Crowdsourcing science

mPower

&

the BigBrain game!

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mPower!

	Survey Questions	Activities	Passive Measures
Baseline	🟢		
Motor	🟢	🟡	🔴
Gait	🟢	🟡	🔴
Balance	🟢	🟡	🔴
Hypophonia	🟢	🟡	
Memory	🟢	🔴	
Exercise	🟢		🔴
Sleep	🟢		🔴
Medications	🟢		

Sustained Phonation Test

This test evaluates your speech by recording you as you speak into the microphone at the bottom of your phone.

Get Started

Sustained Phonation Test

Say "Aaaaah" into the microphone for as long as you can. Keep a steady vocal volume so the audio bars remain blue.

Tap Get Started to begin the test.

Next

Say "Aaaaah" into the microphone for as long as you can.

0:03

amazon mechanical turk
Artificial Artificial Intelligence
beta

| Your Account | HITs | Qualifications |

Already have an account?
Sign in as a **Worker** | **Requester**

Introduction | **Dashboard** | **Status** | **Account Settings**

Mechanical Turk is a marketplace for work.

We give businesses and developers access to an on-demand, scalable workforce.
Workers select from thousands of tasks and work whenever it's convenient.

265,902 HITs available. **View them now.**

Make Money
by working on HITs

HITs - *Human Intelligence Tasks* - are individual tasks that you work on. Find HITs now.

As a Mechanical Turk Worker you:

- Can work from home
- Choose your own work hours
- Get paid for doing good work

Find an interesting task **Work** **Earn money**

Find HITs Now

or learn more about being a **Worker**

Get Results
from Mechanical Turk Workers

Ask workers to complete HITs - *Human Intelligence Tasks* - and get results using Mechanical Turk. Get Started.

As a Mechanical Turk Requester you:

- Have access to a global, on-demand, 24 x 7 workforce
- Get thousands of HITs completed in minutes
- Pay only when you're satisfied with the results

Fund your account **Load your tasks** **Get results**

Get Started

Working on HITs

Step 1: Find work

Search or browse through the Human Intelligence Tasks (HITs) and click on the one that interests you.

Evaluate Search Results		View a HIT in this group
Requester: **Powerset**	HIT Expiration Date: April 1, 2008	Reward: $.02
	Time Allotted: 10 minutes	HITs Available: 1114

Select the Best Category For a Product		View a HIT in this group
Requester: **Channel Intelligence**	HIT Expiration Date: April 24, 2008	Reward: $.01
	Time Allotted: 10 minutes	HITs Available: 425

Expedited Podcast Transcription		View a HIT in this group
Requester: **Casting Words**	HIT Expiration Date: March 30, 2008	Reward: $4.95
	Time Allotted: 4 hrs 30 minutes	HITs Available: 2

Step 2: Work on your HIT

Accept the HIT and follow the instructions. When you're done, submit your work.

Want to work on this HIT?	Finished with this HIT?
Accept HIT	Submit HIT

Step 3: Get paid for your work

$ After the requester approves your work, money is deposited into your Amazon Payments account.

Examples

Find HITs Now ▸

Here are just a few examples of HITs that workers have completed on Mechanical Turk.

Select the correct spelling for these search terms

Is this website suitable for a general audience?

Find the item number for the product in this image

Rate the search results for these keywords

Are these two products the same?

Choose the appropriate category for products

Categorize the tone of this article

Translate a paragraph from English to French

Currently **308,880 HITs** available.

Find HITs Now ▸

An open platform for science on Amazon Mechanical Turk.

🏠 Experiment Exchange   Ad Server   Quick Start   Docs   Contribute   Dashboard

Why?

GET DATA, FAST

psiTurk takes the hassle out of collecting behavioral data online. Test your code, post HITs, serve secure ads, pay participants. **psiTurk** lets you focus on your research rather than software development.

GET A HEAD START

psiTurk's experiment exchange is like an "app store" for experiment designs. Share your code, help others replicate, or check out someone else's experiment as a starting place for coding your own.

FRICTION-FREE REPLICATION

The experiment exchange also allows researchers to quickly download **psiTurk**-compatible experiments and re-run them online. Same population, same task code, direct replication, better science.

Choose one or more problems with this recording:

- ● **Background noise** ─── ○ Other voices / TV
- ○ Gap / interruption   ○ Music
- ○ Coughing, sneezing,... ● **Wind**
- ○ Rasping voice   ○ Nature (birds, etc.)
- ○ Wrong sound   ○ Traffic
- ○ Quiet / trailing voice ○ Banging / shuffling
- ○ Other: _____   ○ Humming
                          ○ Other: _____

How would you rate this portion of the recording?:

○ Good

● Okay, but there are problems with the recording

○ Bad: hard to hear

BigBrain!

FIGURE 7 | BrainBrowser Surface and Volume Viewers. BrainBrowser allows CBRAIN users to examine any MINC file volume or 3D object (such as surfaces from CIVET, Freesurfer, or Wavefront objects) directly within their web browser. This step enables to conveniently perform quality control, which is often critical before proceeding to further analysis or large data transfers, especially if format conversion steps have been applied.

Fig. 1. Illustration of tissue and image processing. (**A**) Photographs of the fixed brain. Lateral left (top), lateral right (middle), and dorsal (bottom) views. (**B**) Magnetic resonance image (coronal view) and (**C**) 3D-reconstructed MRI volume of the fixed brain. (**D**) Histological sectioning. (**E**) Blockface image of a section (pseudocolored) resting on the mounting grid that served for alignment of the blockface images. (**F**) Series of blockface images. (**G**) Cell body–stained histological sections with the region of interest denoted by a red box. This area is shown with higher magnification in (**H**). (**I**) Series of histological images, which were 3D-reconstructed using the blockface images (F) and the MRI (C).

Fig. 2. Primary cortical regions in the three planes of section. (**A**) Sensorimotor (BA4, 3a and 3b), (**B**) visual [BA17 (V1) and BA18 (V2)], and (**C**) auditory cortex (areas Te1.0, Te1.1 as part of BA41) (left column). Overviews of the whole-brain sections in the original plane (A) and the 3D-reconstructed horizontal (B) and sagittal (C) planes. Crosshairs denote identical positions within a row. Columns I to III show coronal, sagittal, and horizontal planes, respectively. cs, central sulcus; HG, Heschl's gyrus. Section numbers are shown in the lower-left corner of each panel. (**D** to **G**) Definition of borders for regions of interest from (A) to (C), based on the Mahalanobis distance (*15*). Corresponding borders are labeled by identically colored arrows (see also supplementary materials and Fig. 3).

🟥	CA1
🟩	CA2
🟨	CA3
🟦	SRLM
🟦	DG-g
🟦	DG-m
🟪	SUB
🟩	ERC
🟦	BA35
🟦	BA36
🟪	PHC

/Volumes/Histology/NDRI64415-R/NDRI64415-R_block-D-addedMRI.zee – HistoloZee

Pointer   Drag   Zoom   Segment   Rotate   Translate   Scale   Shear   Flip i   Flip j   Rotate MRI   Translate MRI   Run Registration

Slide Sorter

	Slide	Thumbnail	Opacity	Edi
15	F14_K8_58216		1	
16	F15_K8_58215		1	
17	F16_K8_58214		1	
18	F17_K8_58213		1	
19	F18_K8_58212		1	
20	F19_K8_58211		1	
21	F20_K8_58210		1	
22	F21_K8_58209		1	
23	F22_K8_58207		1	
24	F23_K8_58206		1	
25	F24_K8_58208		1	
26	F25_K8_58205		1	
27	F26_K8_58204		1	

Data   View   Transform

☑ Show slide

Opacity:
Threshold:
Color:

☐ Show edges

Magnitude:
Smoothing:

Labels: ☑ Show on slices
☑ Show on ortho

Fill:
Borders:
Vertices:

121.73 px/mm

ijk: (14931, 28899, 26) [vox]; xyz: (-22.0392, -6.4, -7.83901) [mm]

Subfield labels *after* manual correction

CA1
CA2
CA3
CA4/DG
SUB
SRLM-HS

(switch to browser)

foldit BETA

Solve Puzzles for Science

Click to learn how you contribute to science by playing Foldit.

NANOCRAFTER Try our new scientific discovery game!
Be creative and build extraordinary tiny machines!

What's New

1087 Repost Forthcoming

Due to a number of issues, we have deactivated puzzle 1087. It will be posted later with the ability to load in solutions, so you wont miss out on any points, they will just be delayed. We apologize for any inconvenience, but hang on to those solutions!

Update (5/20): No current ETA at this time.

(Tue, 05/19/2015 - 20:38 | 0 comments)

New Release!

GET STARTED: DOWNLOAD

Win Beta
Windows
(XP/Vista/7/8)

Mac Beta
OSX
(10.7 or later)

Linux Beta
Linux
(64-bit)

Are you new to Foldit? Click here.

Are you an educator? Click here.

SEARCH

Google Search ☑ Only search fold.it

RECOMMEND FOLDIT

Send

USER LOGIN

Username: *

Password: *

Log in

- **Create new account**
- **Request new password**

SOLOISTS	EVOLVERS	GROUPS	TOPICS

PLAYER	PUZZLE	SCORE
martin.szew 62 84	1094: De-novo F...und	8,932

Pull Mode

You've earned the SHAKE tool!

You can use shake to fix clashes for you!

That's all!

Shake   Reset Puzzle

▲ Actions   ▶ Undo   ▶ Menu

Send

▲ Chat - Global   ⓘ ✕ auto show

Nanocrafter is...

a scientific discovery game about synthetic biology. Use pieces of DNA to build everything from computer circuits to nanoscale machines, and help advance scientific research with your inventions!

Play now   **Watch the video**

Latest News   ...

We found them!

Posted on May 26, 2015 by inkycatz

Our challenges are back from their uncommonly long weekend - and we hope you are too! We have four fresh challenges, with the first one expiring in just under two weeks. …

Looking for challenges?

Posted on May 22, 2015 by inkycatz

We're on the lookout for those wayward challenges! Looks like they went on a

Current Challenges

Challenge Name	Ends	Inventions	Top User
Draw a Cake!	10d	0	—
Fork	13d	0	—
Machine- Screw	17d	0	—
Start Your Engines	20d	1	goravine

Latest Inventions   ...

Level 2-6: Caution

RULES

SETTINGS

RELOAD

SUBMIT

CHALLENGES

MY SAVES

Sandbox

Save/Share

eterna
Make Molecules Advance Science

Welcome to Eterna!

You play by designing RNAs, tiny molecules at the heart of every cell.

NOVA Multimedia tutorial

Play Now! ▶

Login

username
password

Register

Forgot password?

You have $ 500 points. Register now to claim!

Eterna in press   see all

New York Times   RNA game lets players..

Wired   New videogame lets amateurs..

The BigBrain

DSA MultiSlide Viewer

This will attempt to load two slides using OpenSeaDragon

Move Viewer 2   Sync Zooms   Set V1 Ref Pt   Set V2 Ref Pt   NOT Awesome Mode   Invert WhiteBlack

Set an OFFSET and/or Fiducial point..   X F1   Y F1   Viewer 2 stuff here   X F2   Y F2

Panel 1 B01_300_301_00_Pyramid

Panel 2 B01_298_299_00_Pyramid