**Must be completed by the beginning of lecture on Tuesday, February 13, 2007.**

In this week's lab, you'll explore some web sites that encourage collaboration among their users, also you will create your own web site. They harness the power of "human computing" to provide a variety of remarkable services. You are probably already familiar with some of these sites: Wikipedia, Flikr, YouTube, blogs, etc. This rapidly growing category of the web has been called "Web 2.0".

This assignment is a take home lab. After completing it, you'll write a blog post on the course blog describing yourself and your experiences during the lab. You'll also complete a brief questionnaire about the lab, and submit this in lecture. (More details below.) You should follow the instructions and complete the lab on your own. However, as in all the labs in this course, discussion with friends is encouraged. You can also email cos116@lists.cs.princeton.edu for help if you get stuck.

## Part 1: Wikipedia (40 minutes)

Wikipedia is a free online encyclopedia written entirely by its users. Anyone can add to or edit any page of Wikipedia, and as a result, the number of subjects it covers has grown dramatically in a short amount of time (it was started in 2001, and currently contains more than 2.2 million articles in English alone).

**1. Visit http://en.wikipedia.org.**

**If you haven't used Wikipedia before (or even if you have), spend a little time browsing the articles.** Follow links from the front page to get started, or search for something you like using the search utility.

**2. Visit http://meta.wikimedia.org/wiki/Meta:Sandbox to experiment with Wikipedia's editing environment.** This is a kind of scratch page to allow new users to learn how to edit in Wikipedia.

   a. Click on the "edit" tab that appears on the top of the Sandbox page.

   b. A large text box will appear. Enter some text, and click "Show Preview" to see the results. You can also click "Save Page" to commit your edit to Wikipedia.

   c. Experiment with the formatting buttons that appear above the large text box, and also with the symbols you can insert by clicking the links near

the bottom of the page. Note that Wikipedia uses a special "markup" language to control the appearing of text. For example, you can just type ``italicized text'' in the text box, and it will appear as *italicized text* when you view the changes.

**3. Once you are comfortable with editing, make a real contribution to Wikipedia.**

d. Find a page that discusses a topic you are interested in and know something about.

e. Edit the page to add some information, correct some existing information, or otherwise improves it in a substantive way. (If you are really ambitious, you can start a brand new page on a topic that Wikipedia doesn't cover yet.)

- If you are having trouble with this, note that your contribution does not have to be terribly momentous. For example, you could find the page on your favorite movie, and add a section of memorable quotes. Or, you could add a useful link to the "External Links" section of the page.
- Summarize your changes in the "Edit Summary" box that appears below the editing area. This helps other contributors track modifications to the page.
- Be sure your contribution has some value, and cannot be interpreted as vandalism.

## Part 2: YouTube (20 minutes)

YouTube is a video-sharing website. The ease with which users can upload, view, and distribute video clips through the site has resulted in explosive growth (YouTube was acquired by Google for $1.65 billion in October 2006).

1. **Visit http://www.youtube.com.**

2. **If you haven't already, register for an account.**

3. **Find a video clip that you like.** Use the search box to help you look for something that interests you.
   - The content of your clip should be appropriate to share with the rest of the class.

4. **Leave a comment on the page for your video clip.** Click on the "Post a text comment" link below the video.
   - In order for this to work, you need to "confirm" your email address. If your address is unconfirmed, you'll be given instructions on how to

confirm it when you try to leave a comment. Note: You may also need to open and close your browser after completing the confirmation process.

## Part 3: Image Labeler (20 minutes)

There are many tasks that humans are much better at than computers. One of these is deciphering the content of an image. Any person can easily recognize a picture of a tree, but this is very difficult for a computer to do reliably. An application like Google Image Search would be vastly improved if each image in their database was labeled with a few keywords describing the image. As you might imagine, this labeling process is extremely labor-intensive.

Luis von Ahn, a computer science researcher, devised an ingenious method to coax people on the Internet to label random images: he turned it into a game. Google has recently licensed his technology.

1. **Visit http://images.google.com/imagelabeler/.**

2. **Click "Begin as Guest", and wait for the program to locate a partner.**

3. **Play the game.** You'll be shown a series of images. For each image, you must enter keywords describing the image. Your partner will be doing the same thing. As soon as you both enter a matching keyword, you'll be awarded points and the game will move on to the next image. After 1.5 minutes, the game is over.

4. **Play the game a total of five times. Make a note of your highest score.**

## Part 4: Creating a web site (15 minutes)

Creating a web site can be difficult if it is complex as in commercial web sites, but it is pretty easy if you are creating a personal web site. In this part, you will just edit a word document and convert it to a web page and publish it by placing it into your university account directory.

Here are the steps:

1. Login one of the cluster machines, or the lab machine where you login with your OIT account.
2. Open a word document in your desktop, write your personal information such as "Email", "Class", "Hometown", "Interests", etc. Also you can place a picture on the document by simply copying the image file and pasting it at the document.

3.  After finishing the editing, from the file menu select save as, then "Web Page" from the "Save as type" menu. The file name should be "index.htm" while saving. One example document prepared with such a procedure is in "*http://www.cs.princeton.edu/courses/archive/spring08/cos116/arora.htm*".

4.  In your desktop, click Windows start at left bottom, then click "\\Files", and go in "public_html" directory. Drag your "index.htm" file and the "index_files" folder into "public_html" directory. Now you have a web page! You can view it by typing "www.princeton.edu/*~netID*" in your browser.

5.  Ask one of your friends who is off campus to view your page: Supply him/her with the page address "www.princeton.edu/*~OIT_netID*", and ask to view the contents of your page. By now you are reachable by all over the world!

## Part 5: Blogging (40 minutes)

This semester we're going to have a class blog for COS 116. You, the students, are the blog authors. (The staff will occasionally contribute too.) From time to time we'll ask you to write short blog posts about a variety of topics. Your posts will be visible to the rest of the class, but not to members of the general public. We hope to generate some interesting discussion. You are also expected to read other students' post and comment on them. Part of your course participation grade will come from these activities.

Shortly after the first lecture you should have received an email informing you that your blog account has been created. If you didn't receive it, please contact Soner Sevinc (ssevinc@cs.princeton.edu).

You should choose a nickname through the profile page to ensure anonymity. The course staff will be able to see your identity, but not the class.

1.  **Visit the course blog: http://courseblog.cs.princeton.edu/spring08/cos116**

2.  **Login with your NetID and LDAP password.**

3.  **Post a blog entry.**

    a.  **Click "Login (your NetID)" on the right-hand side, and then click "Write" at the top of the page.**

    b.  **In about 200-300 words, introduce yourself to the class and say a little bit about your interests. Tell why you are taking the class and what you hope to learn.**

c. **For the remainder of the blog post, describe what you did during this lab. Your post should contain the following elements.**

i. **A link to the Wikipedia page you modified. You should also explain why you chose this page, and what changes you made.**

ii. **A link to the YouTube video that you selected, and what you liked about it.**

iii. **Your highest score for the Image Labeler game.**
iv. **Your experience in creating the web page. We should be able to view your page by going to the link corresponding to your netID. Do not post the link in your blog entry for keeping anonymity.**

d. **Click "Publish" to post your blog entry.** You can also click "Save" to save a draft of your post before you are ready to publish it.

## Part 6: Questionnaire

Please complete the form on the next page and submit it in lecture on Tuesday, February 13.

COS116 Spring 2007

Questionnaire for Lab 1

Briefly fill out the following questionnaire and turn it in at the start of Tuesday's lecture.

**Name:**

**Email:**

**Briefly describe your previous experience with "Web 2.0"-style applications, your general interests about the applications like the kind you explored in this lab.**

**Was any part of this week's lab particularly difficult or confusing?**

**How long did you spend on this week's lab:**