Registration “Landing Page”

# $50,000 BANNER Challenge

The millions of biomedical publications that exist are a valuable, but difficult to handle resource. Identifying those documents that are most relevant to a particular disease or health condition is currently a costly, human intensive activity.

The goal of this challenge is to develop new algorithms to aid in the automated Named Entity Recognition (NER) of biomedical publications.

A full problem description will be provided only after registration.

Registration is open to Top Coder members from [DATE REGISTRATION START] to [DATA REGISTRATION END].

Note, this is an experimental contest format and thus will be an unrated event.

See below for more information about the contest format.

# Contest Format

*New Competition Styles*

* You will be competing in in virtual competition rooms of no more than 14 people.
* In some rooms competition will be similar to a First2Finish contest and in others it will be more like a traditional MM competition.
* After the registration phase ends, you will receive a link to your room, as well as an accurate description of the competition rules by email.
* **It is important that you check your email account regularly (at least daily) and ensure that spam filters do not block communication related to this competition.**

*Prizes*

* A total of $50,000 in prizes will be distributed in the following manner.
  + $35,000 will go to competitors  in the form of room prizes to the winners in virtual competition rooms.
  + Additional $15,000 will be distributed in the form of grand prizes to the best performers across rooms.
  + The exact prizes for each room will be sent by email after registration.

*This competition is for rated members only.*

* Only members who registered for at least one prior Top Coder competition (either MM or ALGO) are eligible to participate.
* Registration is limited to 350 Top Coder members.

*Contributing to Research on Top Coder*

* Participating in this contest also involves participating in a research project.
  + Your participation is voluntary.
  + If you choose to participate, you will need to complete two surveys: a registration survey and a final survey.
  + You may discontinue your participation at any time.

*Use of Git*

* As part of this contest, we would like for you to use Git (<http://git-scm.com/downloads>) and to make daily code commits as you develop your solution to the contest. This will allow us to track analytics around code commits when the competition is over.

*Data management & privacy*

* The data collected, including survey responses, analysis of code submissions, and communications on the public forum of the challenge, will be used for research purposes.
* The substance of your survey responses will not affect your eligibility for winning a prize in this or future contests.
* Only the immediate project team at TopCoder and researchers at Harvard University will see your individual data. Data will only be shared in an anonymous form in which individuals cannot be identified.

*Ask a question/report a problem*

* If you have any questions about the use of your information, please contact: [CONTACT PERSON]. Harvard University has a Standing Committee on the Use of Human Subjects in Research (CUHS) to which complaints or problems concerning any research project may, and should, be reported if they arise.

[CLICK HERE TO AGREE & TO REGISTER]

Communications After Registration

# Competition Rules for the Race

Dear [HANDLE],

Thanks for your interest in this competition. You have been randomly assigned to a room.

**In this room, the goal of the competition is to be the first to achieve a final score of at least [SCORE THRESHOLD].**

**Room prizes.** The first 2 coders to achieve a score greater than [SCORE THRESHOLD] will be awarded room prizes of [1st ROOM PRIZE] and [2nd ROOM PRIZE] to the first and the second respectively.

No prizes will be awarded if no submission reaches a score of at least [SCORE THRESHOLD].

**Grand prizes.** You will be also competing for 3 additional grand prizes across all rooms with the same competition style:

1. $3,000 to be the first to achieve at least [SCORE THRESHOLD]
2. $1,500 to be the second to achieve at least [SCORE THRESHOLD]
3. $500 to be the third to achieve at least [SCORE THRESHOLD].

So you can win up to [3,000 + 1st ROOM PRIZE].

Every [NUMBER] hours Top Coder will compute the final score in addition to the partial score. Final scores are not going to be shown on the leaderboard.

When a competitor in your room achieves a final score of at least [SCORE THRESHOLD], Top Coder will send an email to all room members to communicate that the first room prize has been awarded, but the second room prize is still available.

When also a second competitor achieves a final score of at least [SCORE THRESHOLD], Top Coder will send an email to all room members to communicate that the competition is over.

**Note, you are not allowed to discuss any of the details of your competition room with other members of the community during the 2 weeks of the competition.**

For any question please contact [PERSON CONTACT].

# Competition Rules for the Tournament

Dear [HANDLE],

Thanks for your interest in this competition. You have been randomly assigned to a room.

**In this room, the goal of the competition is to achieve the best final score.**

**Room prizes.** The top 2 coders to achieve the highest final scores will be awarded room prizes of [1st ROOM PRIZE] and [2nd ROOM PRIZE] to the first and the second respectively.

**Grand prizes.** You will be also competing for additional grand prizes across all rooms with the same competition style:

1. $3,000 to achieve the highest score across all rooms.
2. $1,500 to achieve the second highest final score across all rooms.
3. $500 to achieve the second highest final score across all rooms.

So you can win up to [3,000 + 1st ROOM PRIZE].

**Note, you are not allowed to discuss any of the details of your competition room with other members of the community during the 2 weeks of the competition.**

For any question please contact [PERSON CONTACT].

# Competition Rules for the Tournament w/ reserve

Dear [HANDLE],

Thanks for your interest in this competition. You have been randomly assigned to a room.

**In this room, the goal of the competition is to achieve the best final score, but only submissions with a final score of at least [SCORE THRESHOLD] can be awarded a prize.**

**Room prizes.** The top 2 coders to achieve the highest final scores will be awarded room prizes of [1st ROOM PRIZE] and [1st ROOM PRIZE] to the first and the second respectively. Only submissions that score at least [SCORE THRESHOLD] are eligible for prizes. No prizes will be awarded if no submissions reaches a score of at least [SCORE THRESHOLD].

**Grand prizes.** You will be also competing for additional grand prizes across all rooms with the same competition style:

1. $3,000 to the highest score of at least [SCORE THRESHOLD].
2. $1,500 to the second highest final score of at least [SCORE THRESHOLD].
3. $500 to the third highest score of at least [SCORE THRESHOLD].

So you can win up to [3,000 + 1st ROOM PRIZE].

**Note, you are not allowed to discuss any of the details of your competition room with other members of the community during the 2 weeks of the competition.**

For any question please contact [PERSON CONTACT].

Registration Survey

Thank you for your interest in this challenge. As part of the registration process we will be collecting participant information through this survey. The survey should take approximately 15 minutes to complete.

# Demographics

Age

Gender

Country of Origin

Country of Residence (the country in which you are planning to stay for the most part of the duration of the challenge)

Highest Academic Degree

Working or Student

# Risk aversion measure

Rate your willingness to take risks in general

[1-unwilling - 10-completely willing]

# Time Availability

How many hours do you expect to be able to work on the solution of the problem in the next days? (look ahead a week, forecast how much you will be able)

* The first day of the competition [from 0 to 24]
* The second day of the competition [from 0 to 24]
* The third day of the competition [from 0 to 24]
* The remaining days of the competition

# In a typical day when you compete on a Top Coder MM, how many hours do you usually spend on the following activities?

Working on the solutions for the MM [from 0 to 24]

Education [from 0 to 24]

Job/Work [from 0 to 24]

Leisure [from 0 to 24]

Family [from 0 to 24]

Sleep [from 0 to 24]

# Risk aversion measure 2 (Dohmen et al., JEEA 2011)

How willing are you to take risks, in general?

[scale from 0 to 10]

# Risk aversion measure 2

Imagine the following hypothetical situation. You received $X and we ask you to choose how much of this amount you want to invest in a lottery and how much to keep. The money invested yield a divided of  q with probability p and is lost with probability 1-p. The money not invested is kept by you for sure. What part of the endowment $X you want to invest?

[number]

Communication After the Contest

Dear [Handle],

We thank you for the interest in this study and we hope that you enjoyed to participate to this contest. Now, we ask that you help us by taking a few minutes to complete a survey about your experience.

The results of the survey will help further our research on Top Coder.

To participate, please click here: [LINK TO FINAL SURVEY]

Final Survey

Thank you for your interest in this study. As part of the research associated with the challenge we will be collecting participant information through this survey. The survey should take approximately 15 minutes to complete.

# What is your best estimate of the hours worked on the problem?

* Day 1(exact date) [scale from 0 to 24]
* Day 2 (exact date) …
* Day 3…
* […]
* Day 10

# How hard was to achieve a score of at least S in this competition?

[from very easy 0 to very hard 10]

# If the prize award was 2x how would your number of hours spent solving the problem have changed?

[scale in %]

# If the prize award was 0.5x how would your number of hours spent solving the problem have changed?

[scale in %]

# Give us your thoughts on competing in a race as opposed to a regular marathon match. Consider elements [engagement, planning required ahead of time, perception of competition, amount of effort exerted, quality of submissions, fairness]

[open answer]

# Please select why you dropped out from the competition (for those with no submissions):

* 1. I did not have the appropriate knowledge or skills to solve the problem.
  2. There were lots of strong competitors in my room.
  3. In the [race/tournament-min-req.,] the target score S was too high for me.
  4. I did not have time to participate in the competition due to other obligations.
  5. [I did not want to participate in a [race/tournament/tournament-min-req.]]
  6. I was not interested in topic of the competition.
  7. The awarded cash prize was too small for the effort required in solving the problem.
  8. Other [open]

# Could you list one ore more machine learning approaches you have used to solve the problem?

[open answer]