

# Components of a quizbowl software suite

Ophir Lifshitz

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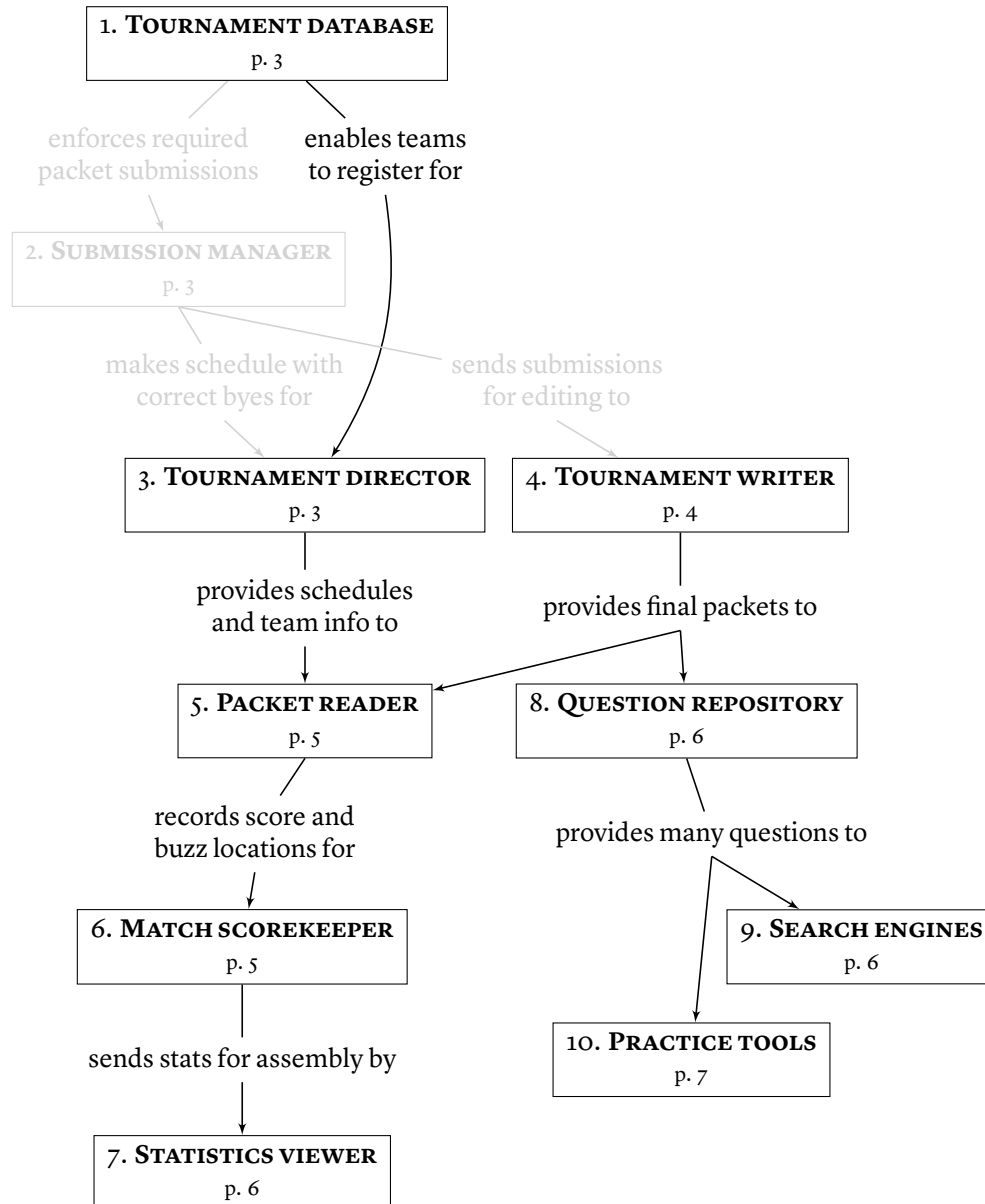
## Introduction

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. It would also be beneficial to the discussion to standardize the terminology used for the different components of the suite.

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.

## Contents

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



## 1 Tournament database

Description of what a “tournament database” is.

- Stores data about all schools, organizations, people, etc., involved in quizbowl.
  - Generate contact lists for hosts to send out tournament announcements and find willing staffers in the area.
  - Limit public access to sensitive data.
- For a host to announce a tournament, link to their TOURNAMENT DIRECTOR public main page/registration form.
- Teams (and staffers) can search for nearby tournaments.
  - Filter out tournaments that are on the same question set or on the same date as tournaments the team has already played/registered for.
  - Subscribe for notifications when nearby tournaments are announced.

### 1.1 Existing

HSQB’s tournament database PHP and MySQL.

## 2 Submission manager

Description of what a “submission manager” is.

- Publish packet due dates and fee structure.
- Automatically list the received packets.
- Enforce who is required to submit packets using TOURNAMENT DATABASE.
- Receive feedback on submitted questions (only after set is clear).
- Security.

For all other packet editing functionality not unique to packet submissions, see TOURNAMENT WRITER. Note that most of the items in this component are tightly integrated with the TOURNAMENT DIRECTOR.

### 2.1 Existing

None yet exist.

## 3 Tournament director

Description of what a “tournament director” is.

- Registration (including player rosters)
- Finances (including invoices, possibly e-payment)

- Brackets + seeding
- Publish updates (list of registered teams, building address, tournament date and time, parking amenities, fee structure, contact details)
- Track moderators (room assignments)
- Track equipment (buzzer and laptop assignments)

### 3.1 Existing

#### 3.1.1 Open-source niche software

**“Tournament Director”** Node and CouchDB.

## 4 Tournament writer

Description of what a “tournament writer” is.

- Assign various roles (writer, subject editor, head editor, proofreader, etc.)
- Assign questions to writers (send follow-up emails near due date)
- Comment on questions
- Tag questions
- “Set writer strengths”
- Suggest/claim answers
- Adjust distribution
- *Feng shui* packet randomization (anti-clustering/dithering vs. truly random)
- See overall status/progress chart/timeline

### 4.1 Existing

#### 4.1.1 Closed-source niche software

**QEMS** I know nothing about this. (See Cody’s screenshot of the MAIN PAGE)

**Ginseng** I know nothing about this.

#### 4.1.2 Open-source niche software

**QED** An 8-year-old Perl script.

**Garuda** A 2-year-old PHP site.

#### 4.1.3 Generic software

**Google Docs**

## **5 Packet reader**

Description of what a “packet reader” is.

- Protests (immediate adjudication if resolved in a quicker game room before the slower game rooms get to the question)
- Communication about lunchtime, when and where possible tiebreakers will be held, malfunctioning equipment (buzzers, laptops, timers), other news
- Passwords and progressive unlocking (to minimize the risk of reading the wrong packet)

### **5.1 Existing**

#### **5.1.1 Closed-source niche software**

**Abacus**

#### **5.1.2 Non-software solutions**

**Printed packets**

## **6 Match scorekeeper**

Description of what a “match scorekeeper is” is.

### **6.1 Existing**

#### **6.1.1 Closed-source niche software**

**SQBS**

**Taft**

#### **6.1.2 Open-source niche software**

**QBSQL**

#### **6.1.3 Generic software**

**Excel**

#### **6.1.4 Non-software solutions**

**Pen and paper**

## 7 Statistics viewer

Description of what a “statistics viewer” is.

- Post stats immediately
- Instant results after each part of the tournament for easy rebracketing
- Live corrections (during or after tournament)
- Queryable API (to easily create rankings or school/team/player reports)
- Could support custom aggregation functions

### 7.1 Existing

**HSQB’s SQBS hosting**

**NAQT’s stats database**

## 8 Question repository

Description of what a “question repository” is.

- Notify all teams that played the set after it has been posted (interface with TOURNAMENT DATABASE)
- All questions tagged by subject, difficulty, author
- Incorporate data of all times (tournaments or practice) a question was played
- Report errors
- Permalinking

### 8.1 Existing

#### 8.1.1 Unparsed questions

**HSQB’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.

- Multiplayer and single player

## **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.

- It interfaces with the PACKET READER for player names, and interfaces with the MATCH SCOREKEEPER for output.
- Record who got the question completely automatically.
- Keep track of buzzer races.
- Automatically recognize the player and start the 5-second timer.

### **A.2 Quizbowl-playing robots**

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