**CSFV**

**University of Washington**

**Monthly Technical Report for June, 2012**

Reporting period: 1 June 2012 – 30 June 2012

Date of Report: 23 Aug 2012

Project Title: Verigames

Contract Number: FA8750-12-C-0174

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# Verigames - Project Progress

**1. Expected Progress This Month**

We expect to begin the hiring process in earnest, and to take care of the various administrative tasks that go along with gearing up on a project. Throughout the period, we will ontinue design and development efforts on Pipe Jam. We will also make preparations for the CSFV kickoff meeting on July 10-12.

**2. Accomplishments This Month**

In preparation for demonstration at the CSFV kickoff meeting, we worked on adding a new graphical metaphor for Pipe Jam: lanes of traffic instead of pipes and balls. Switching to traffic gives us an advantage in terms of readability and user understanding; as it is continuously flowing, players can see blockages instantly without having to cue the balls to traverse the pipes. There is some delay introduced after clicking on pipes to change widths– we have identified this as relating to the constant dropping animations of the cars, but we have not yet performed optimizations or looked at other ways of significantly boosting performance. The two graphical metaphors are hot-swappable, giving us the ability to eventually perform A/B and other user tests to see which one is more effective at gathering useful results and retaining players for longer periods of time.

We began interviewing candidates for our open software engineering positions. Additionally, we hired a producer with video game industry experience in order to help coordinate and manage the game side of development.

We received approval from our IRB– the Human Subjects Review Application for HSD Study #43181, titled “A Game Based Expert Development for Code Verification Tasks Using Large-Scale Data Mining,” was approved by the Human Subjects Division. The dates of the approval period are from 6/25/2012 to 6/24/2013.

**3. Deliverables Submitted**

N/A

**4. Publications Made**

* **Verification games: Making verification fun** by Werner Dietl, Stephanie Dietzel, Michael D. Ernst, Nathaniel Mote, Brian Walker, Seth Cooper, Timothy Pavlik, and Zoran Popovic. In FTfJP'2012: 14th Workshop on Formal Techniques for Java-like Programs (Beijing, China), June 12, 2012.

**5. Meetings**

* Weekly UW Verigames team meeting

**6. Issues or Concerns**

N/A

**7. Plans for Next Month:**

Next month we plan to continue hiring efforts in earnest, bringing on at least two additional software developers. We will continue working on Pipe Jam, expanding the range of properties that can be expressed, scaling up the kinds of programs that can be ingested and represented as gameplay, and refining the game design approach.

**8. Financial Summary**

Projected first month expenditures were estimated at $130k. Actual was only $5k. Proposal projections assumed a full staff on payroll from Day 1 of the project. In reality, hiring and project ramp-up took time. There were also no grad students available this summer to begin work on the project— they will start in the fall. This impacted both salary/fringe and tuition projections.