

Knowledge Market Coding Challenge

ANNOUNCEMENT: First knowledge market coding challenge. The goal is to produce the most useful new features for a knowledge marketplace. Example features include a question & answer exchange, an auction market, a prediction market, a virtual currency used for exchange, and indicators for the health of the knowledge economy. Links to design documents are provided below.

PRIZES:

\$5000 - 1st Place

\$3000 - 2nd Place

\$1000 - 3rd Place

DEADLINES: (Coding may begin at any time after receiving this announcement)

- 1) Registration: midnight January 11, 2010
- 2) Initial coding submission: midnight January 18, 2010
 - a. This will consist of a URL where judges and other teams can access your code. You may continue to work on your code after this time.
 - b. This begins the bug finding phase where you can publicly identify bugs in other teams' code.
- 3) Public presentation of features from your code: 13:00 January 22, 2010
 - a. This phase is not required but is **strongly** recommended.
 - b. Non-attendance is anticipated only for teams that are non-local.
- 4) Final coding submission: midnight January 25, 2010
 - a. This includes a URL where judges can access your code.
 - b. All code should be frozen at this time.
 - c. Submission should include a digital writeup/guidebook describing what you have implemented (powerpoint, word or any format you choose).
- 5) Final decisions: February 8, 2010

ELIGIBILITY: This contest is targeted at student programmers in the Boston area in particular at MIT, Harvard, and Boston University but any talented programmer may enter. Individuals and teams may apply.

REGISTRATION: To register, send email to both {marshall@mit.edu, dawei@mit.edu} by midnight Jan 11. Put "KM Coding Challenge" in the subject line. List the names and contact information for the registrants in the email body. Choose a name for your team and include this in the email body. The name will be used in

further announcements. You do not need to register to begin but you must register to be eligible.

CRITERIA:

- 1) Code should pertain to one of 10 design areas outlined in the design document URL: <http://iknow.mit.edu>. Other areas are acceptable upon prior permission of the contest supervisors.
- 2) To understand the design goals, you should quickly review the article "Designing Knowledge Markets from the Outside In" available at the same URL.
- 3) The primary criterion for prize awards will be adding the most value to the existing knowledge market. This will be judged in terms of the quality and number of features added. It is not expected that individuals or teams will cover all features but rather will do a good job of focusing on a handful of features and do them well.
- 4) Code must be compatible with existing code found at <http://iknow.mit.edu>. Do **not** waste time reproducing features that are already implemented there. Significant improvements to existing features do count.
- 5) Code must be documented, robust, efficient, and free of numeric calculation errors.
- 6) Usability and elegance of design will be considered as quality factors.
- 7) Finding bugs in other team submissions will count toward demonstration of your coding skill.
- 8) All code must be original work of the submitters and not encumbered by any licensing or ownership claims.
- 9) Judges for the contest are not eligible for any prizes or awards.
- 10) Partial awards are permissible if there are too few entries or code is of insufficient quality. If there are at least eight independent entries, full awards for all three places will be anticipated.

OWNERSHIP: Code from winning entries becomes property of MIT. Author credit for all contributed code will be retained as long as that code remains part of the system in use. Code from non-winning entries remains the property of the respective authors. Awards will be made half at the time of the judges' decision and half at time the code is finally integrated into the existing system by the contestants.