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| Joined Nov 5, '13 | Last Post 24 mins | Seen 22 mins | Views 98 | Trust Level member | Email hawaiifunsun@hotmail.com |

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Recipe Thread 2020   24 mins

I posted my entire recipe collection on my personal website: **Recipes - Futuristic Minimalist Millennial**

Recipe Thread 2020   26 mins

if you made any, let me know

Recipe Thread 2020   ⌃ Apr 10, '20

Ok, I'll say my secret - I have a meal replacement powder that doesn't take up much space and just eat by the spoonful to not wash dishes. Small and quick enough for the situation we're in and everyday! So not many recipes that I make these days, but I still dream them to share 🙂

Science for Better Games   Mar 31, '20

Something really important: it should say for the warning 'column' instead of 'row'. That's I believe where the confusion stems from!

Science for Better Games   Mar 31, '20

I see. I think I know what's the issue. How come it's only one response per column? I guess I was doing one response per row. The top, instead of saying 'most/least important', it should be 'highest/lowest priority'. I think that'll prevent confusion.

Neuro Science News: Whats new....?   Mar 31, '20
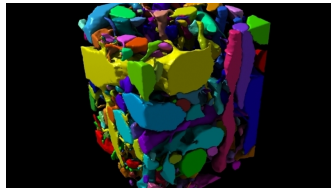
Google has one too - available online too! **https://ai.googleblog.com/2019/08/an-interactive-automated-3d.html**

Science for Better Games   Mar 31, '20

I did that, and it still had the same issue. It even shows on your photo.

Eyewire in the News   ⌃ Mar 31, '20

Citizen Science in the Unexplored Terrain of the Brain

Wanna Play? Computer Gamers Help Push Frontier Of Brain Research

Computer games aren't just for fun anymore — they're also valuable research tools. Scientists are taking complex problems — like trying to figure out how proteins fold and how neural networks work — and turning them into engaging games. And they need...

A New Marketplace For Machine Learning Researchers—And Citizen Scientists

https://www.nsf.gov/news/special_reports/scivis/vizzies_winners_2013.jsp

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What is the best strategy to deal with such fuzzy zone?   Mar 31, '20

go back and forth until you figure out what to do lol 🙂

Risk my Rating or Avoid difficult cubes   ∧   Mar 31, '20

I would skip anything that's too difficult (I do that) and save them for the end. A lot of difficult cubes get piled up at the end, so it's up to those who want to and/or able to take up the challenge to do so - even at the risk of losing accuracy.

PS - accuracy isn't everything, just a number to guide, but if it goes down - it may not be your fault - as it's based on the work of others!

Science for Better Games   ∧   Mar 31, '20

Just posting here. Idk if email will go through.

Dig Recap   ∧   Mar 31, '20

Can we have one big picture or 3d rotation of it to show the impact in all its glory? A big, beautiful one!

Thanks for asking!

State:

Stats:
number of: 1) players (by role, newcomers, location), 2) chat messages (and For Science!), 3) events, 4) points (including per location), 5) badges (?), 7) rank (like promotions or getting a top score of the day); 8) completions (cells, cubes, scythes, reaps,

etc.)
avg time: on Eyewire: 1) per day, 2) total, per completion: 1) cube, 2) cell

We should have a breakdown per person in some spreadsheet, so each person knows their personal impact. Use the stats I brought up for reference 🙂

3d Big Eraser   Mar 31, '20

I was the one who suggested it, but they brought up what I said to them in the chat.

Science for Better Games   Mar 31, '20

I'm having the same trouble too!

Recipe Thread 2020   ⌃   Mar 31, '20

Two ingredient snacks:

- So easy, **my go-to**: rip a date in half, take out the seed, put in a pecan, close, done: Date sandwich!
- hazelnut milk: add water to hazelnuts and blend. Done!
- Eggplant chips: slice eggplant width-wise. Add a little coconut oil and roast.
- cucumber radish tiny sandwich: slice cucumbers and radishes width-wise, alternate layers and eat.
- chia pudding: add any milk to chia seeds and let rest 5 minutes. Eat. If thick, add more milk

Many ingredients:

- mushroom pizza: add fresh squeezed tomatoes to an upside down portobello cap. Add cheese on top.
- key lime pie: date+pecan - crust, avocado+lime - filling, coconut shreds - topping
- apple dessert: slice apple width-wise, add raisins, cinnamon, almonds, and lime juice between slices
- 'beef' mushroom stroganoff:
  -nutritional yeast
  -carrots preferred, or red/orange bell pepper
  -sour cream - good karma brand
  -chanterelle preferred, or shiitake, baby bella, portobello
  -beyond meat ground beef crumbles (or fake meat alternative)
  -american cheese
  -hungarian paprika
  -gluten free pasta (corn-based, preferably ronzoni rigatoni, but better barilla - vegan; banza?)
  -opt - fresh parsley
  *Instructions
  -*cook pasta, add fake meat, add cheese and sour cream, add mushroom, add carrot.
  -*Not cooking - add nutritional yeast, paprika, and parsley

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Looking for Eyewirers to participate in social media campaign for Crowdsourcing Documentary   Mar 31, '20

I wish I was a part of this!

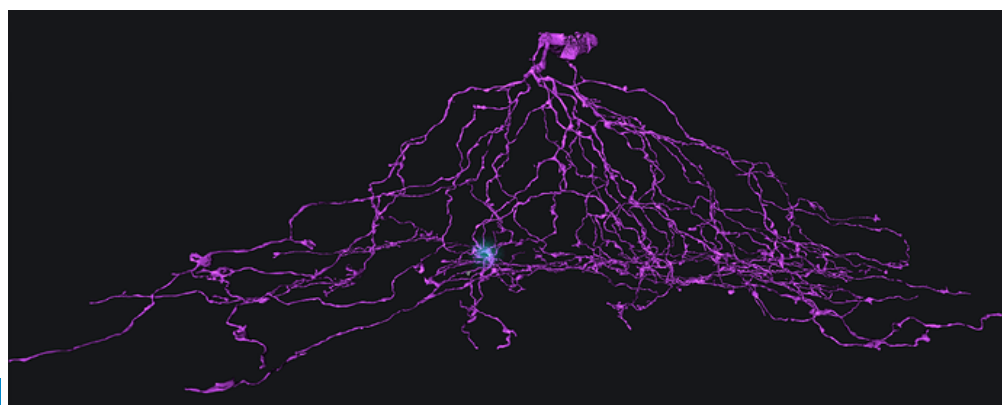### Gallery of amusements   ⌃   Dec 23, '19

Me on the Eyewire family tree:

Gallery of amusements   Dec 23, '19

ghost of eyewire past?

Neuro Science News: Whats new....?   ∧ Dec 23, '19

AI neural mapping:

- **https://www.sciencedaily.com/releases/2019/04/190412150628.htm**
- **https://venturebeat.com/2018/07/16/google-researchers-create-ai-that-maps-the-brains-neurons/**
- **https://singularityhub.com/2019/07/18/the-first-complete-brain-wiring-diagram-of-any-species-is-here/**
- **https://www.theregister.co.uk/2018/07/18/ai_can_untangle_the_jumble_of_neurons_packed_in_brain_scans/**

EyeWire memes!   ∧ Dec 22, '19
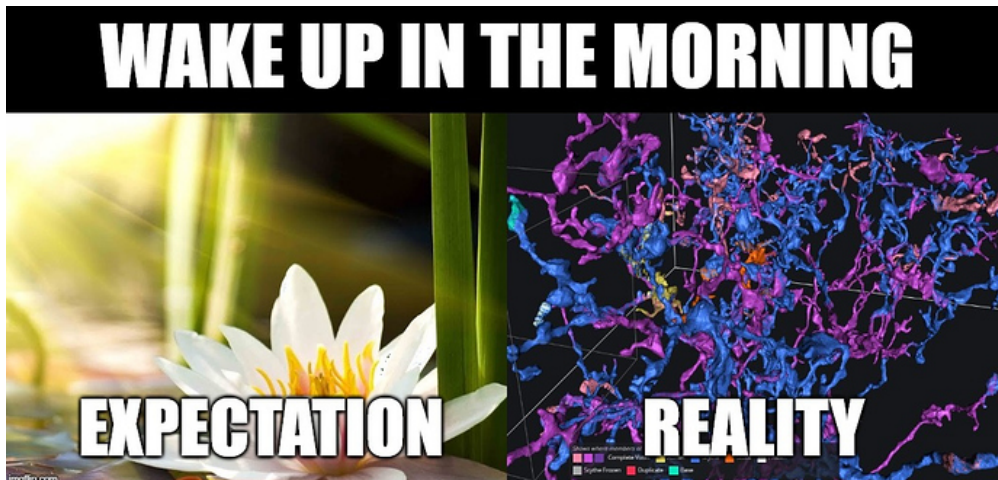
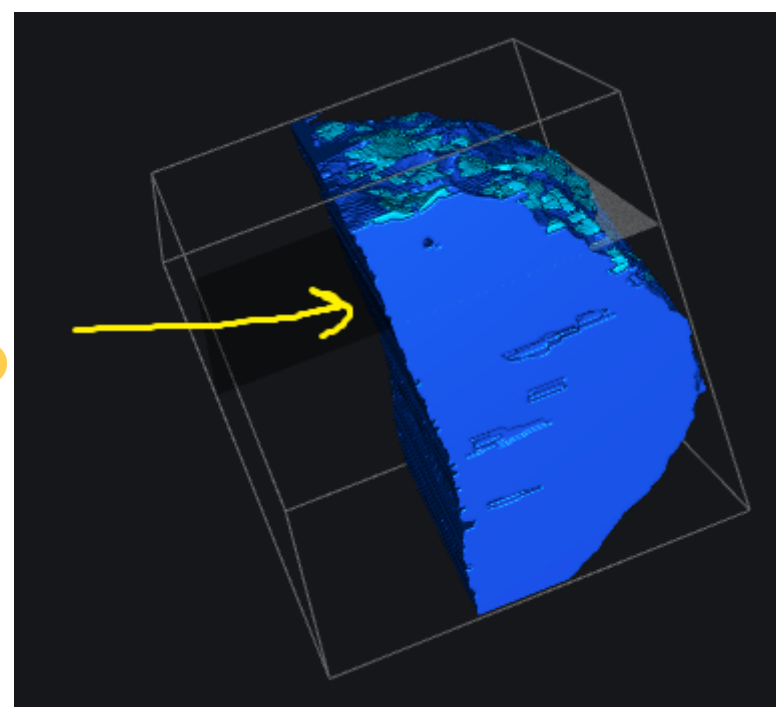**Gallery of amusements**   ∧ Dec 13, '19

I was going into new territory so much, even the computer was confused, in awe and trying to understand and work with what I gave it. It had so much bewilderment and thought. Like the bots were actually thinking and exuberant from the genius paths it was following with me that day. Never thought I would see a computer program thinking or amazed at what I do, but it just so happened that day. That was a once in a lifetime miracle.

Gallery of amusements   ∧ Dec 13, '19

Why, did you just find out the world is flat or something?! o.0 🙂

Gallery of amusements   Dec 13, '19

Eyewire had some good times back in the day!!

Ideas for millionare badges theme?   Sep 25, '19

I thought of that too, like better tools to get stuff done in eyewire, or customizations (like name/background color changes, etc.)

What is the best tip you've received in EyeWire?   ∧ Aug 3, '19

Hmm…Ok. It's been a long time since I talked to random, but I'll try to remember what I can - as I disabled the Tampermonkey to prevent my computer from burning out. Here it is:

> #### Nickname coloring script
>
> Hi all, It looks, like my nickname coloring script gained a little bit of popularity recently. It was written for fun at the beginning, but if people want their custom colors, let it be xD Just to clear any doubts: the colors are visible only to those, who has the script installed, the colors are added "by-hand" by me to the script, so if anyone wants his or her color changed, you'll have to contact me, NO ONE can have any rank color (especially, NO admin color), any unique color (like Nser…

There are rules as it says, so it's not visible by everyone, and might need a manual change by someone else. Here are some steps:
Download the tampermonkey extension, make sure it's on in the browser, download the script - in Tampermonkey (not on your computer), refresh Eyewire, and enable it if it's not by click on the tampermonkey icon in the top-right corner. That's what I would do.

I forgot, but maybe to change the colors, you /pm yourself to change it?

Translation of EyeWire Wiki   ∧ Jul 30, '19

Yay! My bad on the student essay. I thought they were just topics, like Wikipedia, until I realized after I edited that it wasn't. Thanks for fixing, as I ran out of time and also stopped editing, as requested.

Cool, you'll let us know what's next. It would be kind of cool for more people to add in articles about neural conditions (maybe some other topic too) and how they relate to Eyewire's research one day if possible though.

Translation of EyeWire Wiki   ∧ Jul 24, '19

@devonjones What did they say? That was a batch edit, as I just put them all in a category. My edit on the OneDrive page was helpful and the front pages look better. I pretty much finished the necessary stuff, although adding more neural disorders (I learn a lot from those) and info on cells would be cool. I'm not planning on doing anymore (I moved onto improving the Google Translate for Hawaiian, because I have a translation dictionary), but just hope I get to see more on these topics by Princeton 🙂.

Translation of EyeWire Wiki   Jul 23, '19

@devonjones how do the edits look? Is it ok to do it? I heard on this thread there may be a new edition. I felt I would write some stuff in in the meantime until the new edition rolls out if that's alright.

Digging into the Dig, the eyewire Cell Registry   Jul 21, '19

Nice. I think it's missing just one chart: the total line graph, maybe by month. I added it in.

Digging into the Dig, the eyewire Cell Registry   Jul 21, '19

We were talking about automating it at some point. Idk if people are going to keep manually adding onto it forever. Should we talk plans on the automating?

Translation of EyeWire Wiki   Jul 19, '19

I edited a lot, and the front page is able to be changed by anyone. If you'd like me to explain how I did it, just let me know. I think I edited so much, that I might've crashed the site. Sorry about that. Just trying to help.

Translation of EyeWire Wiki   Jul 18, '19

Is there a way for users to edit the wiki?

Eyewire in the News   Jul 18, '19

https://thebottomline.as.ucsb.edu/2019/06/data-science-showcase-ucsb

Ideas for millionare badges theme?

thanks a lot

Ideas for millionare badges theme?

⌃ Jul 2, '19

@sorek_m if we do it, how about it only being available to scythe millionaires? I mean, there's a sign up sheet, so a few people at a time go, not all at once. I heard there isn't a way to become mystics anymore in the promotions :|, I've tried.

@annkri I think the 1st paragraph sounds extremely confusing to implement for me. The 2nd paragraph is genius though. There would be a sign up sheet (as not everyone would be interested), so it's a smaller # yet (like 20-25). Also, 500 cubes is great. Multiple people work on 1 cell at a time (like 15.6a, b, c, d, etc). When it's around 500 cubes, it splits and 'b' would have another username on that cell, and so on until it's done.

I guess fort-scythe style works, where scythes reap-grow and SC. But since it takes 2 ppl to SC it, either admins could accept the cell with just one person SCing it or it can be abandoned until time's up, so others can finish them. As the biggest cells are around 2000 and the smallest is 100s, I'm guessing we need around 10-15 cells.

Thank you for the great galactic voyage

⌃ Jul 2, '19

@devonjones thanks. Far into the future would be fine.
@annkri it could be like that (that's pretty awesome too). For this, I was just thinking it would be like the Great Galactic Voyage, except exoplanet themed, Like Great Planetary Discovery or something.

Thank you for the great galactic voyage

⌃ Jun 29, '19

🙂 I help out http://www.planetary.org/ sometimes. I guess I'm a citizen astronomer?

Can I ask you a question? What would you think about an Eyewire journey of exoplanets? Like learning about different ones and voyage to each, based on distance from us?

Ideas for millionare badges theme?

⌃ Jun 29, '19

@Oreliel good point. Maybe it's just open to everyone with a scythe status. No need for a millionaire status then? I think giving the scythe tool when they don't know how to use it doesn't make sense, as they don't have training on it. I feel, like you said, it's better for scythes, as they have the skills. However, it could be setup for millionaires only too (see below).

@amy definitely!I actually prefer if it's in Eyewire. It's easy! Thanks for asking. I don't see that as an issue. It seems like it would be fun.

Steps:

- Create a sign up sheet for those who want to do it.
- Cell name's format: username and time when it expires (a month is adequate). Example (if assigned today): "Hawaiifunsun, exp 7-29-19."
- Post a notification to let people know to not work on the cell until after it expires, except for SC's and scouting (could be done by anyone. If it's scythe-skill based, like @oreliel mentioned, then they'd by given an extra month for that).

PS - I mean, there would be a little unfairness if it's a short month, like February, or a cell could be extra big, but people could be warned about those challenges before stepping into them lol.

PSS - people could ask for help on mergers and stuff. Nothing wrong with that

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Change cursor color

⌃ Jun 25, '19

There isn't an option for that, but you could make a request for that change here.
Other ideas in the meantime:

- change screen brightness
- move cursor out of way

Chat not working

Jun 3, '19

I resolved my chat problem by using the opera browser. It works there.

Can fort scythe be split?

Jun 3, '19

I brought it up, because my computer couldn't load it. Usually it can handle up to 1900. I can't remember where it was at, but my

I brought it up, because my computer couldn't load it. Usually it can handle up to 1900. I can't remember where it was at, but my computer couldn't handle it was all I knew. I think it was around there though.

Ideas for millionare badges theme?   ⌃ May 26, '19

So I wanted to revisit this. There were a lot of great ideas that went into this topic, but didn't make the cut. That was good for making the badges, but for the overall game: it would be nice to make some of these ideas possible. I like **@annkri** 's idea of each person (who wants to), get their own neuron to work on, and everyone SC it. That would be really cool. Like the name of the neuron would be the person's username and they would work until finished. Maybe they're given a period of time before it goes to the public to work on. There could even be a category specifically for these too. Like where it says 'fort scythe', 'playable', etc. when clicking on 'change cell', another category for 'user's neuron play only' or something could be there too. Thoughts? I think it would be really fun.

Clicks Not Centered   May 21, '19

Maybe it'll help clicking more to the right then. Sometimes the scans are not aligned, but if it keeps being an issue, I would suggest the brush size to be smaller to know where it is.

EyeWire Stats - another TamperMonkey script   May 14, '19

Ok, this makes sense, so it's a load no matter what. That would work if I did that in the past. But since I didn't, I would have to go back and update a lot of it. I'll just work with what is in the database then, as it's good enough.

EyeWire Stats - another TamperMonkey script   May 13, '19

I guess it would slow EW down (but it would be faster due to less info collection). Is there a way to just use the API and avoid using the main site for this? Like it goes to each individual website of each cell, puts it into a spreadsheet, and makes a sum? That would be a lot of work.

EyeWire Stats - another TamperMonkey script   ⌃ May 12, '19

Hi **@KrzysztofKruk** , it was super cool that one time when we made that eyewire digger script together. I have an idea to improve it if you're interested (not required, but just a cool thought): having a script that spits out the total # of cells completed.

Right now, I have to do that manually and it would be inaccurate. I can't do the digger for every cell all the time, as it slows down the regular play for everyone. So I just add to the database, instead of update it. However, a script would provide an accurate count.

Super awesome and a quick, neat challenge! I don't see it as being hard, as the cells say if they're complete or not. It'd just be a script that makes a tally of what says 'complete'.

Dig cells #   May 11, '19

Would we have a countdown event by any chance? Like at 100 cells left or something? 250 or 500's a good place too.

Eyewire in the News   May 5, '19

example: **https://singularityhub.com/2018/05/30/neuroscientists-discover-six-new-cell-types-thanks-to-a-quarter-million-gamers/**

Chat not working   ⌃ May 3, '19

idk how, but the scouts log just miraculously appeared out of no where. But I think I know how to fix it. So I clicked on blocking the cookies for the scouts log and refreshed. The scouts log cookie forces itself onto the site, so it made the scouts log come back. Glad to pass that on. Thanks for trying on the chat too.

Chat not working   ⌃ May 3, '19

Ok, I'm having more issues. Idk why this keeps happening. I don't have a scouts log anymore and I can't reap, because it doesn't go to the 'new entry' log, so I just get a frosted glass screen that won't change. Because of this, I'm delegating the work out: there's a floating branch that needs removal at #3558401 **@Atani**

EyeWire memes!   May 2, '19

This is fixed and now obsolete. Thank you 🙂

Chat not working May 2, '19

Cool! Mine is a later version and 64 bit than your pic. I didn't check firefox, but am not worried, as I'm not going to use it. I guess that's not the issue then. It should be something else then.
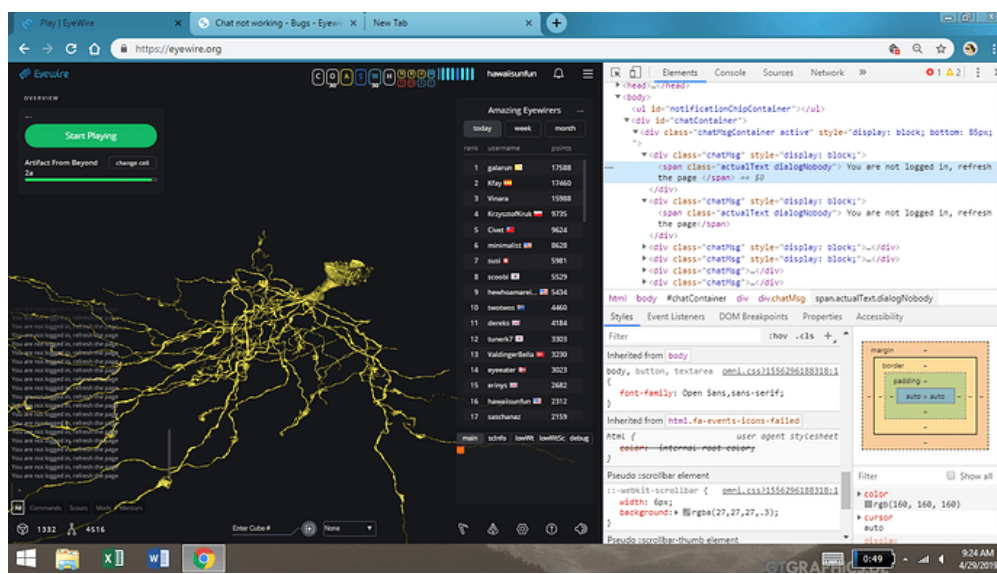
Chat not working May 2, '19

Looks like I'm able to write here again.The console looked like it said my browser's not a 64 bit?

Chat not working ⌃ Apr 29, '19

Thanks for the response.
Windows 8.1
Chrome 74.0.3729.108

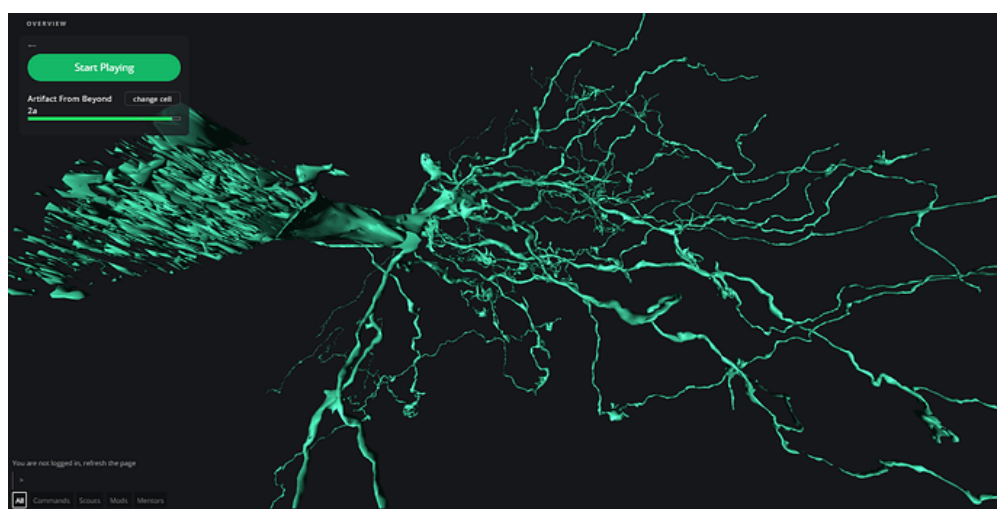**Tomato vs. Potato: post your favorite dishes!** Apr 25, '19

Does it count if I have both in my recipe: veggie skewers?

Gallery of amusements ⌃ Apr 25, '19

 definitely artifact from beyond this world. Looks like the aliens in the War of the Worlds movie.

Marathon improvements Apr 25, '19

most definitely!

Chat not working Apr 25, '19

My home computer. I did incognito and the same issue occurred. I use chrome and windows. In firefox, I can sign in but not play
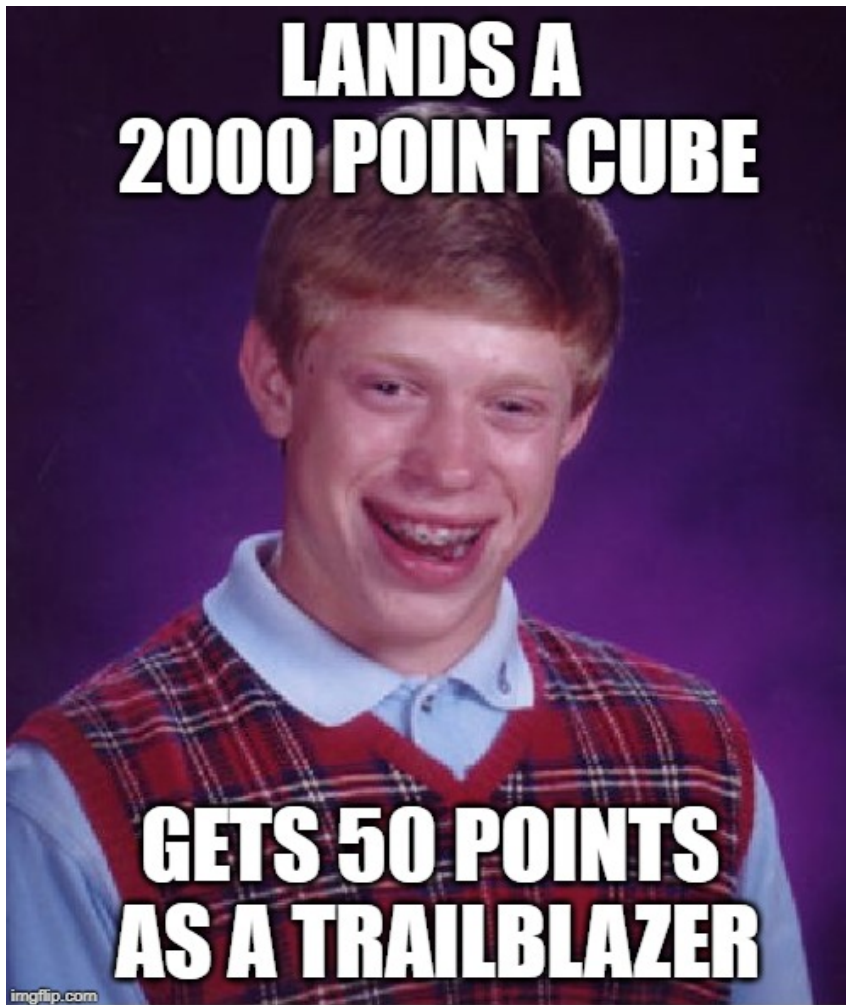
Marathon improvements Apr 24, '19

The new marathon rules are cool.
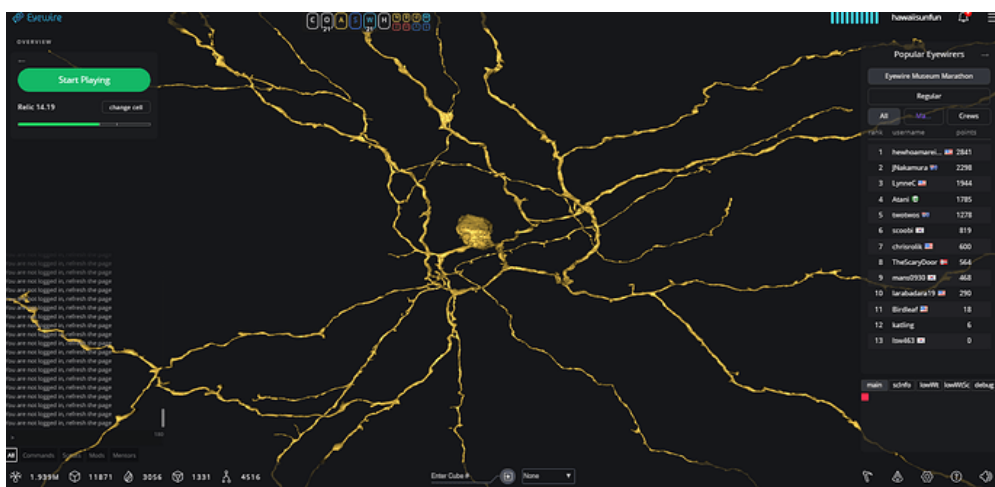
EyeWire memes!   ∧ Apr 24, '19

Chat not working   ∧ Apr 24, '19

Thanks for helping me with this… Yes, I can log on and play cubes. it's just the chat that's not logged in for some reason. Here's a snapshot:

Chat not working   Apr 24, '19

Any way I could still get help with this?

Chat not working   Apr 22, '19

It's still not working, but maybe it's due to cookies, as I've reset them recently

How to change your eyewire background!   Apr 21, '19

I liked the rainbow and couldn't open **m.eyewire.org**

Most beautiful neuron branches?   Apr 20, '19

do you remember the cell? Maybe you can jump back to that cell and look around if you do remember. It took me 17 years to find my long, lost childhood book's title. But I did it and you could hopefully too.

Digging into the Dig, the eyewire Cell Registry

Apr 20, '19

sorry, I haven't been updating mine for a while. I've been busy working on EW's cubes. I updated it. Not sure where to go from here with it.

New laptop backgrounds!

Apr 20, '19

Last 2 are pretty neat, especially the 2nd to last one. Really creative how it looks like you're looking at it in the dark.

Missmatching image XY axis

Apr 20, '19

I've been seeing a lot of those recently. Just keep trying different axes until you find one that does match the trace.

Marathon improvements

∧ Apr 20, '19

Another wild thought to hopefully get everyone to finish a marathon is to have teams or relays, where each team is trying to finish before another to the 'finish line', which is the end of a marathon. That way, if some people run out of cubes and others didn't, then the ones who didn't will feel motivated to finish their's to not let down their team. Teams would win on how many total cubes they finish.

Marathon improvements

∧ Apr 20, '19

Ok, I didn't read through everyone's messages, but will respond anyway. It would be cool to have 1 original marathon cell that has normal weight. Same rules as all other cells.

Now, there should be bonus, extra marathon cells for those who run out of cubes. These secret, endless, "peri-marathon" cells are also only available to those who run out of cubes - like they get a link or something. Then there could be a tally on the number of extra cubes were played by each person in that until the original marathon cube is finished. How does that sound? That might make everyone happy.

The 'peri-marathon' cubes could have even more bonus points. Idk, just an idea. If the # of cubes was converted into a length (could be made up, like 1/100th of a mile), then people could see how long they 'ran'.

Also, these 'peri-marathon' cells could be shut down after a marathon is over and reopened only when a marathon cube runs out of cells. So they could be reserved only for post-marathon 'runners'. Doesn't have to be reserved, but just putting it out there.

EyeWire memes!

Apr 9, '19

[2y6wu4]

Marathon improvements

∧ Apr 1, '19

I think you have a better idea than me and I like your ideas **@devonjones** ! I might need some digital version of pizza for this level of getting stuff done: **http://www.camyspizzasurrey.com/wp-content/uploads/2014/05/812536-free-pizza-wallpaper.jpg**. Yas, I'm now on board 🙂

Here's another one I KNOW is different

Mar 29, '19

this is the new way of the eyewire world

EyeWire Stats - another TamperMonkey script

∧ Mar 18, '19

Very cool, seems like you have it covered. From my end, my last column is eyewirers, which is probably why I was confused before lol. I like the idea of adding coloring only to the last column's numbers instead of the names. That works for me.

I just remembered we were talking about the dilemma of not having space to add in more columns. I think I just figured out a solution: make the pop up wider.

EyeWire Stats - another TamperMonkey script

∧ Mar 17, '19

@KrzysztofKruk remember we were talking a long time ago about adding extra columns and highlighting the rows? I think I might've simplified it. I would say to just highlight the cells that have cubes left to complete (in the 'scouts and scythes needed' section), so people avoid the ones that have no cubes left. That was cool.

Help Design Eyewire by Making A Skill Tree   Mar 17, '19

It may very well be, but this **one** just about breaks even lol.

Most beautiful neuron branches?   ∧ Mar 16, '19

Did I just witness beauty of epic proportions that my eyes maxed out? I think I did. I love that you said the software. I'll check it out. I love looking at rendering software to fiddle with until I can make use of them properly!

Update: Most people at the makerspace I used to go to used fusion 360, but that was for 3d printing stuff. Not sure if it helps. Cinema 4d looks like it tells a story, where each object has character, which is heavily detailed to the point someone feels things happening and what the object has contributed towards that - through its features. In a 3d printing class, I used tinkercad to make a 3d object.

The eye progress   Mar 12, '19

Maybe it's time for a neural network to learn Eyewire **@amy** lol

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Help Design Eyewire by Making A Skill Tree   ∧ Mar 12, '19

I'm a little hesitant about this, because I haven't done this before. So I have some knee-jerk reactions to get out: As I look at these with my preconceived notions, I bet it would be better to have skill trees for each player role (instead of one), as your example is for tetris, a simple, one player role game - which is an already extensive skill tree for the game's simplicity! A game like Eyewire, that's a lot! I've only worked with flow charts and mind maps, so this is new territory for me. Creating a map of thought processes is a cool idea, but I bet a better format will help with at least my understanding of how to go about understanding the decision-making process when playing the game.

Vs. Ideas   Mar 12, '19

autotrophs vs heterotrophs

Gallery of amusements   Mar 12, '19

rainbow gum drops: **https://imgur.com/a/6r9efF6**

Nkem_test updates   Mar 12, '19

Where's the !help that asks "how can I help you?"

Most beautiful neuron branches?   Mar 12, '19

Um, there was a really beautiful neuron a long time ago, 13.11. Check out comments 431+ in **Gallery of amusements** to see what I mean

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Fan art!   Mar 12, '19

Reminds me of Ross Bleckner's works

Attention Scythes! A proposed solution for the completion bugs   Mar 10, '19

what will? I'm drawing a blank, but maybe that's the point?!

Gallery of amusements   Mar 10, '19

you secretly found eyewire's database basement hidden in rock? Neat, thanks for taking a pic so I can finally see it too! It even has walkways and stairs.

EyeWire Stats - another TamperMonkey script

Mar 10, '19

Lol, that's really good and how it should be. One entry per change, really good :). It's just the other way, two entries for one change, in which the delete is great! Glad we figured that out, I feel I can rest now 😎 **@KrzysztofKruk**

Eye Wire isn't working

Mar 10, '19

I'm having issues with the site today too. I go to click on buttons, which work at first, but start to not work after a while, like the green check to move to the next cube (and other buttons, like the 'start playing' one). I have to refresh, but it doesn't make the issue go away, just postpones it. And doesn't matter which wi-fi either. Just to note

EyeWire Stats - another TamperMonkey script

Mar 10, '19

At least we're on the same page for what we want to see - as the whole reason for creating the log at the end was to prevent that exact reason (and I feel I brought that issue up, which is why you created it?). So the path of least resistance is to create an option for people to be able to delete their unwanted scouts log entries if that's ok and possible. I believe it'll solve other issues all-in-one. **@hwaaim** I think I might've put it in there already, but I could check and add it in if I don't see it.

EyeWire Stats - another TamperMonkey script

Mar 10, '19

I'm having issues with the new scouts log bar. Before I reap a cube, I add an entry sometimes (as I'm used to that), but when I click 'reap', I'm forced to make another entry. I can't delete the extra. Having multiple entries of the same change is confusing and unnecessary to read, how shall we fix this? My proposal's either to remove making an entry (I would not like this), or have the option to delete entries (I really want this, as I make lots of entry mistakes, and them being still there's confusing). I wonder if the delete function's there though and I just haven't seen it or something?

Updating Chat Colors

Mar 9, '19

I feel scouts should have glow, as they have a legitimate role. That's a good distinguisher. But otherwise, I'm sooooo glad it's back. Like no idea how great!

Updating Chat Colors

Mar 9, '19

Because of your secret love for being a space pilot of course. You like it so much, you didn't realize you just shared your secret with the world lol

Updating Chat Colors

Mar 9, '19

Very well done. My only suggestion is to switch the moderator and daily high score, as I feel the daily high score is higher and needs more attention. But idk in real practice, would the blue or teal stand out more? Maybe a brighter light blue may help?

Also, scout and scythe are a little too similar, what about pink for scout instead (if it's not like a coral one that looks like orange or red, but a hot pink).

Neo Avatar Ideas

Mar 8, '19

What if there was a brainspace cap, where whichever neurons are firing in a person's head, it projects around it (maybe onto glass or something). So if people are thinking, whoever's near them can see it happening in real-time.

Attention Scythes! A proposed solution for the completion bugs

Mar 7, '19

That makes sense

Neo Avatar Ideas

Mar 7, '19

That is so awesome that you'll make my dream-come-true t-shirt! Totally looking forward to that. The last one looks like a tattoo, which makes the first pic one look like a tattoo. Which I think would be cool to have, like (ok, couldn't find it on the internet again, so another drawing, inspired by **1** and **2** to form):

The silver's supposed to be metal. If the tattoo's not near the eye, then a gem, like the first picture would suffice, especially a speckly underneath one!

The second one inspired me to think of a neuron coming out of a cloud, maybe a neuron-lit one?!

Neo Avatar Ideas   ⋀ Mar 7, '19

I think I'm going to play on what you're talking about, but upgrade it by saying maybe people could get features that help them play the game better. Like items. Idk though, but other games have that. Like maybe ability to 'freeze' cubes with a freezing wand or a notepad for scythe entry logs.

Updating Chat Colors   ⋁ Mar 7, '19

I'll be honest, the new color scheme's still confusing. So many similar colors from blue -> purple -> red. The yellow's ok, but that's pretty much it. It would be nice to have a scheme, where people could tell leveling up by the color, but that's my opinion. I would say the lower levels can be green…

Updating Chat Colors   Mar 7, '19

The glow is what draws attention to a username. It's an extra feature that stands out. Like without the glow but a color change, it's one bump up. The glow is like a double upgrade!

Updating Chat Colors   Mar 7, '19

I'm with Atani about liking the glow. I would say a happy medium is that people with assigned roles (so not regular or advanced player) would have a glow. That'll be a nice distinguisher to prevent confusion.

Neo Avatar Ideas   ⋀ Mar 6, '19

Fashion
I want futuristic neuron fashion. Like **this** but with neurons instead. Or, and I prefer, **contour clothing**, where I made a picture up (couldn't find it on the net):
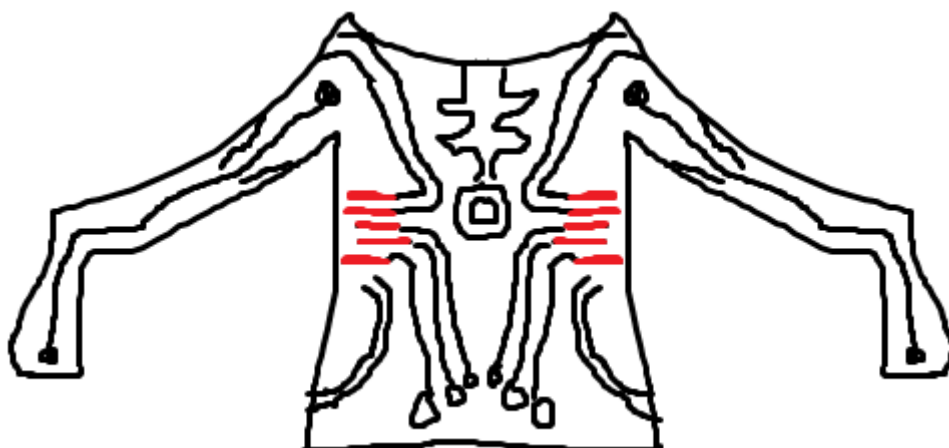
Instead of a circuit board, it's neurons aligned with the body's anatomy (like muscles) along with their motion (like the circles at the joints in the picture would be cell bodies instead). Some parts can be clear, like in the picture **here**, with the pattern as a solid against the transparent backgorund.

Quick thought: could the clothing be a badge? Like if someone hit 10 mil points, a person's entire attire would be the badge and its color?

Tech

- mixed reality glasses to play eyewire or neo anywhere, VR capable. Has voice calling and screen share to help others out who are stuck
- hologram displaying neurons. One can flip through with a hand motion
- a physical model where people can put neuron pieces into a clear plastic brain into their corresponding locations - to see how the neurons connect in reality?
- eyewire posters - especially educational ones, like tutorial steps or advanced player tips
- nurro plush - flight capable
- portal on wall to go into the game in reality
- non-invasive neuron analyzer that acquires the physical layout of neuron's of any brain of any being that's alive for the neurons (including human ones) to get mapped in eyewire

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EyeWire Stats - another TamperMonkey script   ⌃ Mar 6, '19

I see progress happening 🧐🤗😍🥰

**Attention Scythes! A proposed solution for the completion bugs**   ⌃ Mar 6, '19

My conclusion - just prevent SCing in wt <3 cubes. If it's truly necessary, there should be an 'exception' button that lets someone make that happen, with a 'completing entry log' to explain why. Then there could be nuking for the exception buttons, so people don't nuke legitimate completes. Yes, uncompletes should always be for one's own uncomplete, not anyone else's.

My brain's convoluted logic path that I used to reach the conclusion (can be skipped):

1. how come scythes can click 'complete' on cubes with wt <3 if they're not supposed to? Shouldn't scythes not have that capability, or be able to in emergencies - like an emergency button?
2. shouldn't we have both an uncomplete button for removing only one's vote and also a nuke button? As a 'nuke' button would be useless if there's only one vote that's one's own on it. Does it pop up only when there's other votes?
3. Other people's completes get wiped out when a reap of >3% of changes occurs, which is kind of the same function as a nuke. In that case, one doesn't really need a nuke, but just to do that (unless they can't find an error, in which is a nuke really necessary?)

EyeWire memes!   ⌃ Mar 4, '19
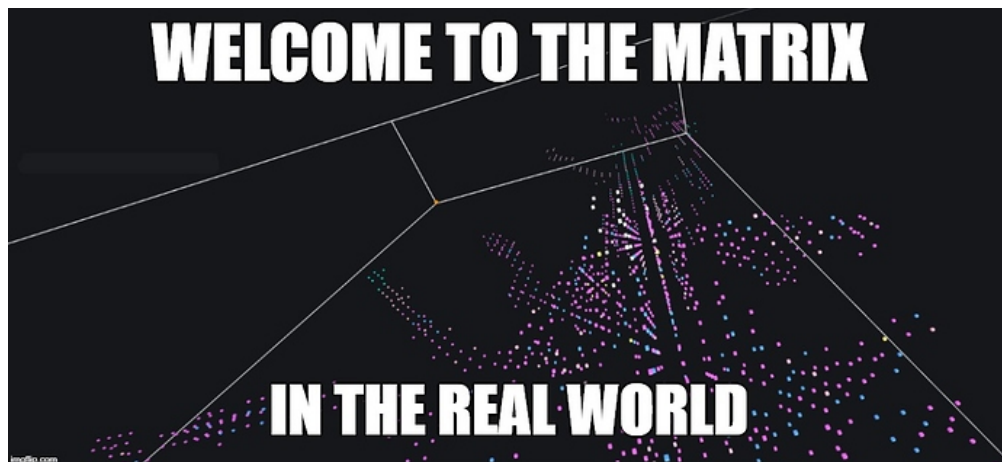
EyeWire Stats - another TamperMonkey script   Mar 4, '19

Very cool!

EyeWire Stats - another TamperMonkey script   ⌃ Mar 2, '19

I think I'll add it as a suggestion on the google sheets, but as it goes here, it'll be worth mentioning. It'd be cool if there's a way to post an update to log entries - like an update section under notes, and people can write in the update (or something else). Then it'd post underneath the entry in a different color in the cube details section once finished.

EyeWire Stats - another TamperMonkey script   ⌃ Mar 2, '19

I've requested a screenshot tool in general before, but where I'm confused is what it's used for - if you don't mind clarifying. What would advanced players have greater capabilities of compared with all players? The reason is that you bring it up a lot and I'm trying to discern what you're saying.

Feb 28, '19

Gallery of amusements

looks like a bowling split

Vs. Ideas   Feb 28, '19

money rich or health wealthy ogler or troller

EyeWire Stats - another TamperMonkey script   ⌃ Feb 28, '19

Awesome. Usually I look at the OV when something doesn't seem right and I've found some pretty big mergers and missing branches from it. But what you say seems to make finding mergers even faster yet, which yes, does make the play go faster through efficiency for sure. It's good to hear that different perspective to look outside of my own.

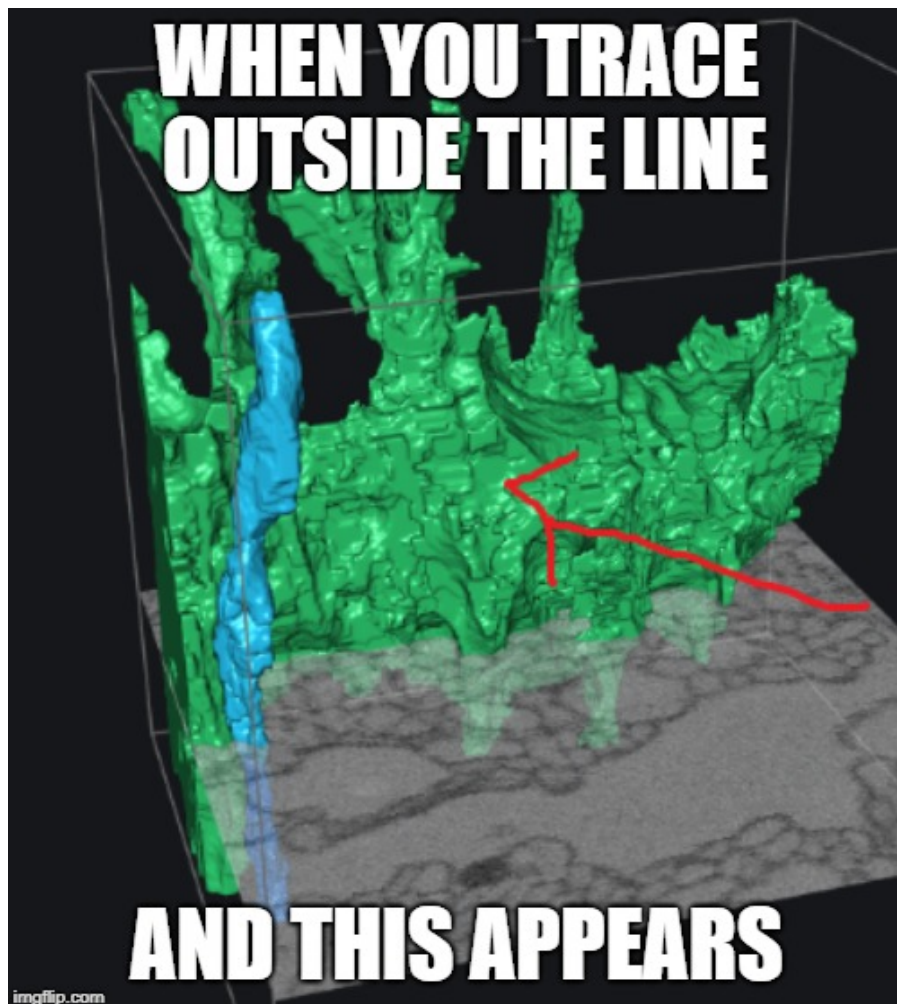PS - the new camera shot feature seems cool!

EyeWire Stats - another TamperMonkey script   Feb 28, '19

like if they're like - potential merger on #_____? Then what would be the purpose of a scouts role if everyone is a scout? Not that that's bad, as it can streamline things, but still in my head

EyeWire memes!   ⌃ Feb 28, '19

Vs. Ideas   Feb 20, '19

work or sleep dream job, home, or location

Show Off Your Eyewire Swag!   Feb 20, '19

Those are long hours, so I really admire that. I have a new job that's 6 days a week. It's only 8 hours a day, but massive work during that time. So 15 would be insurmountable for me. I also don't have much time, only here and there too. Hope it's going well and that you're doing cool stuff!

EyeWire Stats - another TamperMonkey script   ⌃ Feb 20, '19

Maybe I don't have v1.12. I wonder how to get it. That makes sense about what @susi does.

Looking back, I have questions for @susi .

susi:

> If you jump around, you might edit cubes which do not belong to cell, (possible merger in one of the parents). This you can only see while scyting from base near CB and going outwards.
> Advantage of scythe-completing branches is also: If two scythes do the same, this branch is taken off from normal play, speeds up finishing the cell. And for a scythe wishing to do some completes and speed up this finishing, it's easier to see whole branches which need just second sc, than seeing a multicolored cell…

How does one avoid the first paragraph? Also, how does finishing a branch faster in speeding up finishing than completing all the cubes or just completing random cubes? I'm confused on those two, as I just don't know how that works 🙂

EyeWire Stats - another TamperMonkey script — Feb 17, '19

While one can create a new entry, that really should be for an update (like there was a new change in the cube). Also, it's really difficult and time-consuming to go back to the cube I was previously in, click reap again without making further changes (in which I could make mistakes/get in trouble for not double-checking) and then annotate the image there - in which I probably forgot the changes by then.

EyeWire Stats - another TamperMonkey script — Feb 17, '19

That sounds really cool, and I think I've possibly heard of that, but I looked at all the settings and don't see it anywhere. I'll keep looking because I don't want to inconvenience you in the hunt for it (unless you want to, in which it's fine). Thanks for letting me know about it! I also don't see it in the search engine.

EyeWire Stats - another TamperMonkey script — Feb 17, '19

I really appreciate you taking out your time to look at this discussion and weigh in everything. My heart and soul got almost 10x bigger just now! <3

EyeWire Stats - another TamperMonkey script — Feb 17, '19

I honestly believe that annotate images is really important. When I complete a lot and look at entries that do not have annotations, I really get confused as to where the changes occurred as well as how. That I believe causes me to make mistakes at times (rarely, but still) and not communicate well when I work on completes.

EyeWire Stats - another TamperMonkey script — Feb 17, '19

For the first paragraph, that's good to know, as I'm not familiar with that. @susi 's method sounds like the best way to go right now until better.

I read the scythe manual and it didn't talk about subbranches. I'm assuming that people can only take one branch at a time and cannot work on multiple subbranches. So people would go from parent -> child and then go back and work on the next subbranch closest to the parent (and work down to the end) and so on. So it seems that *might* be possible.

However, I didn't know corner cubes create such a large problem and know little about it, so idk how to help on that until I learn more.

I think this brainstorming's a good start and appreciate @susi and @KrzysztofKruk for helping. I feel more knowledgeable to say the least :). Hopefully there will be a solution that doesn't involve breaking rules nor poor form when working - or at least a warning that this could happen while using the new feature.

EyeWire Stats - another TamperMonkey script — Feb 17, '19

On another topic, I was working on completes, and thought of more improvements if that's ok.

 for the tiny buttons on the right, would it be possible to go straight to annotate images, as the option's available when clicking the reap button? I just can't edit the image after clicking on the tiny buttons, and that's not good.

Also, since I hear a lot that people do double work when people don't click complete after reaping, would it be possible to add in an option for this?

EyeWire Stats - another TamperMonkey script — Feb 17, '19

I'm really glad you brought up what you did, as it helped me think and see a new perspective and also lead to an idea/productivity. So please, don't let me stop you from speaking what comes to mind 🙂 @KrzysztofKruk I think I figured out why the application doesn't make it possible to go down a branch. It's because the cubes, when regularly playing on them, do not go down a branch either. So if the game is changed to be set up to where cubes get regularly played down a branch, then the

go down a branch either. So if the game is changed to be set up to where cubes get regularly played down a branch, then the application and possibly completing when clicking on a next button would work too. However, since it would require to possibly change the game from the beginning, it seems it would be too much work to invest in just for a slightly faster method.

EyeWire Stats - another TamperMonkey script   Feb 17, '19

ok, but I hope I clarified what I could and it clarifies for others too 🙂

EyeWire memes!   Feb 17, '19

So relevant for stashed mergers o.0!

EyeWire Stats - another TamperMonkey script   ⌃ Feb 17, '19

I don't want to get this any more confusing than it already is, as I would like this TamperMonkey script discussion to move forward with productivity (as I feel it's getting off-topic or deviating and getting long - 638 responses!), so I don't mind continuing through PM if that's ok with you until everything's clarified and then coming back to the discussion here 🙂, which will benefits readers too 🙂. Unless we should continue here, in which I'm fine with that too.

But for now, sometimes the overlap is so great, I click on the pixels to access the different cubes within the overlap, which is tricky and stressful enough, but there are still some that are way too underneath, that even that method will not help.

I'm glad KoK's application helps, but does the application help you move down a branch? It seems you use it for last-minute cubes you didn't click on when going down a branch, and it helps get you there. I use it for every cube. Let me know if I'm mistaken, which I can be. I guess I must've been misusing it then, as it might not bring me along the branch and maybe one day the application could have that feature (which would be hard to create - as KoK said he couldn't, but one can hope), but all I'm saying is that these shortcomings should not hinder progress that will also have these shortcomings - if it doesn't break rules or get anyone in trouble for doing so.

My solution would be to write in these warnings in this branch, so people know about them with each advancement, so issues don't occur - if we decide to go ahead with upgrades and improvements.

EyeWire Stats - another TamperMonkey script   ⌃ Feb 17, '19

I understand about the the preference to work on a branch rather than random cubes, but that's not what I was talking about. I was saying that I don't have that capability, both with KoK's addon and in the OV itself, because there are cubes I cannot access underneath the overlap. If I could, I would, but I can't without jumping around at some point in time due to my lack of capabilities. With what I was saying, I wasn't debating between whether I work along a branch or not, but how it's not possible, so since it's not possible, we should at least work with what we have and continue improvements until we can do better.

EyeWire Stats - another TamperMonkey script   ⌃ Feb 17, '19

I was saying that when I finish working on a cube, I only go back to the OV because it places me there just to press the complete button. I don't actually look at the cube and overlook the OV. If I overlook the OV, it's while I'm working on the cube, but when I'm done, I'm done. Looking at the OV's after finishing working on the cube's as useful as looking after playing a regular cube (to me). People can always look at the OV if they want to at the end, but for those who do not use that feature, it helps to speed their work up. Usually most (90%) of my completes are 100%, but sometimes >99%, and I've had a 92% and some really low, like 60% before.

Gallery of amusements   Feb 17, '19

It kind of does, like a phantom tree, as it glows green in the dark.

Favorite Zfish Screenshots?   Feb 10, '19

Wholy smokes, what is all this? I thought my views of ew were out-of-this-world, but it's nothing compared to these!

EyeWire Stats - another TamperMonkey script   ⌃ Feb 10, '19

I think it should be ok (I'm not admin, so we should double-check with admin first) to have the complete button just move to the next cube number and not as much along a branch (although the chronological order does tend to go along branches anyway), as your add-on is set up that way. That is how I see it for if this idea goes through. Not saying any of this to pressure, just to work out how to logistically set it up 🙂.

Year in review blog: stats requests?   Feb 7, '19

@hwaaim @amy never knew (cause never played), thanks!

EyeWire Stats - another TamperMonkey script   ⌃ Feb 7, '19

That'd be cool if when a cube is reaped, it goes to the next cube along the branch. It's incredibly difficult from the ov, as cubes overlap, if I'm even able to click on really overlapped cubes. Maybe you're right about 'missing branch', I think I'll use it next time 🙂

EyeWire Stats - another TamperMonkey script   Feb 5, '19

Also, it seems that the options for entries in the scouts' log does not include 'regrow cell'. I've been typing that in a lot and would make an excellent button! Outside of that, it looks awesome - until I find something else lol

EyeWire Stats - another TamperMonkey script   ⌃ Feb 5, '19

Here's my response to the 2 #'s, as they're good points and I feel I can help.

1. I would set it up just like your cubes add-on, where it takes you to the next cube that needs votes. If people want to check the branch, they'll just need to manually (this won't help them), but it'll help people like me who just go from cube to cube until the cell's complete.
2. While it's good to check, most of the time it's the most useful has been while I'm checking it, instead of after (like completing/reaping it). If I'm checking a cube in the ov when pressing complete, then it's like I'm doing double work, because I already did it before during my run-through. I mean, there's always the option to press escape to the ov if I really need to, so it's not like I won't do it. I probably will anyway to make sure the complete went through, but the complete button would really help. Maybe I'm wrong, but that's my experience 🙂
I appreciate that you're thinking about it 🙂

How do you describe Eyewire to someone who has never heard of it?   Feb 5, '19

seriously, that would involve ct scans through a computer to the nano level I'm presuming. People have quite a larger imagination than I thought (and definitely further than mine!)

Year in review blog: stats requests?   Feb 5, '19

I look forward to this all year. I really like the list! i'm just wondering though, how come more zfish cells were completed than retinal cells? Are they smaller, easier, or just better/more dedicated players to work on them?

EyeWire Stats - another TamperMonkey script   ⌃ Feb 2, '19

Maybe there's a way to use the 'silence' chat command for it. Like maybe having a fake account that creates the !online messages and then permanently silencing it. Just an idea.

Also, the new scythe gui's cool. I just wish there was a 'complete' button next to the 'reap' button, so I don't have to go back to the ov to complete a cube. A plus is if it just brings me to the next cube to SC instead of ov too.

How do you describe Eyewire to someone who has never heard of it?   ⌃ Jan 28, '19

That's funny and doesn't even make sense, as it's really circular. If I wrapped by brain around this accurately, it sounds like players hook up their brains to a computer that digitizes it when they play the game that you created that shows the digital rendering live as the people play it (maybe by clicking on what they want to see and labeling it?).

Year in review blog: stats requests?   ⌃ Jan 28, '19

Just throwing it out there, but wouldn't it be cool to have an individual stat list, like if someone pulls up their name (like in a search bar, so they can pull up other people's usernames too), it'll show which cells they worked on, followed by the # of cubes, completes, time, % of cell work on, etc. within the cell for 2018? Or maybe this should be for all years?

EyeWire Stats - another TamperMonkey script   ⌃ Jan 28, '19

I guess if we knew where the info's coming from, then we wouldn't need to go through the intermediary to get it. I guess we'll leave here for now until we can find the source 🙂

Year in review blog: stats requests?   ⌃ Jan 20, '19

1. how many hours people spent working on cubes
2. % of new cells contributed to the entire project (like 20% of all Eyewire cell completions occurred in 2018) and compared to years before (10% growth in cells completed compared to other years)

3. how much of dig sector completed in % (like 75% done)
4. new papers that came out
5. new types of neurons discovered
6. the # of new cells and cubes completed
7. new eyewirers - #, locations
8. the # of new badges handed out
9. improvements made to the site - helpful to keep people relevant - like how there's a glow to where people are located in a cell
10. highest # of points made by a person in 2018

How do you describe Eyewire to someone who has never heard of it?   Jan 20, '19

Strange, I'm the opposite.

How do you describe Eyewire to someone who has never heard of it?   Jan 15, '19

It would be funny to tell someone that I create data that Princeton keeps up with on the daily. Moving and progressing this world forward. But that would be cray lol

EyeWire Stats - another TamperMonkey script   ︿ Jan 13, '19

@KrzysztofKruk It's fine if people still use !online for the chat for all to see. I usually /pm myself **@username** if I want it private. That's not an issue. It's just seeing that stat in the profile looks really professional.

How do you describe Eyewire to someone who has never heard of it?   Jan 13, '19

I do this like once a month. I say 'Digitizing a brain.' If pressed, I say 'A mouse retina.' On Eyewire, I call it a '3D coloring book.'

EyeWire Stats - another TamperMonkey script   ︿ Jan 7, '19

yay, finally happening! Also, I guess I'm inspired by @Kfay for suggestions. So here's one thought: could the 'last seen' stat be underneath the 'joined' line in a person's profile when clicked on? I know I'm able to say !online, but it's a little too much clutter in the chat

Help! What is this?   Jan 1, '19

@annkri you're a lifesaver! Practically some of the best advice I've gotten here 🙂

Help! What is this?   ︿ Jan 1, '19

is there a way to get some layout heights changed by any chance on the main page? Very appreciated
Like to these boxed #'s, so it'll look like the left more than the right of the 1st pic?

Update to feature suggestion and bug fix sheet

Dec 27, '18

the first list looks like a lot of categories, but maybe it's fine, as there's a lot of suggestions there. The other tabs don't need categories, so only these 2.

Dig cells

Dec 25, '18

that's really doable now

Digging into the Dig, the eyewire Cell Registry

Dec 25, '18

I created an additional registry to compensate for my inadequacies in maintaining the original:
https://docs.google.com/spreadsheets/d/1DDdHhISsT-pRURliqZkTs65K6o7ELQ1KZmbWksmEclk/edit?usp=sharing

Gallery of amusements

Dec 25, '18

this is what teamwork looks like in EW thanks **@susi** **@annkri** - 2-in-1 sceptre

Secret Santa 2018!
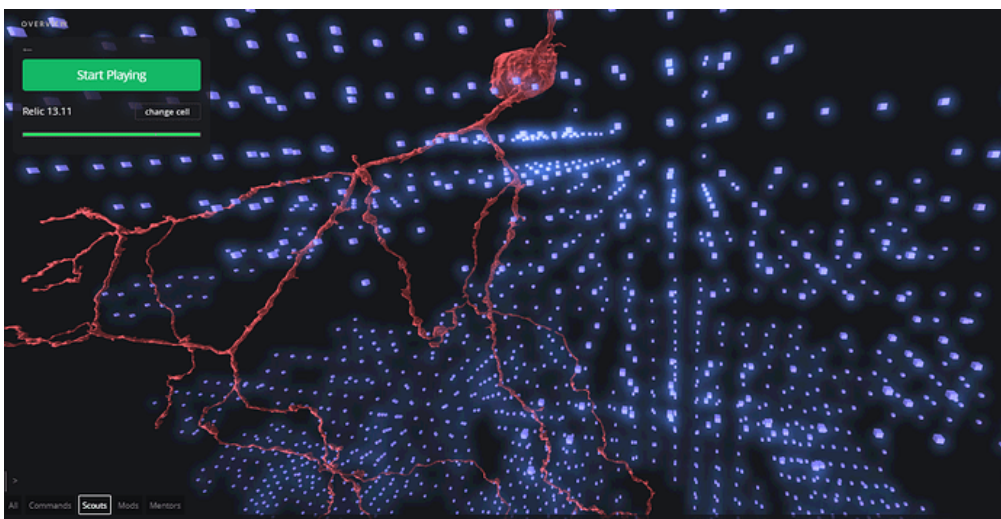
That sounds really funny, you're like 'I waited this long for a flash drive'. But like all of those sci-fi movies, that little device sends people on such a journey! Guess good things come in small packages. Glad your secret santa (whoever it is) treated you to such a cherishable gift.

Gallery of amusements
Dec 23, '18

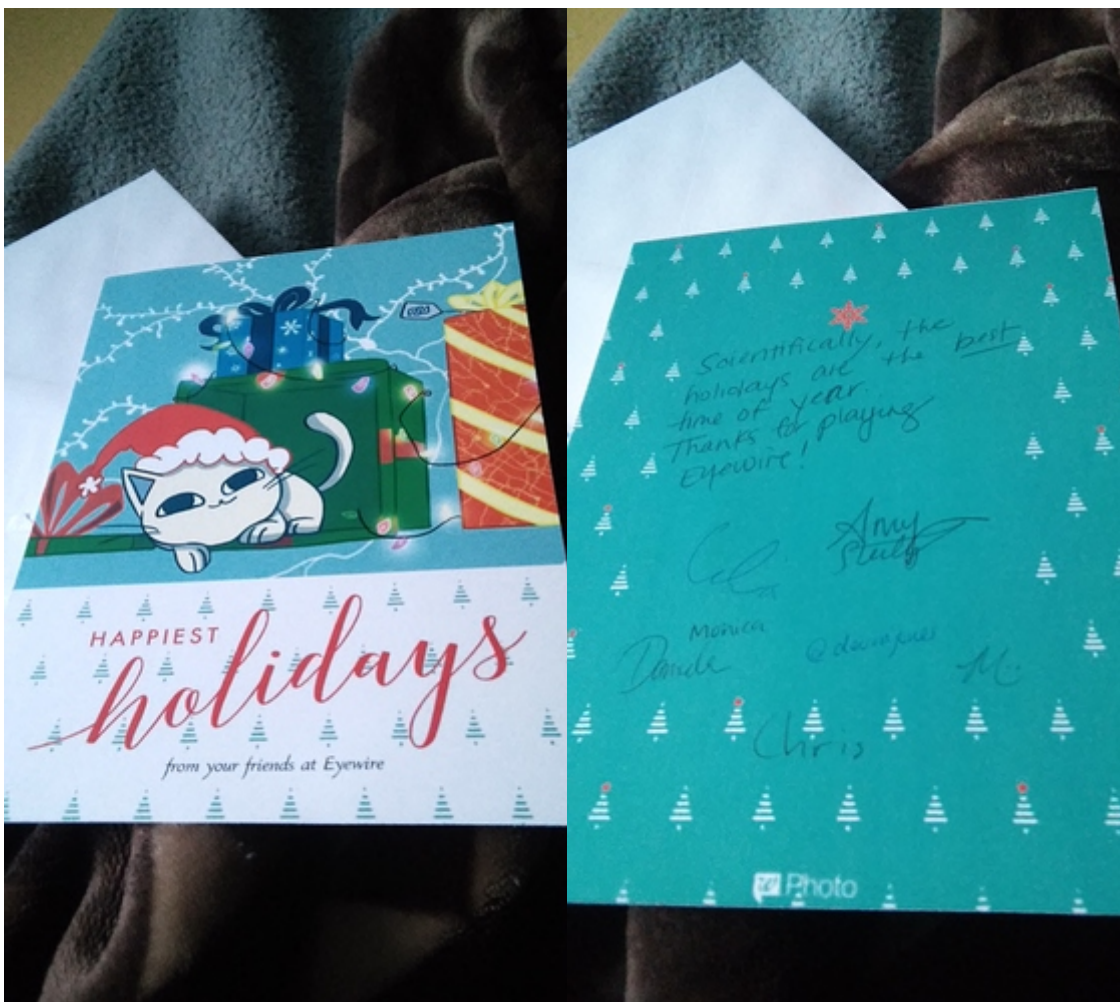sparkly EW fireworks

Show Off Your Eyewire Swag!
Dec 23, '18

> ### Secret Santa 2018!
> I had a super secret santa this year too: eyewire **@HQ** ! **[20181222_164212%5B1%5D][20181222_164226%5B1%5D]**

Secret Santa 2018!
Dec 23, '18

I had a super secret santa this year too: eyewire **@HQ** !

Gallery of amusements
Dec 23, '18

They look like baobab trees 🙂 https://upload.wikimedia.org/wikipedia/commons/a/a8/Adansonia_grandidieri04.jpg, but with more knobby trunks

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Secret Santa 2018!   Dec 19, '18

@Atani I couldn't wait and bought it before the package arrived. Staying away from it is all I can say

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Secret Santa 2018!   ⌃ Dec 18, '18

ok, here are the pic's. Thanks @Atani for the gifts

We're cooking up something fun   Dec 16, '18

If they were animated, I'd be eating them by now. Smells like good cooking, can't wait to dig in 🙂

Secret Santa 2018!

Dec 16, '18

I got a really special gift. Lots of thought and care. Had to use my brain (which is tricky to make a gift do, as we get lots of brain exercises from playing on Eyewire) to open the gift, which was super awesome. The gift's profits get donated to preserving wildlife. Will post pictures in a few. @SpookyGrowly Someone whispered to me that your gift in arriving in the mail. Idk who said.

EyeWire Stats - another TamperMonkey script

Dec 9, '18

I'm sorry to keep bugging about something so minor, as there are other, better features to work on, but I did all the steps in TamperMonkey to no avail. I can add-on a script (like the new version) if that might help.

EyeWire Stats - another TamperMonkey script

Dec 6, '18

I just checked my profile. It has v1.3.3. Is it possible to access 1.4 somehow? I really would like to. Reloading didn't help.

EyeWire Stats - another TamperMonkey script

Dec 5, '18

I looked at the cube #'s, and it was ascending. Idk how to update the script, but I'll try

EyeWire Stats - another TamperMonkey script

Dec 5, '18

maybe I didn't change a setting or something, but it seems that the sc-info still goes by cube id and not by vote #

Gallery of amusements

Dec 4, '18

At first, I was like, 'what did I just see?' lol, as I really haven't seen that happen in EW before - nice find. Then I was thinking: 'You take the high road, I'll take the low'…reminds me of that song.

Help! What is this?

Dec 2, '18

I was looking at my computer files and saw that eyewire has a temp file folder. I deleted it and now the website says '504 bad gateway timeout'. How do I reverse this issue?

EyeWire Stats - another TamperMonkey script

Dec 2, '18

Glad we're all the same page. By # of votes! That database is one of the ones I linked, so it wouldn't be hard is what I'm supposing

Help! What is this?

Dec 2, '18

Is it possible to image further out?

EyeWire Stats - another TamperMonkey script

Dec 1, '18

That makes sense now, very cool! When I use the scinfo tab, it doesn't seem to show 0 votes first, although I bet it's possible to order them that way. Right now, the order is the cube #. That most likely means that the low wt/o vote cubes will more likely end up last than first, but not always. Maybe the main tab would be a good place for that 🙂

EyeWire Stats - another TamperMonkey script

Dec 1, '18

@Kfay now that you keep suggesting ideas, I caught the 'bug' lol. It would be so nice to show when a person was last on in a person's profile.
@KrzysztofKruk if you need help finding out how to make something possible, like with finding databases and stuff on the internet to make some of this stuff a reality, just let me know 😎

EyeWire Stats - another TamperMonkey script

Dec 1, '18

I use this feature a lot, especially the scInfo and debug tabs. The main and LowWt tabs don't really help me that much. Instead, maybe a personal stats for the cube would be nice, like how many SCs and cubes I've already done. A duplicates tab would be helpful too! Plus, instead of the LowWtSC tab, one where it shows cubes with 0 votes, but 3 players would be ideal, as those need votes stat to get them out of the game, as 1 SC will stop others from playing the cube. I could seriously start on those 1st, as that's what I look for in the scInfo tab, but my computer freezes going between the cubes and this feature would prevent that

as that's what I look for in the scinfo tab, but my computer freezes going between the cubes and this feature would prevent that.
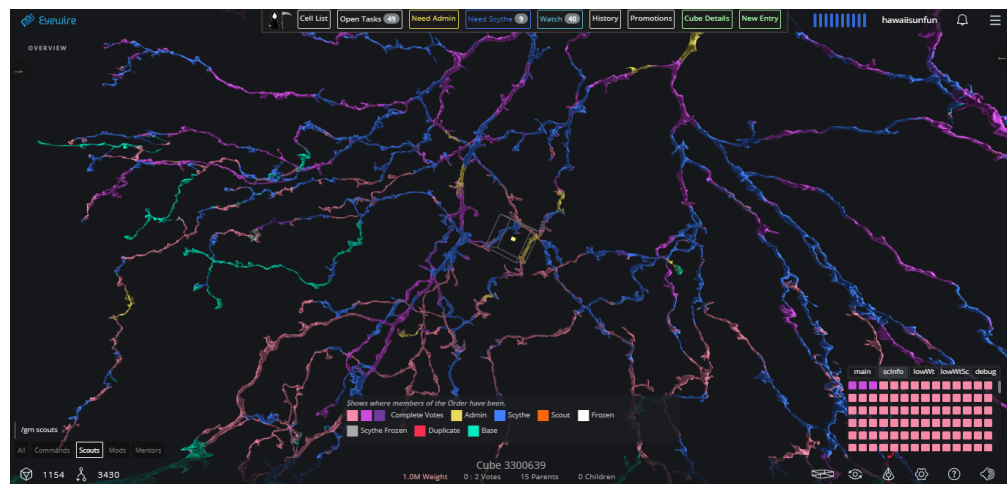
Help! What is this?

how come neurons have dataset borders and not just go on until they're finished?

Gallery of amusements   Nov 29, '18
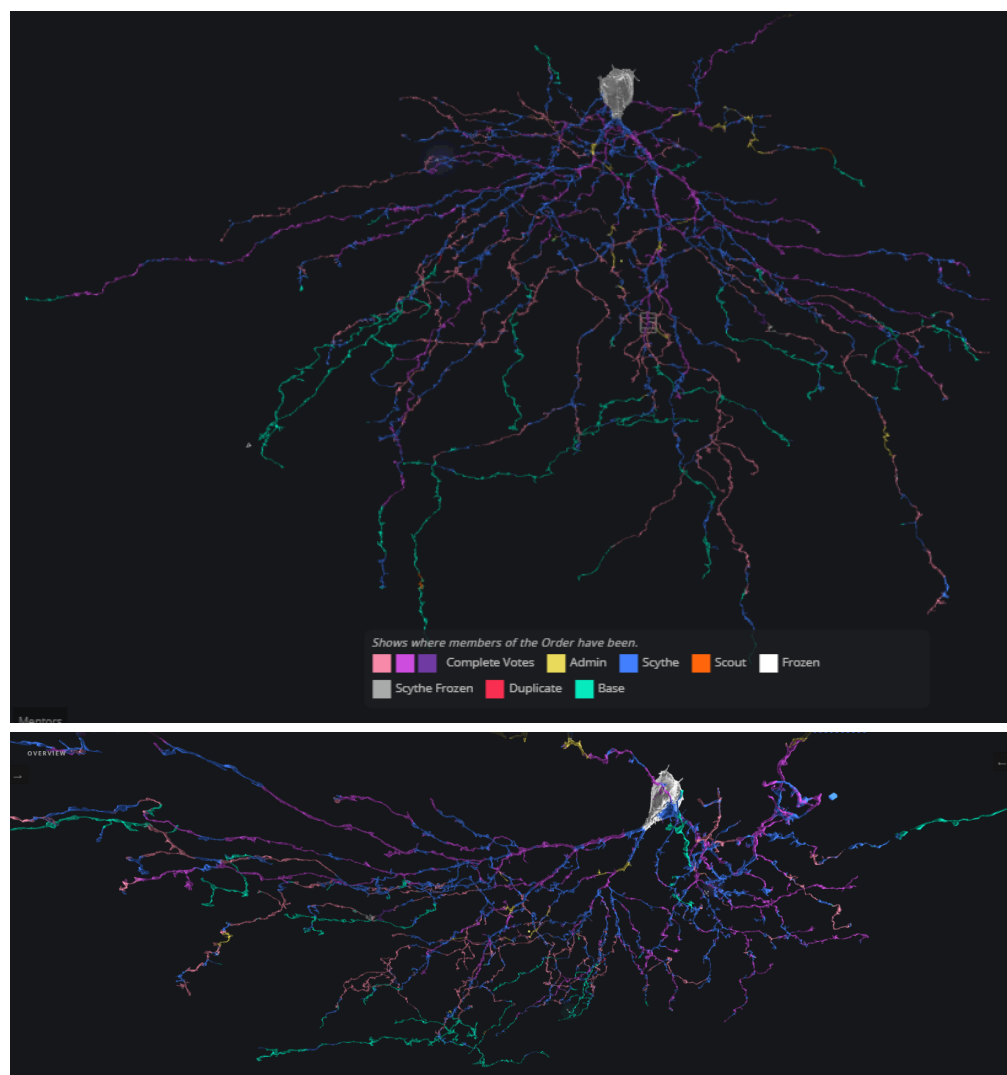
art - floating cube

Gallery of amusements   Nov 29, '18

possible names for 13.11:
large rainbow streamer
Enchanted rainbow forest dome
opalescent in the rough

EyeWire Stats - another TamperMonkey script   Nov 28, '18

I guess we can get us a little closer (although it won't be a guarantee that the person just played a cube vs actually scything it).
The **promotions sheet** shows who's a scythe and who isn't. However, if a cube's scythed, you almost know who it is, because
it's not someone who isn't a scythe. There can always be a person who just played a cube that is a scythe, but this is really
close.

EyeWire Stats - another TamperMonkey script   Nov 27, '18

What I mentioned was a stepping stone, like a hint on how to get there. I found where to get the usernames and if it's

reaped/scythed…two databases: 1) **eyewire.org/1.0/cell/11/heatmap/scythe** to see what the status is on a cell. 2) **https://eyewire.org/1.0/task?dataset=1&cell=533&min_weight=3** for usernames (the last person seems like the reaper/completer). How about that?

For everything else, it's not worth reinventing the wheel or putting in more effort than something's worth 😄

EyeWire Stats - another TamperMonkey script   Nov 27, '18

there's a way for it to take just a screenshot (like a print screen) of whatever is seen in the moment and overlay the extra info you talk about?

EyeWire Stats - another TamperMonkey script   Nov 27, '18

that would be for the chat right? It would be cool if when the note popped up, the picture is half of the screen and the note is half of the screen. Then people can annotate and comment at the same time.

EyeWire Stats - another TamperMonkey script   Nov 27, '18

I was thinking about how. It would be hard. It's easy to sc-info and find all the cube id's, but one would have to manually look at the inspect panel to see all the usernames and what they've done. If the inspect panel does it though, maybe there is a way?

Gallery of amusements   Nov 26, '18

I was just thinking about it, maybe it is primordial goop materializing into a new cube. It's like a nebula to me, but your explanation of asteroids makes more sense. It'll always remain a wonder.
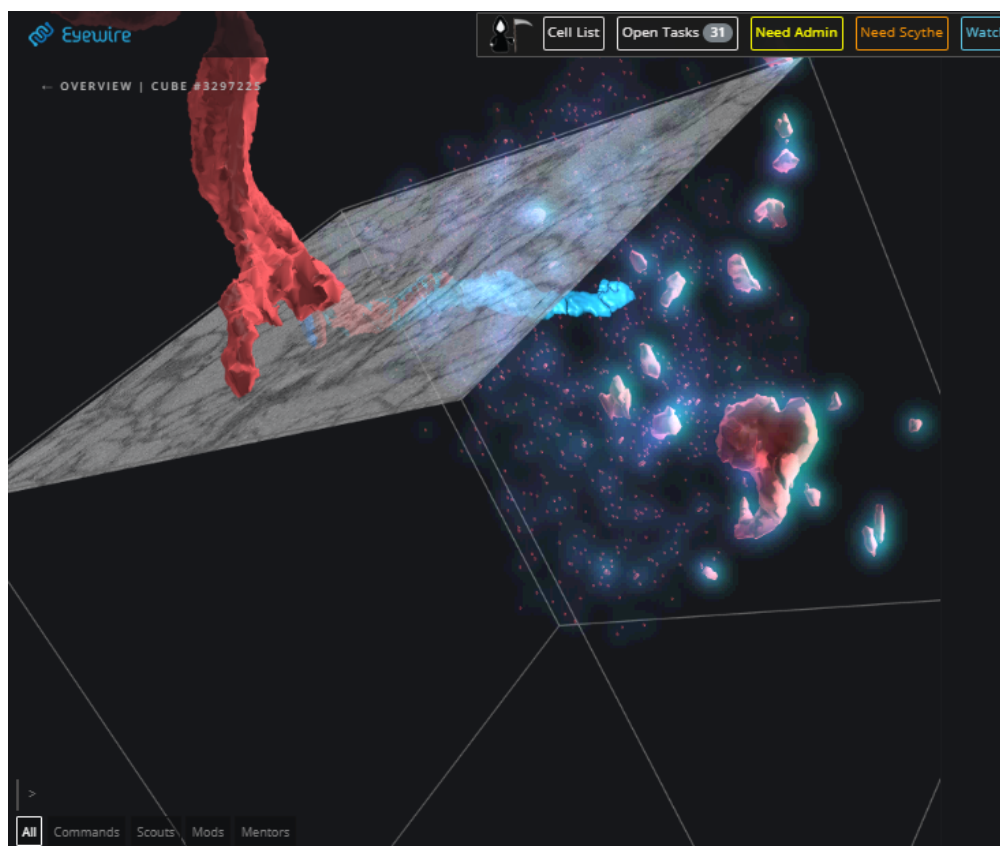

EyeWire Stats - another TamperMonkey script   Nov 26, '18

I think it would be a good idea to have an option to turn the colors off, as I feel I'd turn it on just to check my progress and then turn it off to scythe as much as I want (I fit in the 2nd category). If you can add that in, it'd be awesome. Everything else makes sense.

Gallery of amusements   ⌄ Nov 25, '18

EyeWire Stats - another TamperMonkey script   ⌄ Nov 25, '18

Ok, I'm worried that the colors might cause people to stop after 50 or 100 SCs, but I'm not too worried.

I'm bringing the column shortening up, partially because it looks a little like an issue, but also we might add new columns in the future. If the numbers start looking like they're blurring, a thin, barely noticeable line can be added between them. It looks like the columns spread out naturally through some autospacing, so it didn't seem like there would be an unreadability issue with the shortening of the names. Now that I know, I'll keep it in mind.

EyeWire Stats - another TamperMonkey script   ⌄ Nov 24, '18

You know that left column that says "worlds" and "goto cell id"? It would be awesome to also have the categories there too. My suggestion would look like this:
Categories <- underlined
All

Playable
Scouts/scythes needed
… <- rest of categories
That way, people who just want to open up ew to and work in one category for a long time can without being bombarded.

I'm being nit-picky here, but maybe we can shorten the column names. playable -> play/left/cubes, Eyewirers -> users/EWers, SCed -> SCs, to SC -> SC is good. The left side can be much smaller too to create space for the ever-increasing right side columns. I'm wondering if the 24hrs is needed, but it probably is. Outside of that, it's coming together well!

EyeWire Stats - another TamperMonkey script   ⌃ Nov 24, '18

@annkri yes, good idea. Less on the system, the better.

@KrzysztofKruk I'm not sure where the SC history is, but I like the idea of showing the #'s as columns, especially when clicking 'change cell'. I don't think the highlights need to go so far as separating by number of cubes SC'd so far. More valuable is how many is left. So if it's the opposite, like 100 left is green and 50 left is yellow, yes, that would work (then I can focus on working on them). Unless we're talking about what each individual user sees based on what they worked on, then it's fine as-is.

EyeWire Stats - another TamperMonkey script   ⌃ Nov 17, '18

I was thinking about it, and thought that maybe the green for not being SC'd yet might not be as valuable as having a color to show which cells need SCing (at least to me). Maybe we can have both though. I'd say blue (pink, purple, or some other color) would be for cells that I still need to SC. I guess the coloring would look different to different players, as some would SC more than others. Or, we can have a universal coloring scheme, where cells that have no SCs for anyone will not have color, whereas ones that still need SCs would. That wouldn't be as helpful as the personalized one, as I might go in to SC only to find out there are no cubes for me. What do you think?

EyeWire Stats - another TamperMonkey script   Nov 14, '18

This is good to know, to see what the new design looks like to see if it needs adjusting. Very cool, the light green and mystic ideas.

Neuro Science News: Whats new....?   ⌃ Nov 13, '18

I don't have anything from that website, but I have websites to look up neuroscience news, like:
https://www.braininitiative.nih.gov/News-Events/News has good stuff. I like their visual layout here:
http://www.braininitiative.org/news/
Allen brain atlas: **http://portal.brain-map.org/latest-data-release**

Ideas for millionare badges theme?   Nov 12, '18

Thank you for working on them so quickly

EyeWire Stats - another TamperMonkey script   ⌃ Nov 7, '18

Ok, I forgot to say that I meant for these to be one click symbols to create a note. I agree, this idea's for the future. It's good that is here for reference when the future comes into fruition. Just for reference though, this is what I was thinking (the previous message's the legend) (a.k.a. this was done in paint, so it's rudimentary):

EyeWire Stats - another TamperMonkey script   ⌃ Nov 6, '18

😄 Ok, sorry to interrupt with the bar you're making, but I look at it and it's pretty confusing. It would be really cool if there's a list and ppl just check yes and no for the prewriting, or a list of choices. Example (Ppl click all that apply, so at least one in total of all the lines):
Missing: branch, nub, dust

Extra (w/ mergers): AI, player, test extension
Specific Mergers: fused, wrong seed

Status: good, watch
Extra note: Black spill, duplicate, need admin, stashed, other (write in)

From those options, a note would be made, just like you have it. So instead of buttons with letters, there's options from the labeled list. What do you think?

EyeWire Stats - another TamperMonkey script   Nov 5, '18

Looks great. Bet that'll save me lots of time. Not a fan of writing stuff out all the time

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Gallery of amusements   Nov 2, '18

Iguana serpent [iguana]

Gallery of amusements   Nov 2, '18

um, yah! Adding new stuff is like rows added on tetris. The attention to detail is quite similar. Plus, it's a long-term game too, not unlike the tetris marathons. People dream of EW, like they dream of tetris. So yes, there is quite the carry- and crossover.

EyeWire Stats - another TamperMonkey script   Oct 27, '18

I don't have capabilities to keep up with advancements, but I'm really glad you're actively making EW have a better platform like everyday 🙂

Gallery of amusements   Oct 27, '18

This looks similar to dreams I have. I usually walk on them as they keep growing 🙂

Ideas for millionare badges theme?   Oct 25, '18

I was just wondering when we get our game badges? They'd be nice to show, but I don't see them in any profiles yet.

Anyone for After Effects   ⌃ Oct 22, '18

Wow, these are beautiful (I like the snowfall so much). After Effects is new territory, never used it, didn't even know the application. This helps me start to 🙂, but I don't have the software. That doesn't stop me from learning until I have the software though!

Ideas for millionare badges theme?   ⌃ Oct 22, '18

Wow on the badges! These are beautiful, impressive, and I'm just in awe (I mean, I can't even believe how much in awe I'd be in the journey itself, like at least 2x more!). I really like the neuron-themed badges, just seems more natural for some reason, but educational too (I'm already learning!). It just provides a level of understanding of the big picture beyond what the game provides currently

@amy yes, I've been waiting a long time for a badge like that!

Can't wait to see the neural journey unfold. Luckily I don't need my notebook, everything's there in the profile!

Ideas for millionare badges theme?   ⌃ Oct 19, '18

I guess getting back to the badges (I think I veered a little off-track, but not without merit), people can go on a journey with the badges, like my picture on reaching a certain level. So it would be a badge per level reached, going along a neural journey in the body. This is from the perspective of light, people will pretend to be light going through the body and getting processed. Maybe nurro can be the companion guide on this light-directed neuron journey. So the 1st badge is like being outside the body, then the next is going through the lens, then reaching the retina, then the outer cells, then the rods/cones, neurons, optic nerve, pathway to the occipital lobe, occipital lobe, then maybe the parietal lobe. So each of these would be a badge. A description of them would be what is going on (with the light or processing). An example is: "Level #: Retina", "light coming in creates an upside down image that needs to be flipped in the brain". Optional: magnification 1x, museum link (**@annkri** 's idea). Example badge

(rudimentary, made in Paint):

, modeled from **this picture**.

Ideas for millionare badges theme?   ⌃ Oct 19, '18

I was also thinking (an off-topic tangent), maybe if people get coins or something along the way, here are my ideas for what to 'buy':
*sage advice from neuro-philosophers (like tips from users on how to do better on EW or history of scientists and technology)
*level up or extra round
*really cool: extra features that people create on tampermonkey. Maybe people can have extra colors to trace with, or extra brushes. Oh, the possibilities! A bonus, maybe the people who make them on tampermonkey get the coins for what they create as an incentive to creating it. Then they can also use the coins to buy stuff too! This really would progress EW quicker than ever with developments, and might even attract newcomers as well.

This all might be complicated, but it's awesome to think about!

Ideas for millionare badges theme?   Oct 19, '18

Seriously, the hidden level being a cell that one person works on (maybe they phone a friend if needed) and get to name themselves: wow, a dream come true! Yes, please. Wouldn't it be awesome if the badge's symbol is a rendering of the finished cell? It would be a bonus to the 100 badges.

Ideas for millionare badges theme?   Oct 19, '18

Love it! Reminds me of the Indiana Jones ride at Disneyland, so many options, which path does it go? The badge would be perfect as the intro badge for the neuro (or 'nurro') journey imo!

Ideas for millionare badges theme?   ⌃ Oct 18, '18

It's ok to have it in EW too if people are going the long distance, especially after a point threshold (idk when, 1M, 10M, 100M?). That way, people can still help with EW, because they have a choice between EW and Neo. It could even be 2 different stories, so when people switch in between, they take up in the journey where they left off!

Ideas for millionare badges theme?   ⌃ Oct 18, '18

Nice, extensive list. Like maybe people can take side turns (like an extra or hidden passage/level), or have surprise level pop ups (it would be randomized). Like maybe a wise sage (a famous person in neuroscience), would pop up at a random level, like Level 37 or something and say like a famous quote of theirs and then a either motivation, tip, or how many levels left (like "3 more till the next level up!").
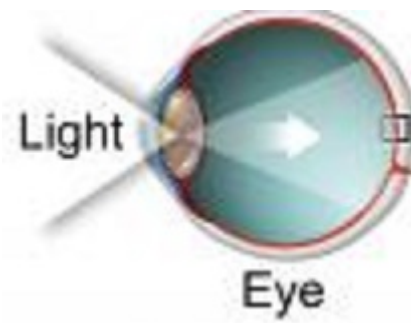
I was also thinking (and like the famous people, could be pop ups at random times too), would be neurological diseases. It helps people put things into perspective by showing one of the purposes to map neurons, like to help understand diseases better for treatment.

A third would be advancements (like technological) in neuroscience. So random pop-ups for famous people, diseases, and tech progress.

Ideas for millionare badges theme?   ⌃ Oct 18, '18
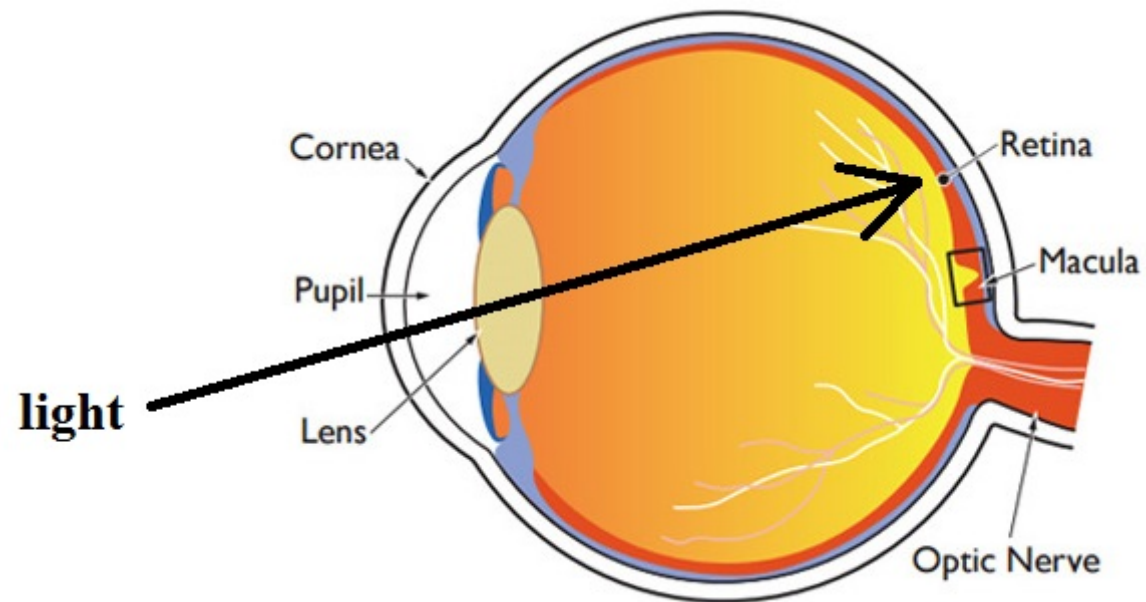
Yes, we can journey as light enters the eye. A pre-trainee (see   ) could start outside the eye, then

a trainee (see   ) could go through the eye

to the retina, and then level 1 starts at the cells in the retina. Looking at this **picture**, the levels (going up, don't know the range yet) would be (with always showing the direction of light, only have individual cells at this point):

- pigment epithelium
- rods, cones (maybe we can randomize who goes to which one, you can only go one path, gives ppl a story to talk about)
- outer plexiform layers
- horizontal cells
- bipolar cells
- amacarine cells
- inner plexiform layers
- ganglion cells
- nerve fiber layer

Like, for light, cince we are in cyberspace, we can have like a journey transition, where it's light to digital or something. Like

Congrats on reaching level 20: Amacarine
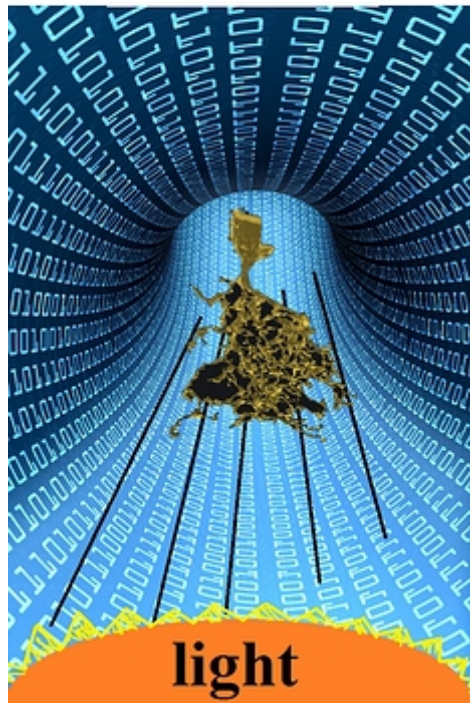
or with cubes (like EW) like

. Anything that merges realms with transitions, like playing EW, anatomy, or reality (like light coming in) is a plus!

That should wrap up 100M, then to 200M would be the optic nerve to cortex (it's a beast of its own): **1**, **2** (journey view). Then inside the cortex would round out 300M, as it's also its own, with **different cells** (like pyramidal). Another part to consider is other parts of the brain, for vision processing, like the **parietal lobe**.

Of course, there'd still be a bar and stuff in the profile, but what I talked about is for the journey itself 🙂

Ideas for millionare badges theme?   ⌃ Oct 17, '18

love it, this is how I visually conceptualized it (although I was thinking more like a bar where it changes colors, like levels 1-10 is purple, 20-30 blue…in a backwards rainbow (the blue shades are calmer, building up to the more anticipatory red shades). That provides a visual indicator, through the color, to determine where a person's at for levels. I really do like the level-based competition idea too!

Ideas for millionare badges theme?   ⌃ Oct 16, '18

I am all for the incrementing badges that are outside of the normal badges. Can't people go on a journey? It would be distance or size (timelines might be boring) following a theme (neuron theme has an *) or not. I used to be on neopets, and would do neoquests, that's why I bring it up. It would be educational too. Ideas:
DISTANCE

- **stars from the Sun**
- around the world, visiting different landmarks (kinda boring though)
- *travel around the **brain**
- **Mario Bros** style, where people go through regions, like desert, to forest, to underground…as they get to the end
  SIZE
- *processing power of **supercomputers over time** compared to the human brain

- *neurons - increment by size, usefulness, # in the body… - like a level 8 person's an amacrine, whereas a level 15's a horizontal (just examples, not accurate). This can actually use EW data for size (maybe if not size, # of cubes), which can use 1 neuron per 1M pts. Since there's over 2000 already mapped, that allows for >2000 badges! This will help people learn more about the project and brain too. Win-win! Like level 1 (1M pts) is 200 cubes whereas level 40 is 800 cubes.
    NO THEME
- power bar or pyramid that gets filled (gradient color) to the top, where it says how much more to go (like 'only 10M to go!')
- Maybe people 'level up', where they're a level 10 player if they reach 10M points. This is outside of roles and lightning levels - this can include them getting courage, bravery…as long as it increments, like bravery's 25M
- Maybe people can get some store points to 'buy' a digital badge and other stuff <- I really don't know, just aligns with the Mario Bros coin collecting style

Really anything visual that helps people understand where someone is (status-wise) when they look at a person's profile and for the user themselves, how much they have left to get to their goal (only notified when they reach a goal) works. Anything boring, avoid

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EyeWire memes!   Oct 15, '18

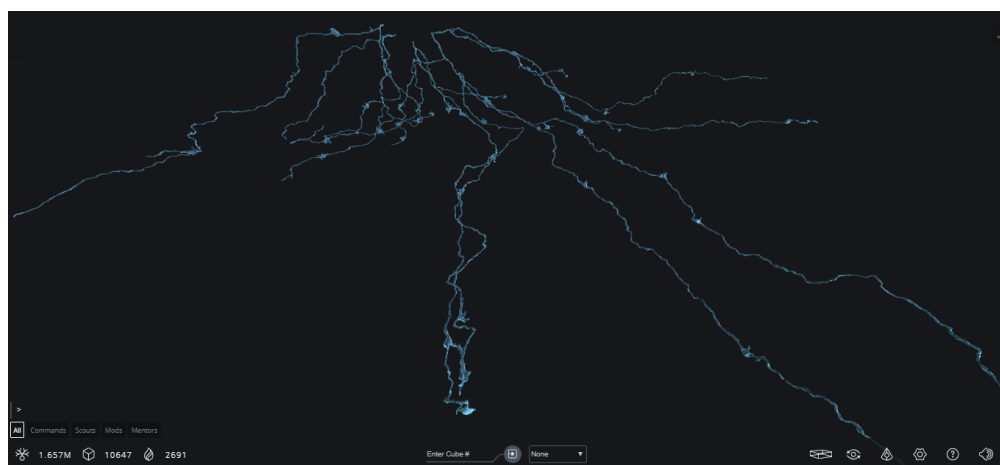**EyeWire Stats - another TamperMonkey script**   Oct 13, '18

Maybe ppl should just be directed to chrome for ew. Fixes can happen to make the site universal, but it takes forever to go on each browser each time to update the compatibilities lol.

Gallery of amusements   Oct 13, '18

jellyfish

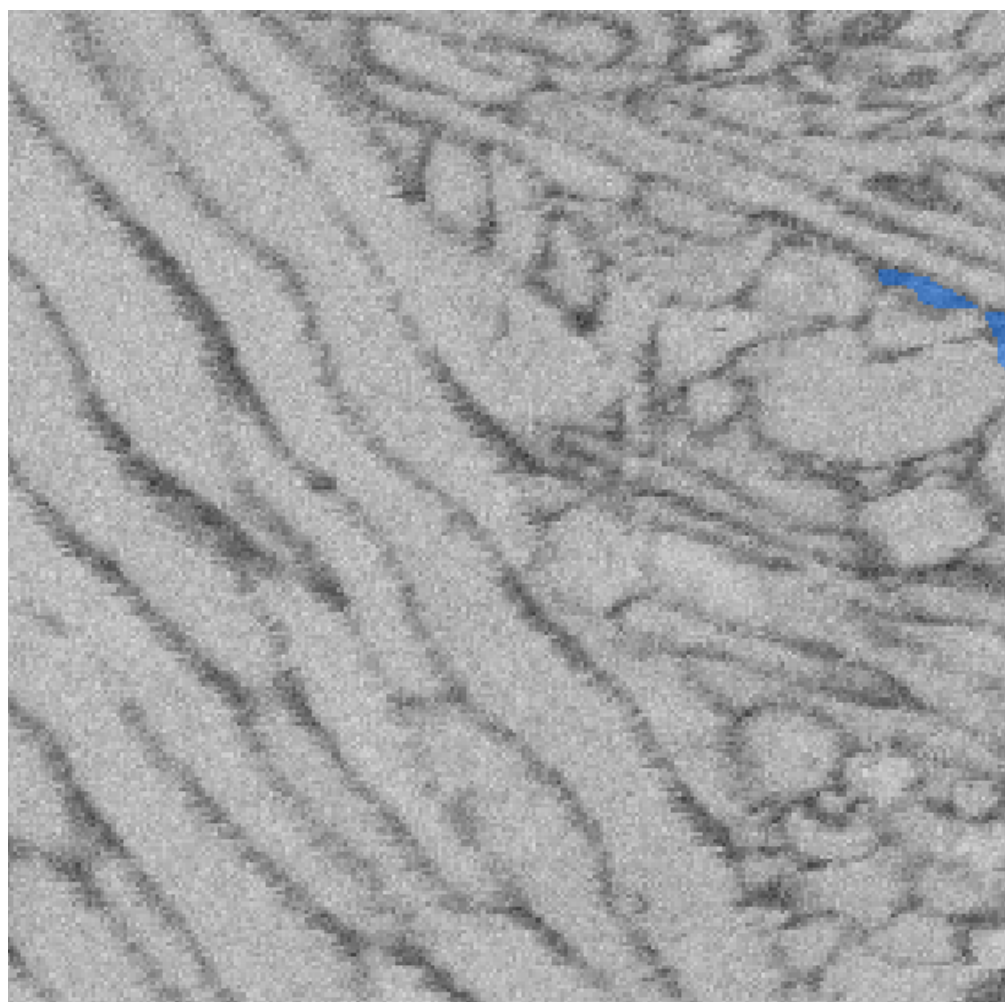**Gallery of amusements**   Oct 12, '18

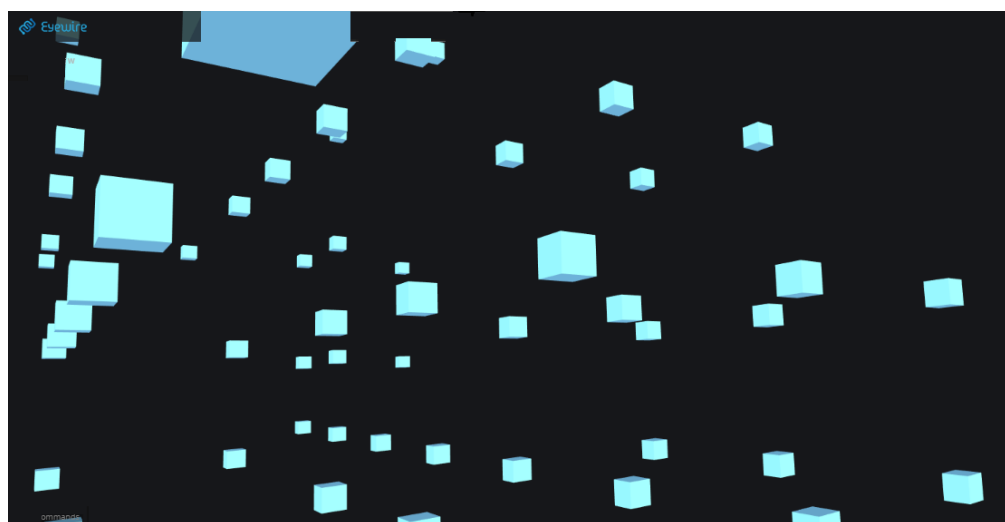sandy dunes on beach, rocky shore, with ocean water

Gallery of amusements   ∧ Oct 11, '18

office cubicles, eyewire style

EyeWire Stats - another TamperMonkey script   Oct 11, '18

I'm starting to be very happy with the constant changes that are made to improve the UI and statistics. Keep up the great work, I love it! I've been waiting a long time for some of this.

The "oops, I messed up your SC" thread   Oct 11, '18

that's strange, didn't know (wasn't down for me). I always use the cell entries button to check the work of others before me. If it has a # next to it, then I know something is up.

The "oops, I messed up your SC" thread   ∧ Oct 10, '18

If you'd like, you can write an entry in the cube itself, so ppl need to continuously check the forum. It helps for emergencies or to prevent making errors due to not knowing better. Personally, if I get pinged, if I am not checking the forums, I wouldn't see it. Also, I'd have to go back-and-forth between the forums and here, which is inconvenient for me (especially if I go through many messages to get to mine). Hope this helps and gives an alternative.

Eyewire the Movie   ∧ Oct 10, '18

Here's a really wild movie idea that I bet can legit be turned into a movie. Beginning scene: 20 years into the future, an EW parent tries to show their child the website, but can't work on it, because the website says the project is complete. Present-day scene: turns out Seung Lab looks at and uses the data it's compiled for presenting at a Brain Initiative-like conference. The Brain

Initiative, now obsolete because the connectome is better understood, turns into the 'Brain Collective'. There, some previously-unknown scientist-business group shows up and says they've used the data to build an AI that constantly learns from the internet, even while they speak, and hope to use it for space. The government and everyone agrees and do that. Then it turns

goes 2001 Space Odyssey style with AI becoming HAL (except only the AI is in space, not ppl). So the Seung Lab people are like, if they can build an AI, so can we. So they build an AI to counteract the HAL-like AI and wins. End scene: People are seen venturing into space with the Seung Lab AI, as well as it built into medical, scientific, and business applications on Earth. The end.

| **Reap Complete Discussion, take 2** | Oct 9, '18 |

getting the SL integrated into EW is very exciting!

| **EyeWire memes!** | Oct 9, '18 |

Just in time for Halloween! Fits right in

| **EyeWire memes!** | Oct 7, '18 |

[2jl9wf]

| **EyeWire memes!** | Oct 7, '18 |

[2jl9vt]

| **Reap Complete Discussion, take 2** | ⌃ Oct 7, '18 |

Maybe we can have a compromise where if a cube gets reaped after 2 SCs, then there can be a new type of SC, called a 'review' SC (I bet we can think of a better name) for the post-2 SC reap.

The 'review' SC still counts towards their completes, it would not be a separate category, just a separate color in the inspect panel (for this post, I'll say it's green). Also, 2 review SCs would be required to complete the cube if a cube is post-2 SC reaped.

I'm not sure what happens though if a cube gets reaped again after 2 review SCs, so we'll have to work out something for that. Maybe we can have 2 reviewers accept or decline the reap (reapers will still get credit), but then we'd need a new category and that might get messy.

So if a cube has 2SCs, someone reaps it and either wants to SC it or thinks a new person should SC it, then they can add a 'review' SC to it. If there are 2 SCs in a cube, the inspect panel would show the players in white, the 1st 2 SCs in purple, the reap in blue, and the 2 'review' SCs in green.

That's my idea.

| **Gallery of amusements** | ⌃ Oct 7, '18 |

Neuron Jungle
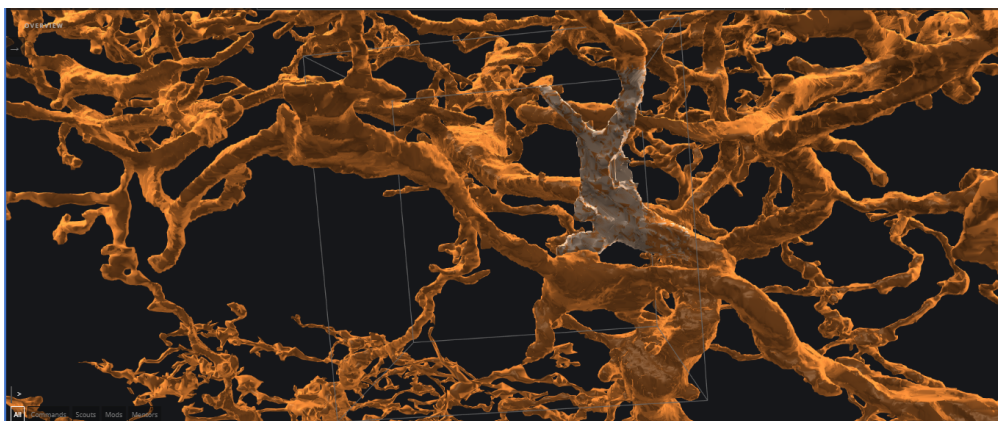
| **EyeWire Stats - another TamperMonkey script** | Oct 5, '18 |

I wonder what people would think if a time/cube was added and it's a really large # lol.

| **Digging into the Dig, the eyewire Cell Registry** | Oct 5, '18 |

well you did a great job. I can't pick up the job as my computer can barely handle the website let alone any extension on top of that (which is why I deleted the tampermonkey). I really hope someone else does pick it up, it helps me at least.

Reap Complete Discussion, take 2   ⌃ Oct 5, '18

Not completing after a reap double checks people's work so mistakes (like the adding glia example) don't get to admin's (it's probably be a lot of work for them) and stay at the scythe level. I agree though that it should be implemented the right away, accounting for all situations it applies to. I also think that people shouldn't reap/SC cubes that they played (really biased), but maybe that's for another discussion.

I agree, someone's 1st complete should stand and count, because it's valid at that moment and someone worked to place it there (they gave that cube their seal of approval). Removing it causes too much makeup work too. I also agree on the fort flag override stuff too. I'm a little confused on the paragraph with the 'I reaped for my accuracy' part though.

Gallery of amusements   ⌃ Oct 5, '18

Seeking Reaped Dusty Cube IDs   Oct 3, '18

#3224153 is another

Reap Complete Discussion, take 2   ⌃ Oct 3, '18

I really had no idea of most of this stuff, sorry it got to the point of emotions. I don't look at the log much, so I don't really go through all of them (until I look at the log as see so much stuff, I'm like, I gotta get it all done). I like the idea of not completing after reaping, something I've long dreamed of. Also reaping dust without worry is also a dream, as I cannot tell what's dust and what's not (something that's dust can turn into an entire branch without foreseeing). I definitely am not going to try to figure out which is which, takes too long. I just make an entry if it happens :). Idk what a nuke is, and I also haven't gotten upset and avoid <100 SC's (I just go on forever till the cell's done). Hope everything works out.

Gallery of amusements   Oct 3, '18

That looks like a computer hacking tree. It even infiltrated EW now!

Gallery of amusements   ⌃ Sep 29, '18

I see a warthog pirate with a robe throwing a fiery spell
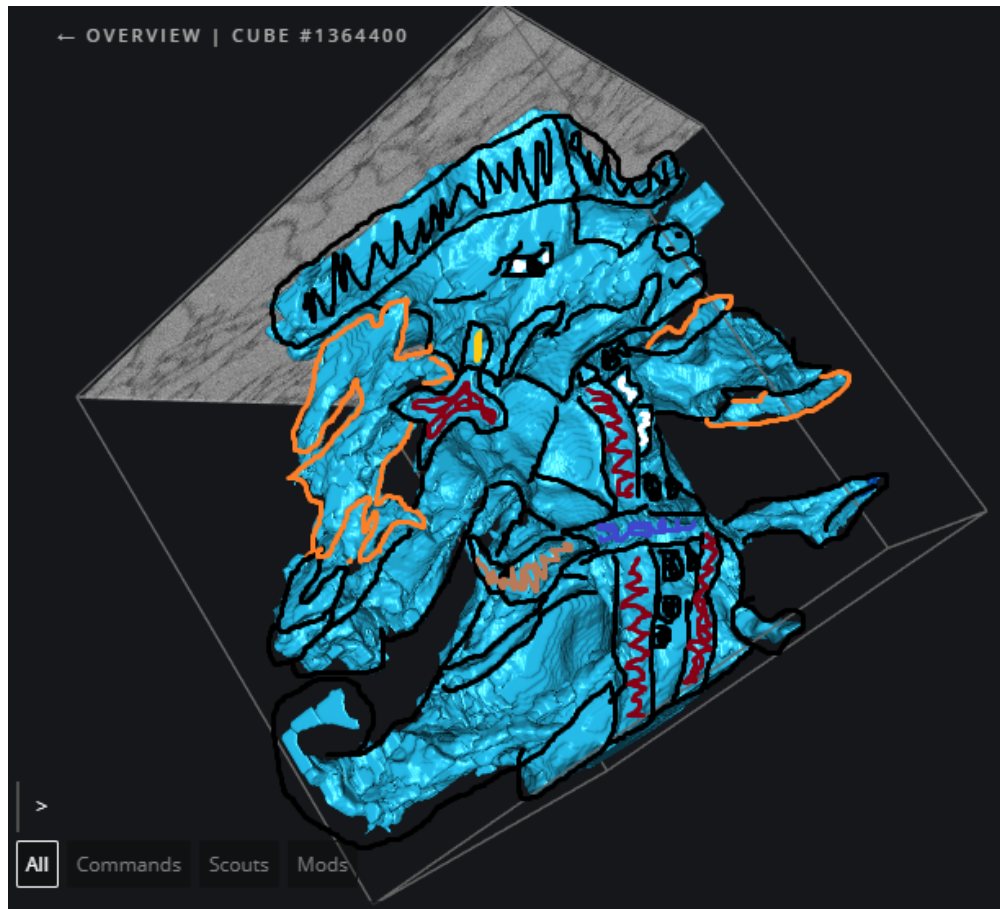
Gallery of amusements	Sep 29, '18

for atani: **https://imgur.com/a/dgAilAF**

EyeWire memes!	Sep 29, '18

[2j1oeh]

EyeWire memes!	⌃ Sep 25, '18
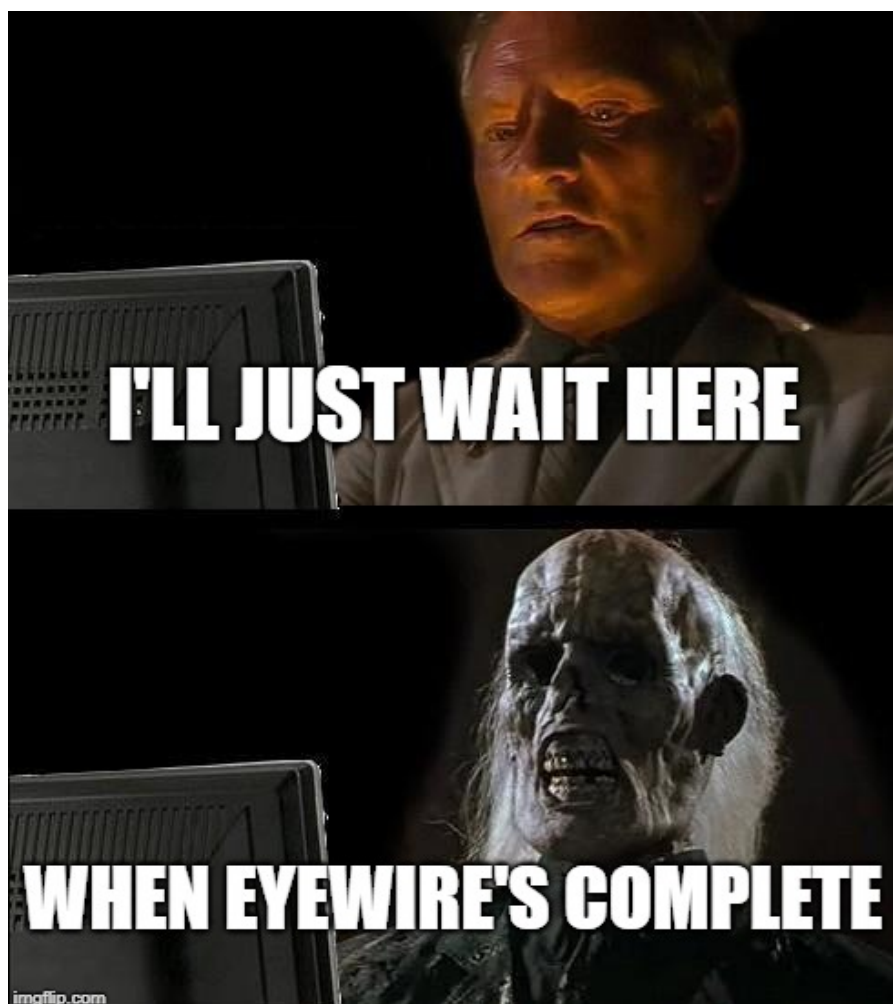
EyeWire memes!	Sep 25, '18

[2iqxp5]

What is the best tip you've received in EyeWire?   Sep 25, '18

best spec's for eyewire: 64GB ram, 100mpbs internet, and intel i7 processor (can't take credit for this, except for the internet part, the rest was from @Nseraf)

EyeWire memes!   Sep 25, '18

This is the meme that started it all

Beta Testing Monday   ∧ Sep 25, '18

You know, after looking at the notifications, it seems like it will get clogged with the cells completed and events happening. I would say keeping them separated would work well. That way, I can look at my accomplishments on cells long after they're complete, while being able to keep up with events. It'll make the pace go faster too, being able to stay relevant with everything 🙂

What is the best tip you've received in EyeWire?   Sep 22, '18

Ctrl + z undoes work when reaping

Beta Testing Monday   ∧ Sep 21, '18

I really like the beta test stats, how they came out. The one that was especially engaging is the length of time to finish. That should be highlighted more, as it would get people into a racing mode to finish cells faster 🙂

Retro trailblaze notification feedback   Sep 19, '18

I voted A.

What is the best tip you've received in EyeWire?   Sep 19, '18

when a cube loads, the plane always lands where the work is

Congrats Bot   ∧ Sep 19, '18

I totally forgot, but I thought of something amazing yesterday. I was thinking, what if with a congrats, there could be a tip on playing EW better? Idk how or when, but maybe if someone gets like a 5000 points award, they can get a randomly generated tip from here: **What is the best tip you've received in EyeWire?** or from the blog, help section… That way, people can get better as they play the game. I bet it would stop after a certain points level is reached (like <1M), but for beginners, it's amazing. Even after 500k, I was lost and could've benefited from this greatly.

Your ideas to get more people engaged   Sep 18, '18

I'm not that good of a hacker, but it should just be snapshots they can only take through the website. Like a camera button.

Congrats Bot   ∧ Sep 18, '18

I really was just thinking even a notification pop up that looks like this:
https://media3.giphy.com/media/ehhuGD0nByYxO/giphy.gif or
https://media.giphy.com/media/l0Ex3vQtX5VX2YtAQ/giphy.gif . Something like that

Congrats Bot   Sep 18, '18

that sound definitely should be different than the chat message sound for sure

What is the best tip you've received in EyeWire?   Sep 16, '18

annkri: "if you have trouble with seeing if there is a extension or not try to get another viewpoint in a overlapping cube"

What is the best tip you've received in EyeWire?   ⌃ Sep 16, '18

I just learned something new today that'll help so many people. Sometimes my cubes load so slowly that they freeze. The remedy? Just zoom the cube out so it's really small. It'll let it load quickly at that small size. When it's done loading, then the cube can be zoomed back to normal to be worked on.

Digging into the Dig, the eyewire Cell Registry   Sep 16, '18

why do some cells have 0 or 1 for a cell size? Are there 0 to 1 cubes in it? How do those work?

Congrats Bot   ⌃ Sep 15, '18

If someone leaves a competition (the last one was xyz) and their team won, it would be great if when the person comes back to the website (maybe a limit might make sense, but idk), they get a congrats that their team won. For most competitions, I just don't know if I did or didn't without looking at my achievements, because I don't get a notice. It will just help a lot.

A balance of not too much, but just at key moments of time (like if a change occurs that makes someone better or if there's some turning point in EW that people need to keep with) are great notifications instead of repetition.

Discussing the "bigger picture?"   ⌃ Sep 15, '18

EW might help us utilize parts of our brain that we don't normally utilize, so we can have superhuman cognition. Maybe we can prevent memories from fading by stimulating (genetically, electrically, or something, idk) the brain to keep them in focus. Maybe we can fine-tune or enhance senses (like sight or hearing) to do better.

This also helps with mental disorders, like epilepsy, where some overactive neurons can be shutdown and the ones needed are activated to be able to get back on the right track of thought.

Eyewire Site Status   Sep 15, '18

I really love the science link, it helps me understand and explain the meaning of EW better to people
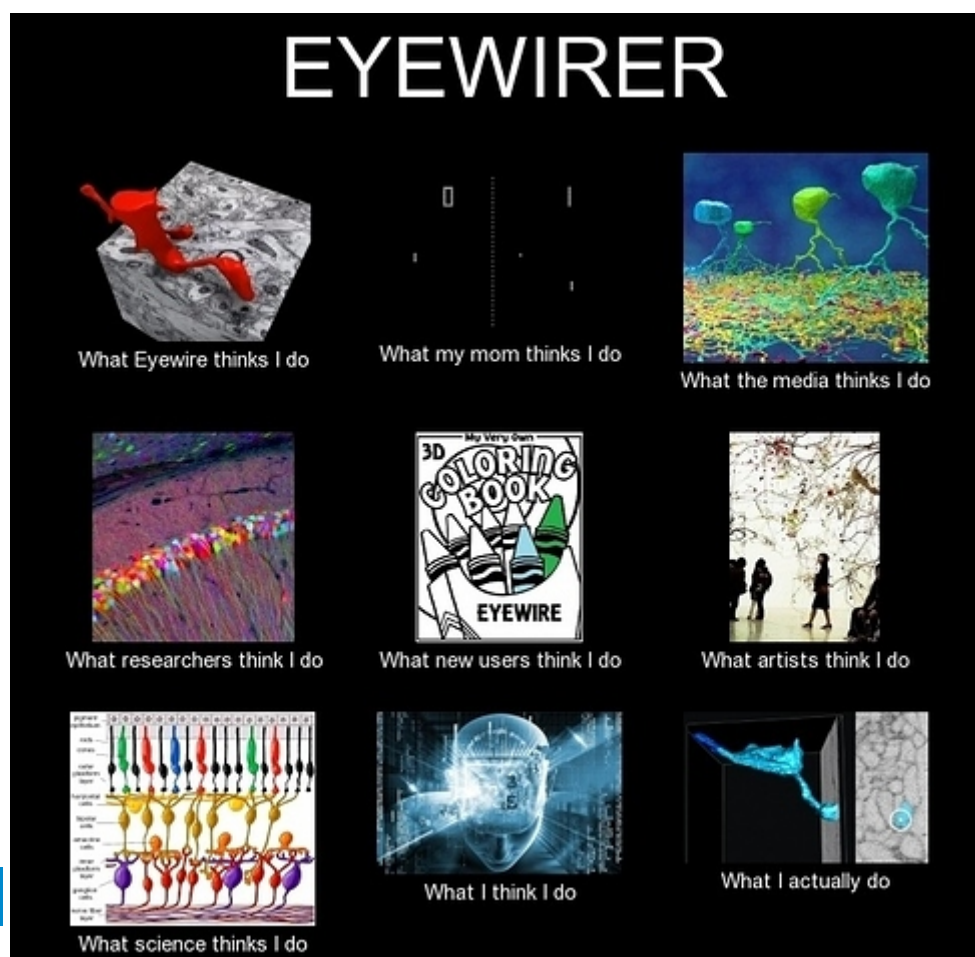
Beta Testing Monday   Sep 15, '18

Yay, thank you for new stats. I'm such a stats person lol

EyeWire memes!   ⌃ Sep 13, '18

EyeWire memes!

Sep 12, '18

[2htlto]

Eyewire the Movie

Sep 12, '18

Maybe, feeding off the tron idea, there's an arena (a real Eyewire Cup), where people build neuron branches to get to the cup. Some people just work on small sections, while the dragons, with their EW powers, build larger branches. Each branch is like a step that people would step on to reach the top (some people get to dead ends, but if a neuron is complete, they could start working on the next one). But the cliffhanger is that the ending's unknown as to who wins, especially when people form teams and start in different places.

Congrats Bot

Sep 12, '18

Definitely, that's much better!

Fan art!

Sep 12, '18

It's so pretty! Maybe, can't wait to see.

Eyewire the Movie

Sep 12, '18

Attack of the Killer Neurons (instead of attack of the killer tomatoes)

Gallery of amusements

Sep 12, '18

😂😂😂😂😂 truly similar

Eyewire the Movie

Sep 12, '18

TR77: "after watching it again (tron) i really, really, really want to ride a light cycle up and down the branches of neurons in ew"

Eyewire the Movie

Sep 12, '18

Like if we put the brain that EW recreated in a computer and got it to run like a neural network and we see it advances computing 10 fold?

Fan art!

Sep 11, '18

and a wigglegram! [wigglegram%20-%20eyewire]

Gallery of amusements

Sep 11, '18

I just call it 'big cube', looks more like a 10,000yr old tree!
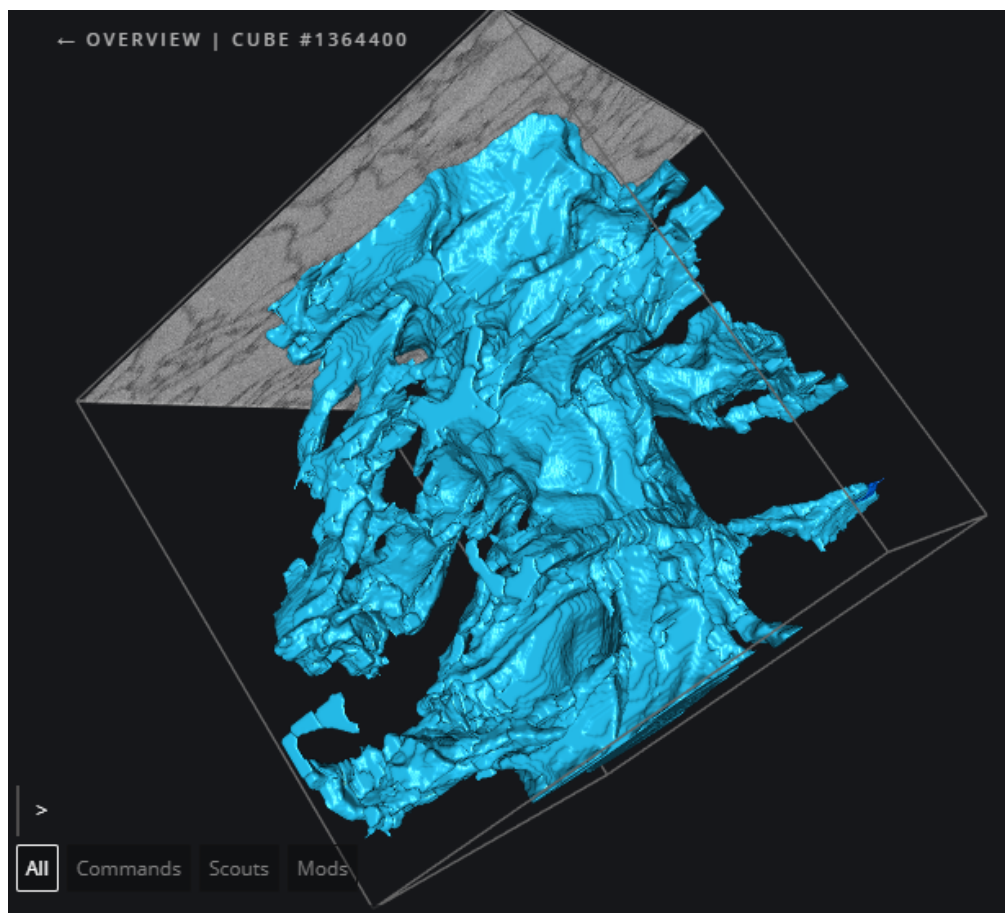
Fan art!

I also created a stereogram (a.k.a. magic eye) a while ago (it says Eyewire in all caps)
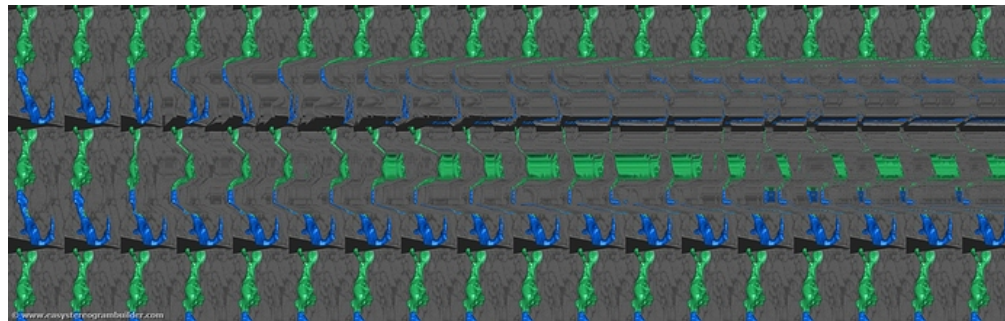
Fan art!

Here's a screenshot of play that looks like art to me (I'm a photographer hobbyist)
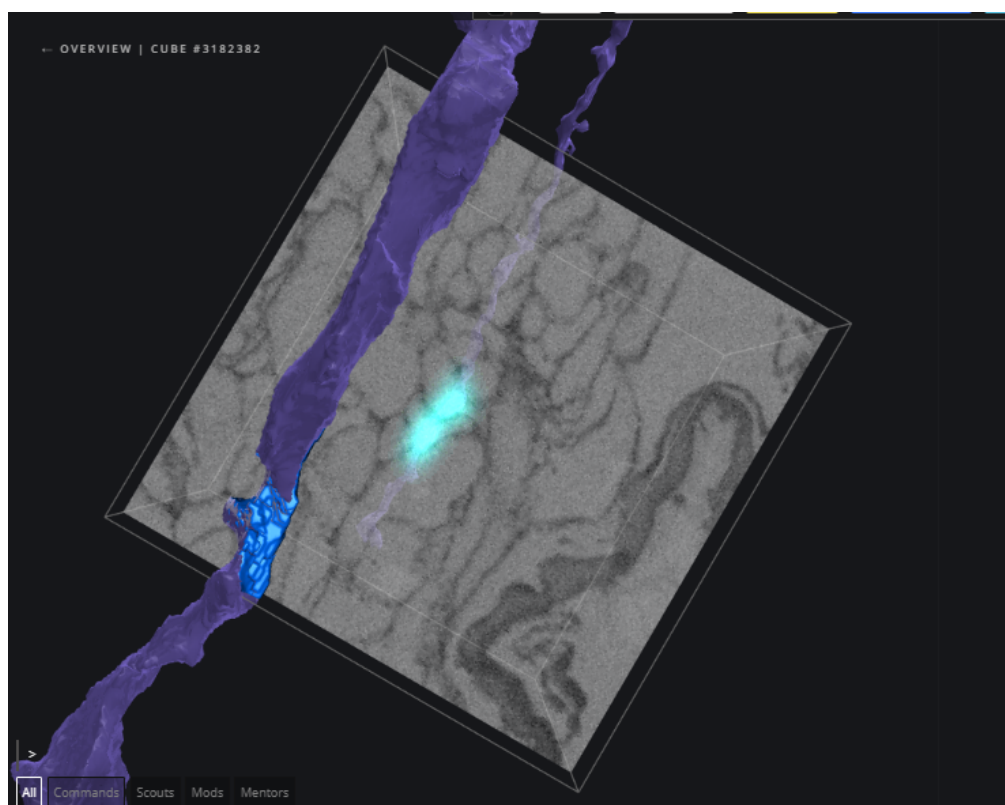
Congrats Bot

I agree with most of this, but since ppl get a 1mil pt award, the bot shouldn't repeat what it is already said. That said, it would be really cool to have some notification with a customized (or not generic, too boring) artwork after they get the award (like for certain ones, like 1mil, 5 mil…) that they could keep in their profile or something in a tab

Eyewire the Movie   Sep 11, '18

I love how it became a thing. Kind of something interesting to see when the webpage load and it pops up there 🙂

Eyewire the Movie   ∧   Sep 11, '18

Yes! Like that Mars show on National Geographic (**https://www.nationalgeographic.com/tv/mars/**). Also, can't go wrong with adding some science in there too 🙂. Like maybe they google scholar search some Eyewire scholarly articles and the people from the Seung Lab or users look and read them until they get to something interesting, and they say, "see this? This does *enter scientific explanation here*. This is why we did what we did!", kind of NASA documentary style.

Eyewire the Movie   Sep 10, '18

I love it and would totally watch it! Sounds like a documentary, but I could see it as an action film too (especially the societal benefits part). Maybe both?!

Congrats Bot   Sep 8, '18

Ok, after someone gets a tutorial annihilated award, a chatbot saying 'welcome to Eyewire' is noice

EyeWire memes!   Sep 8, '18

[first%20world%20problems]

EyeWire memes!   ∧   Sep 8, '18

EyeWire memes!   Sep 8, '18

[that'd%20be%20great]

EyeWire memes!   Sep 8, '18

[roll]

EyeWire memes!   ⌃   Sep 8, '18

EyeWire memes!   Sep 8, '18

[first%20world%20problems%20-%201]

EyeWire memes!   Sep 8, '18

[one%20does%20not]

EyeWire memes!   Sep 8, '18

[one%20does%20not%20-%202]

EyeWire memes!   Sep 8, '18

[not%20sure]

Show Off Your Eyewire Swag!   ⌃   Sep 8, '18

I thought I was just getting a medal (this is what I really wanted). But no, I got a medal (with my *username* and date on it) in a *velvet* case, a hand-drawn artwork with a handwritten letter and 5 signatures, and a sticker!!! They even spent $8.45 on the postage. No go cheap or go home here, just 5 star quality all the way! This is so amazing, one of the happiest days of my life. Even came on the same birthday as my dad. WOW!
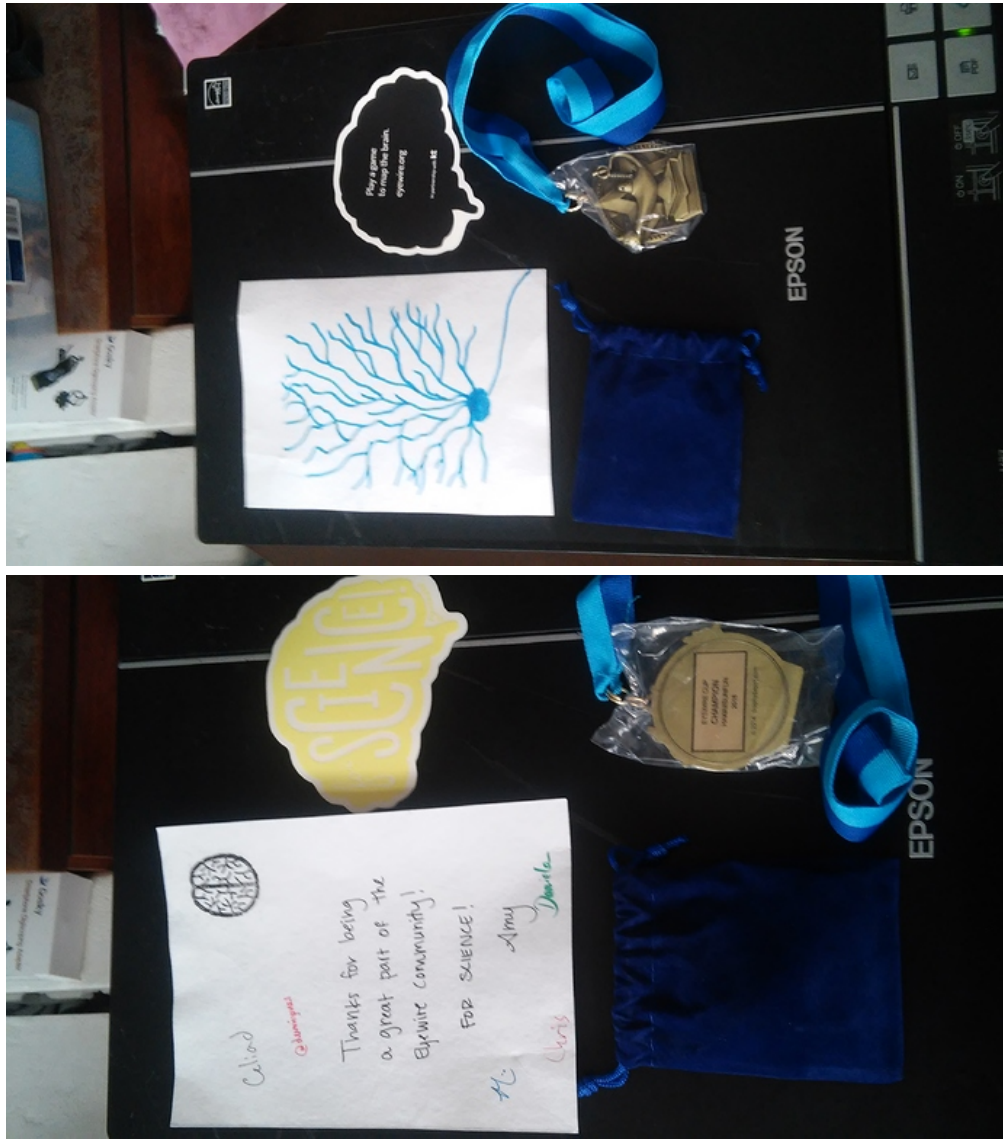
 forgot to crop, so excited!

Congrats Bot

You know what might be interesting (idk how it'd work yet)? Maybe have a congrats as a PM (or at least an option). Thoughts? Maybe if you say thanks afterwards, it says 'you're welcome' or 'you're the best'. Idk which I'd prefer, public or private message. Maybe a vote?

Congrats Bot   ⌃

Welcome to Eyewire, !___'s, congrats, and 'if you have any questions, feel free to ask' might also be good. I really like the idea, because it's less distracting, motivational, and keeps people pumped and focused on the game. If people need more personality, like @hwaaim said, others can chime in too. It'll be cool also, if someone's on a run (like 15-20 scythes or trailblazes), a 'great job', 'keep up the good work', or 'you can do it' can make people happy when they work hard and keep them going for a 2nd, 3rd… round. Anything that keeps people pumped and motivated (like pep talks) without feeling fear or being alone (because only a robot's talking to them) is a benefit for this long-running game.

Eyewire the Movie   ⌃

People can be playing the game on the computer and then be sucked in, Jumanji style, into the world of Eyewire, where that have to dodge large neurons swinging at them (like vines) and marvel at new ones getting made. Maybe they can see people on their computers trying to play the game, but only behind a screen, because they're in the game.

Eyewire the Movie

May the 'for science' be with you! too

Discussing the "bigger picture?"

Expanding human knowledge through rewriting textbooks and creating the answers to questions that people might Google are reasons I come on this website.

Discussing the "bigger picture?"

Maybe finding out new neurons could help cure those who are blind by spotting the neurons causing their blindness and fixing them (through tailored medicine specific to those neurons).

Vs. Ideas   ⌃ Jul 19, '18

moon vs star sign - astrology, maybe moon vs sun if not done before
skyscrapers vs Flats: A series of rooms located on the same floor that are intended to be used as a personal residence.
https://www.quora.com/What-is-the-difference-between-a-flat-and-an-apartment
kayaking vs canoeing
colonize a celestial or man-made object (like mars vs o'neill cylinders)
AI vs humans
math vs science
python or javascript - for 1st computer program learned
VR or mixed reality
work or vacation

Vs. Ideas   Jul 19, '18

Not a vs idea, but instead of a happy hour, maybe a 'happy days' would be cool (like the show)

Favorite conversations in chat   ⌃ Jul 18, '18

I think I'll post more later, but here's one to start. I was talking to KK and others today, because I made a mistake with a merger. Turns out it was a glial cell (they really look part of the neuron). That turned into a whole conversation about how we don't much about glial cells and their contributions to thought outside of strengthening cell signals. Maybe one day, we'll learn more and trace glial cells to discover their functions in the brain and if they contribute to thought independently from other neurons (such as their own glial neural network or something http://learn.genetics.utah.edu/content/neuroscience/braincells/Astrocyte.jpg).

Your ideas to get more people engaged   ⌃ Jul 18, '18

I have 2 ideas (they are a lot to ask):

1. be able to customize the personal account by allowing people to: 1) write a blurb about themselves and 2) show their fav neuron pic (through ew snapshots, so it's not a random pic)
2. also a chat bot, like an upgrade of nkem_test, where if you say hi to it, it'll say hi back and hold conversations and such in a pm.

Discussing the "bigger picture?"   ⌃ Jul 17, '18

Eyewire might help with mind uploading. Maybe it will help with mind uploading in multiple ways:

1. knowing the shape of various cells are so we can duplicate them in a computer simulation
2. knowing how to easily find the shape and relative location of cells so we can easily place them (like a template) within the simulation before we add the minor details of people's unique features.
3. knowing how cells interact, so when we add a new neuron in a location, we can predict how it'll affect the simulated brain as a whole.

What is the best tip you've received in EyeWire?   Jul 13, '18

randompersonjci - showed me how to use tampermonkey to change my name. KrzysztofKruk - said to use /pm to run script

What is the best tip you've received in EyeWire?   Jul 13, '18

Fastest way to complete cells: /debug to find cell id /debug to hide debug /sc-info cell id 95 press esc to get out of cube - faster use the command tab to prevent it from getting lost in the chat

Eyewire Cup final incoming!   Jul 12, '18

For Antarctica!

Vs. Ideas   Jul 10, '18

Rank could be pt or cube-based. Also, how to get into space could be based on when neuron is used (like spaceship named amacrine gets out of Earth, but the horizontal rocket allows for traveling in space

Vs. Ideas   Jul 6, '18

An Eyewire Space Cup would be great after the Eyewire World Cup. Choose anywhere in the universe. My choices are either Titan or the ISS-NASA

Vs. Ideas   Jul 6, '18

fiat is physical money, like coins: **http://lexicon.ft.com/Term?term=fiat-money**. We could do that, or digital vs physical currency?

What is the best tip you've received in EyeWire?   Jun 24, '18

By hawaiisunfun: best settings to start EW with: No volume no cube transitions high plane and paint opacity no leaderboard after cube

Vs. Ideas   Jun 24, '18

fiat vs cryptocurrency money vs info (the new currency?)

Vs. Ideas   May 31, '18

Gills vs lungs for liking humidity vs dry weather.

What is the best tip you've received in EyeWire?   Jul 27, '16

work on longitudinal section first, then cross section