MajsterStrelby – Game with the purpose of building a dictionary

Building dictionaries using games with the purpose

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**Abstract.** In these days, building vocabulary requires the work of experts because the computer still cannot recognize semantics between words. Problem is that this type of work is very expensive. Therefore, our goal is to create a game that will collect synonymous relationships between words by using crowd work.

# Introduction

Each paper represents the results of the authors’ work on a project related to the area of informatics and information technology. The required parts are the title, abstract and introduction where the problem and the state of the art in the respective area are introduced; the main part where the contribution and the achieved results are presented and finally the conclusion with references. The header consists of the title, author’s name (or co-authors) and address.

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Table example: The meaning of specific elements of the strategy vector s(a) for different cases is described in Table 1, where the last column shows interaction types.

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div class="title">

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Figure 1. Sample output of a fractal tree drawing algorithm.

Table 1. Specification of the strategy vector s(a).

|  |  |  |  |
| --- | --- | --- | --- |
|  | Penalty for agent *a* | Penalty for  agent *b* | Movement of agent *a* |
| 1 | *p*(*a*)=0 | *p*(*b*)=0 | *S*1(*a*) |
| 2 | *p*(*a*)=0 | *p*(*b*)>0 | *S*2(*a*) |
| 3 | *p*(*a*)>0 | *p*(*b*)=0 | *S*3(*a*) |
| 4 | *p*(*a*)>0 | *p*(*b*)>0 | *S*4(*a*) |

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Table 2. Please use full-page tables only if necessary.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Penalty for agent *a* | Penalty for  agent *b* | Movement of agent *a* |
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| 3 | *p*(*a*)>0 | *p*(*b*)=0 | *S*3(*a*) |
| 4 | *p*(*a*)>0 | *p*(*b*)>0 | *S*4(*a*) |

If your paper was written as a part of a research project it is recommended to add an Acknowledgement at the end of the paper.

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