

1116-94-2386 **James Edward Mihalisin*** (jedmdesigns@gmail.com), 2821 Edridge Ct. Unit 202, Raleigh, NC 27612. *Meta-Graphs and Gamification*. Preliminary report.

I define a *graph* to be any utilization of the attributes (size, shape, placement, color, etc.) of geometric primitives (circles, rectangles, etc.) to display data. Roughly speaking, a *meta-graph* is a graph of graphs.

Typically, *gamification* refers to the concept of applying game mechanics and game design techniques to engage and motivate people to achieve goals. This concept is of particular interest to me when those goals involve harnessing human cognitive ability for a greater purpose. For example, the “Fold-It” website from the University of Washington harnesses human intuition to help solve computationally intractable protein folding problems.

In this talk, I will share my progress on an iOS app that employs meta-graphs in an attempt to gamify the statistical analysis of multi-variate data. (Received September 23, 2015)