

Components of a quizbowl software suite

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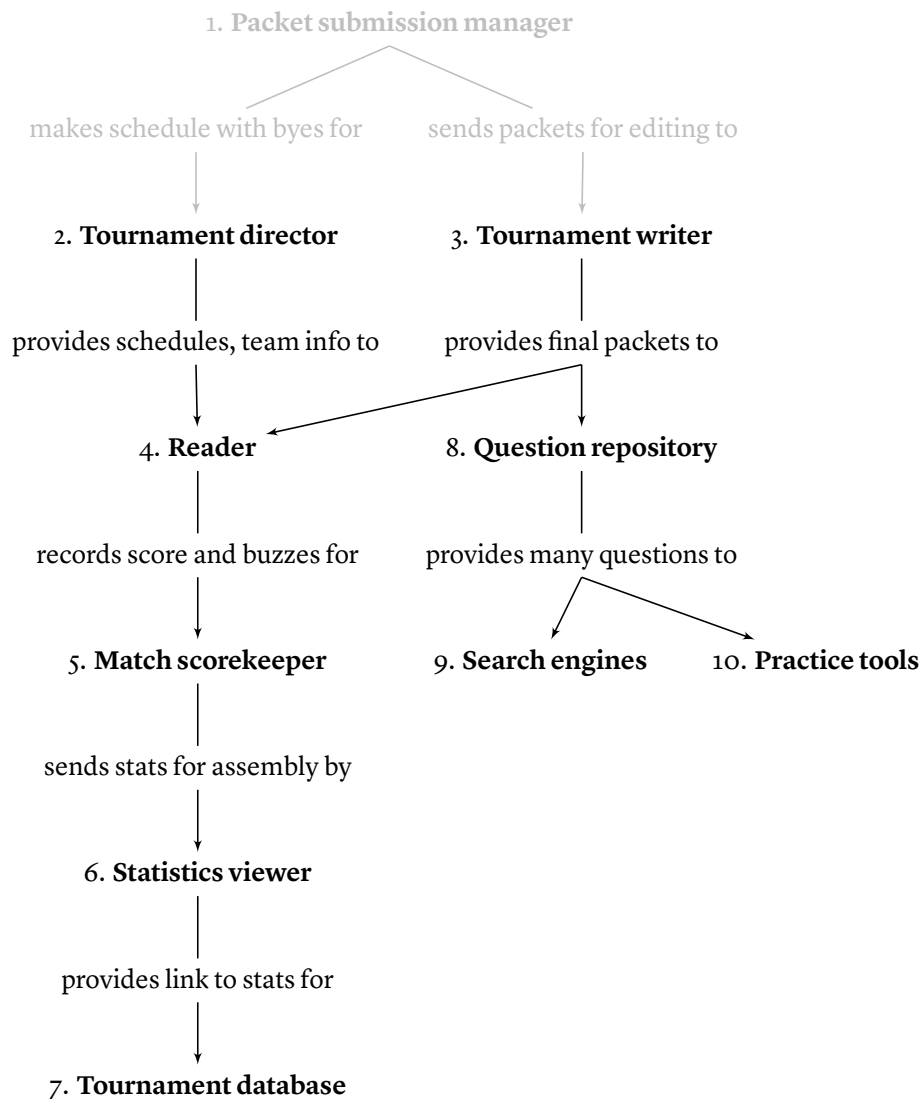
Introduction

Occasionally, people have suggested organizing a public dialogue about “software in quizbowl” to be scheduled after the mob of national tournaments. To prepare for such a discussion, I thought it would be valuable to get everyone on the same page about the state of software in quizbowl — not just for “software people,” but to help “non-software people” understand how the full scope of quizbowl software works together, and what additional progress could be achieved.

This document intends to describe the components of a hypothetical quizbowl software suite and the relationships between those components. It will review which components already exist independently, and establish which components are still needed and how they will interface with the already existing ones.

Table of contents

The diagram below illustrates the exchange of data among the components of a complete quizbowl software suite. Click on a component to jump to that section.



1 Packet submission manager

Description of what a “packet submission manager” is.

1.1 Existing

None yet exist.

2 Tournament director

Description of what a “tournament director” is.

2.1 Existing

Incomplete.

3 Tournament writer

Description of what a “tournament writer” is.

3.1 Existing

3.1.1 Closed-source niche software

QEMS I know nothing about this.

Ginseng I know nothing about this.

3.1.2 Generic software

Google Docs

4 Reader

Description of what a “reader” is.

4.1 Existing

4.1.1 Closed-source niche software

Abacus

4.1.2 Non-software solutions

Printed packets

5 Match scorekeeper

Description of what a “match scorekeeper is” is.

5.1 Existing

5.1.1 Closed-source niche software

SQBS

Taft

5.1.2 Open-source niche software

QBSQL

5.1.3 Generic software

Excel

5.1.4 Non-software solutions

Pen and paper

6 Statistics viewer

Description of what a “statistics viewer” is.

6.1 Existing

HSQB.org’s SQBS hosting

NAQT’s stats database

7 Tournament database

Description of what a “tournament database” is.

7.1 Existing

HSQB.org's tournament database

8 Question repository

Description of what a “question repository” is.

8.1 Existing

8.1.1 Unparsed questions

HSQB.org's packet archive

8.1.2 Parsed questions

<https://github.com/neotenic/packets>

9 Search engines

Description of what a “search engine” is.

9.1 Existing

9.1.1 Closed-source service

ACFDB

Gyaankosh

9.1.2 Open-ish-source service

QBDB

10 Practice tools

Description of what a “practice tool” is.

10.1 Existing

10.1.1 Open-source niche software

Protobowl

TriviaBot

A Potential components

This appendix lists components that, while out of the scope of a hypothetical quizbowl software suite, still interface with the same data used by the suite.

A.1 Smart buzzer system

Description of what a “smart buzzer system” is.

A.2 Quizbowl-playing robots

Description of what a “quizbowl-playing robot” is.