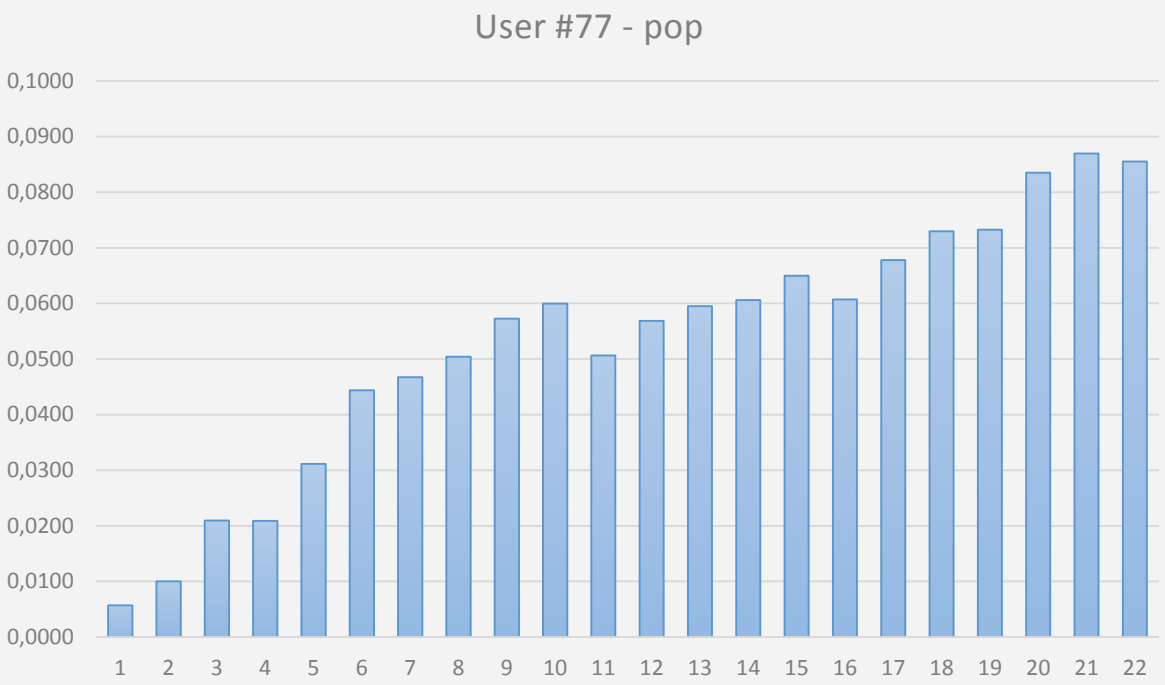
Statistics

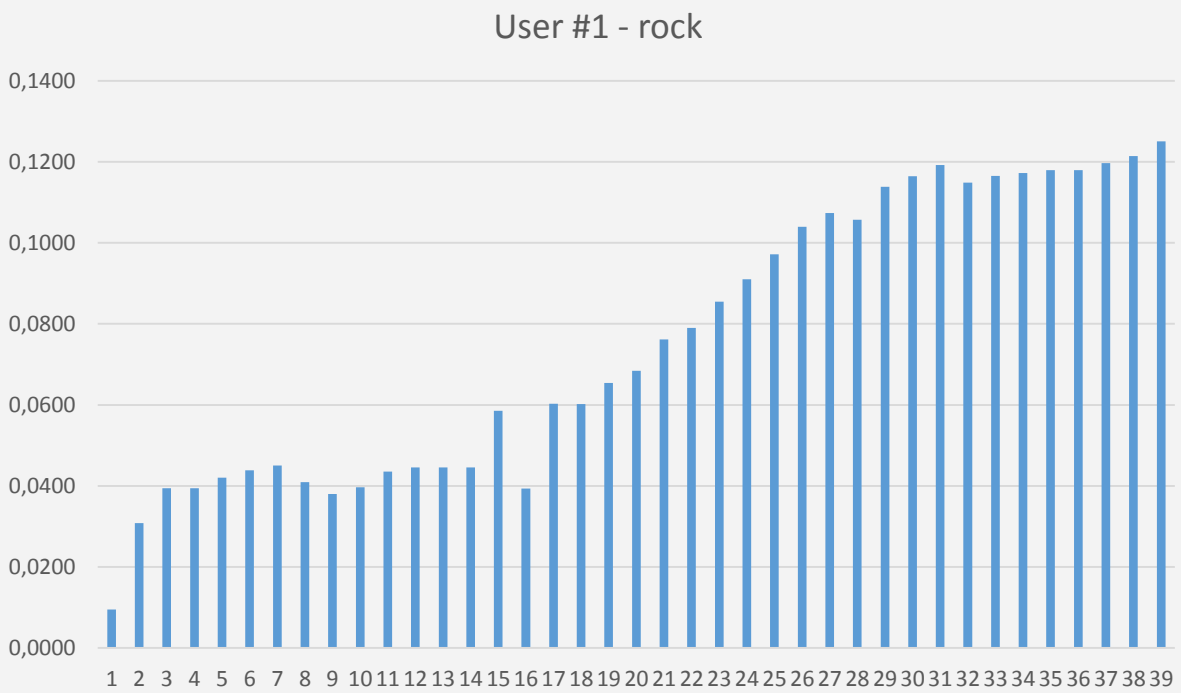

own songs listened fistribution
60
50
40
30
20
10
0
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23

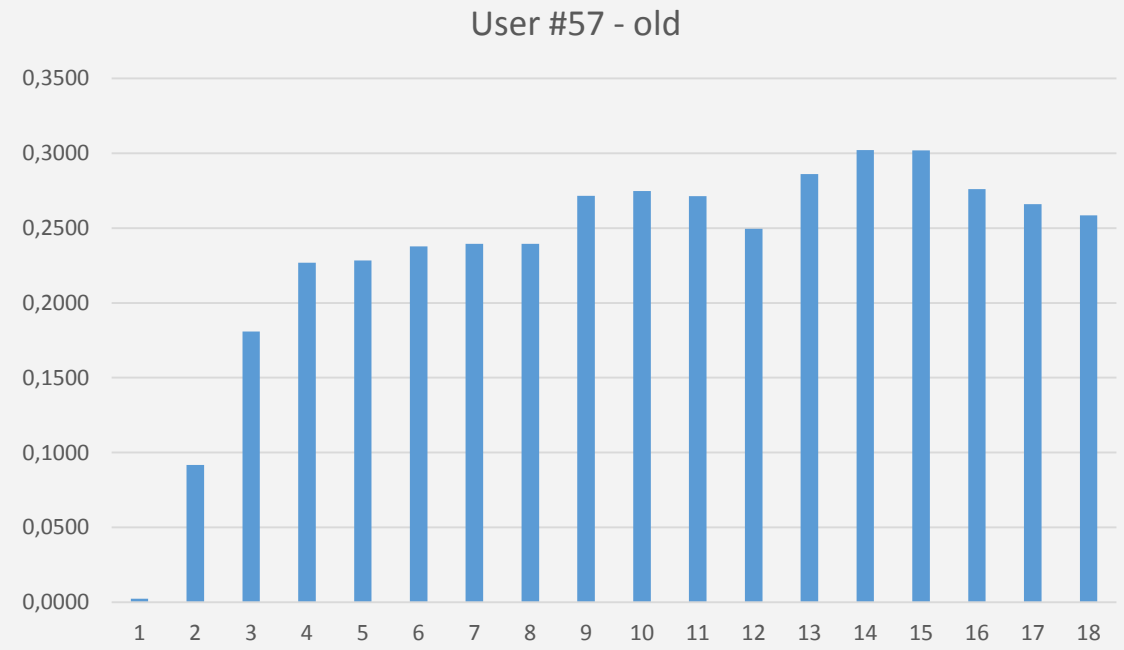
Level of expertise

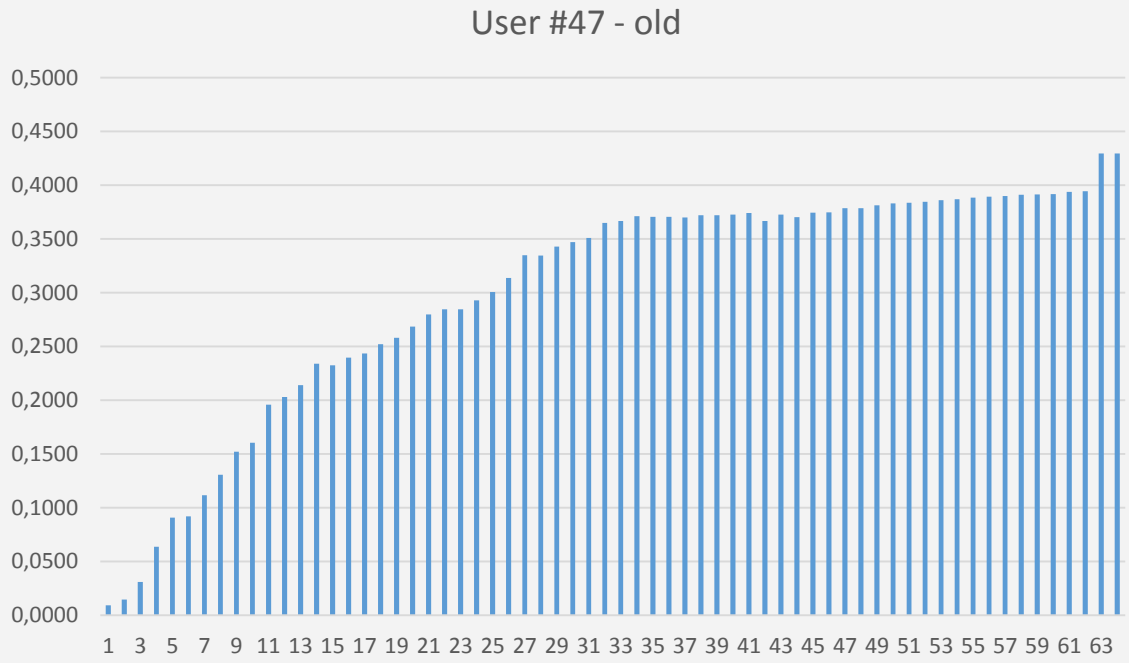
We’ve managed to calculate it…

But then you started learning even more…


User #77 - pop
0,1000
0,0900
0,0800
0,0700
0,0600
0,0500
0,0400
0,0300
0,0200
0,0100
0,0000
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22


User #1 - rock
0,1400
0,1200
0,1000
0,0800
0,0600
0,0400
0,0200
0,0000
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39


User #57 - old
0,3500
0,3000
0,2500
0,2000
0,1500
0,1000
0,0500
0,0000
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

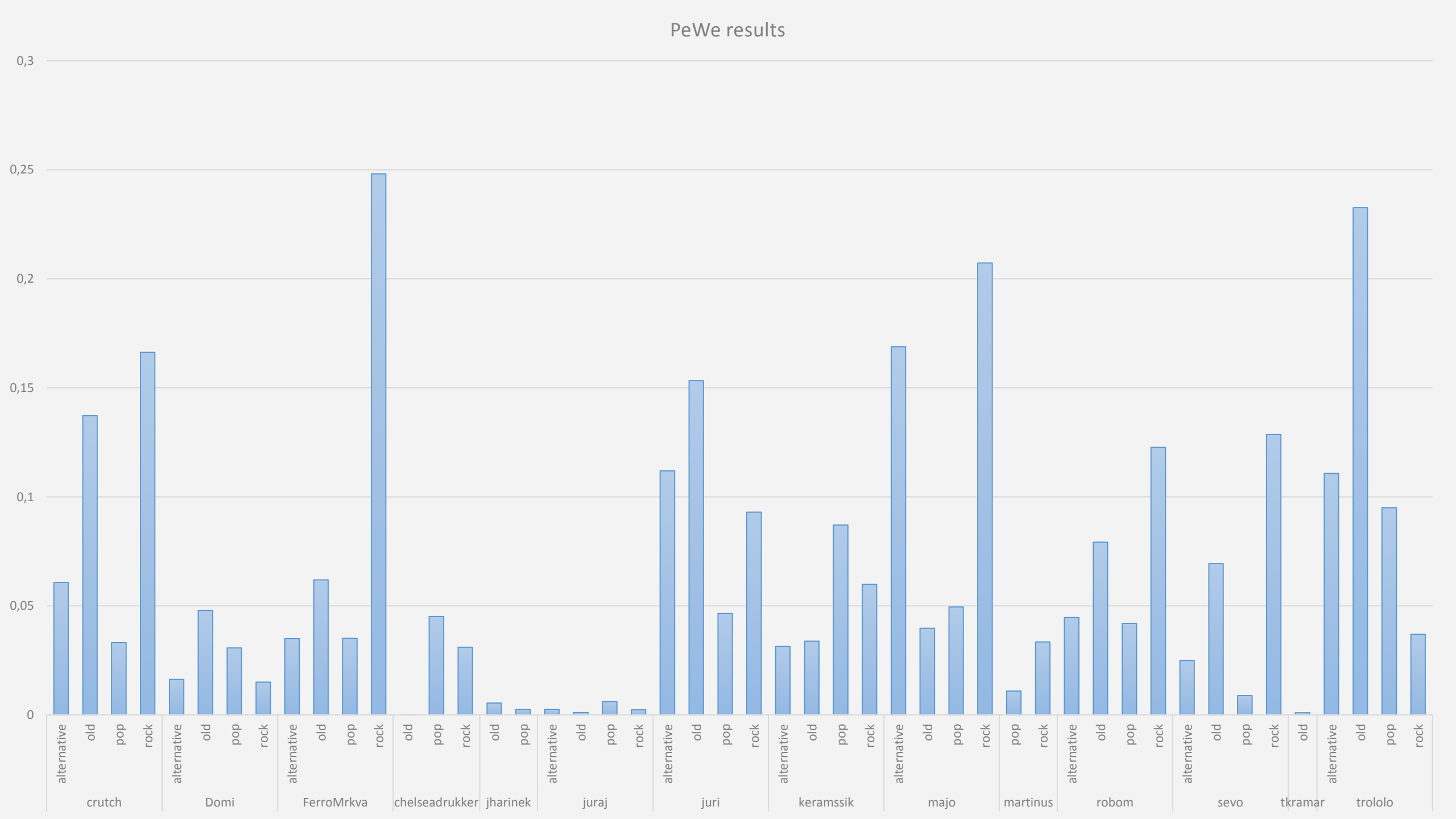

User #47 - old
0,5000
0,4500
0,4000
0,3500
0,3000
0,2500
0,2000
0,1500
0,1000
0,0500
0,0000
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49 51 53 55 57 59 61 63

Why it changed

- We’ve evaluated data within their time range per each playlist item
  - we didn’t included future data even when we had them
- Difficulty of tasks therefore changed in time.

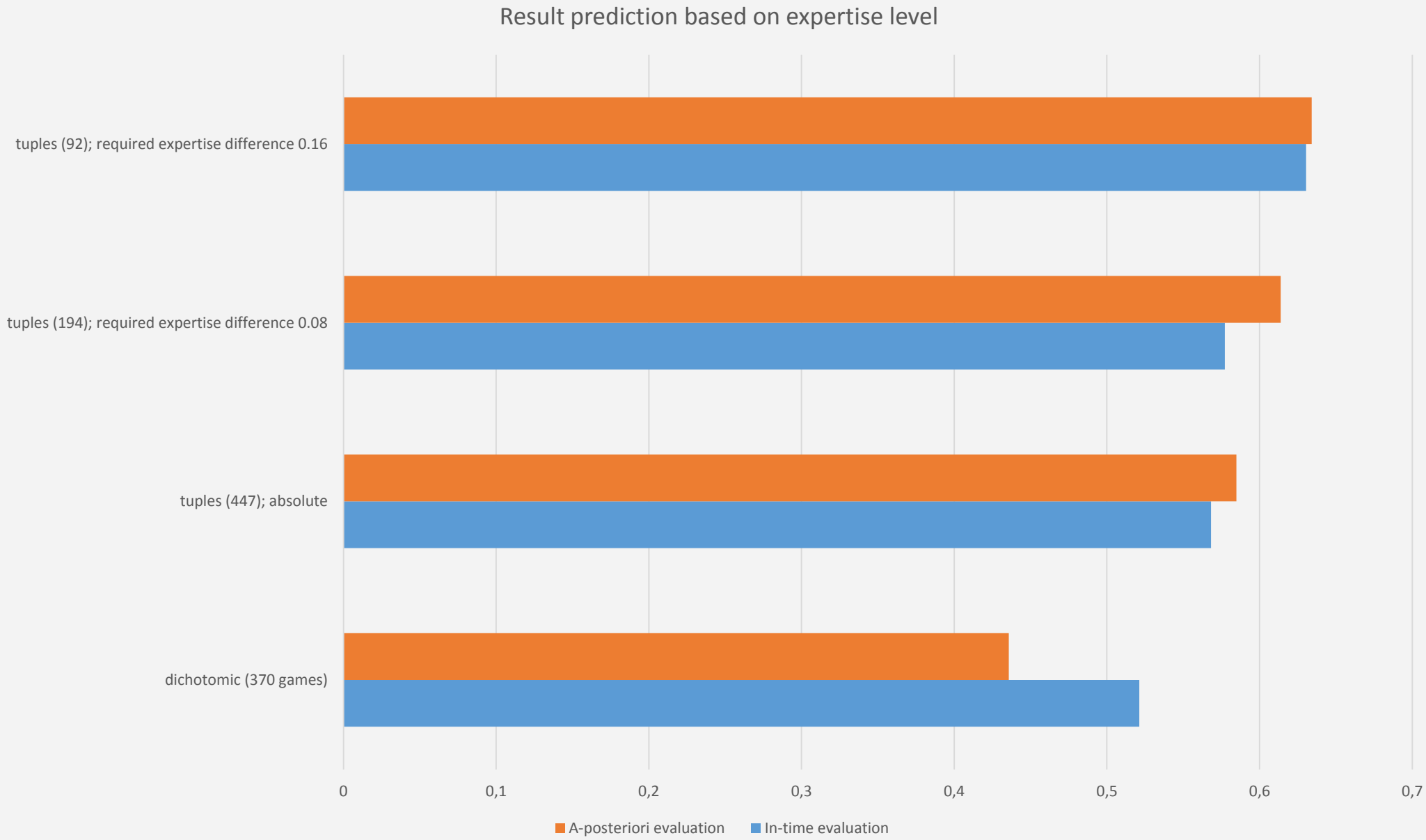
PeWe global results

- Most songs added to playlist:
  - 105 – Liho, **45 – crutch, 34 – keramssik**
- Games played:
  - 1100 – Liho, **893 – trololo, 547 – majo**
- Answers correct (even partially):
  - 713 – Liho, **468 – trololo, 382 - majo**
- Best success rates (30+ answers users):
  - .85 – xloverin, **.82 – crutch, .80 – keramssik** (avg ~ .65)


PeWe results
0,3
0,25
0,2
0,15
0,1
0,05
0
alternative
old
pop
rock
crutch
Domi
FerroMrkva
chelseadrukker
jharinek
juraj
juri
keramssik
majo
martinus
robom
sevo
tkramar
trololo

Experiment #1 – predicting results

- Based on available expertise in time of playing
- Considering only songs with multiple users playing (300+ songs) and already with expertise available
- Predicting ranking of users at the end of the song


Result prediction based on expertise level
tuples (92); required expertise difference 0.16
tuples (194); required expertise difference 0.08
tuples (447); absolute
dichotomic (370 games)
0
0,1
0,2
0,3
0,4
0,5
0,6
0,7
A-posteriori evaluation
In-time evaluation

Experiment #2 – metadata validation

- yet to be evaluated…

Next on Woodstock.FM

- Personalized playlists for online users.
- You won’t be able to win token during your songs.
  - But you’ll get them back if others like your song.
- Voting for immediate song skipping.

Hopefully some time soon.