

INFORMATION ORGANIZATION LAB

LAST TIME ON IOLAB

- **Project 2 Demos**
- **Assignment 3**

TODAY

- **Google Fusion Tables**
- **Project 3**

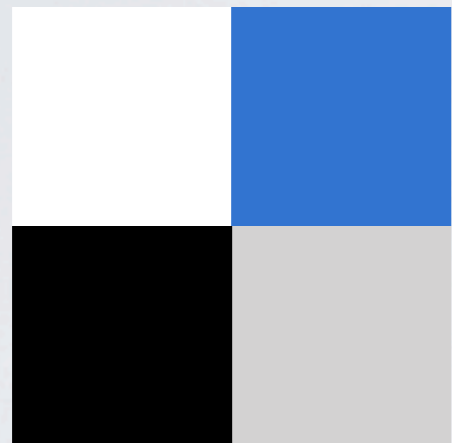
GOOGLE FUSION TABLES

Elliot Nahman

https://docs.google.com/presentation/d/1htRKjDzkd6iHIPSxzonlqs_BNn2Yrsd-XixrfP_qLro/edit

Instagram

You  Tube



delicious



flickr

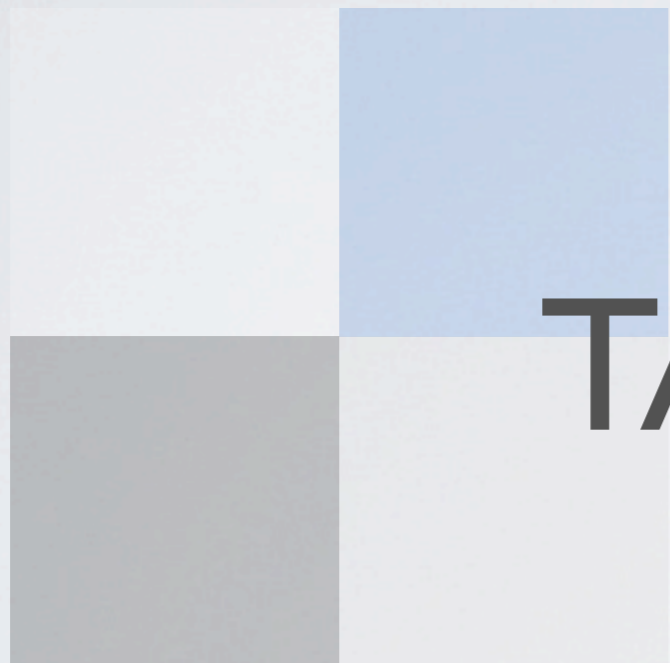
PROJECT 3

Social & Distributed Classification

tagging
folksonomy
tagsonomy

vs.

authority
vocabulary control



TAG USAGE



The Super Mario Bros infinite 1-up

In a [recent interview](#) for the 25th anniversary of Super Mario Bros., Mario's baby daddy Shigeru Miyamoto revealed that [the infinite 1-up trick](#) was included in the game on purpose but that the minus world was a bug.

"We did code the game so that a trick like that would be possible," Miyamoto revealed. "We tested it out extensively to figure out how possible pulling the trick off should be and came up with how it is now, but people turned out to be a lot better at pulling the trick off for ages on end than we thought." What about the famed Minus World? "That's a bug, yes, but it's not like it crashes the game, so it's really kind of a feature, too!"

By Jason Kottke · Oct 28, 2010 · [Post to Twitter](#) · [interviews](#) · [Nintendo Shigeru Miyamoto](#) · [Super Mario Bros](#) · [video games](#)

SOCIAL VS. INDIVIDUAL

FOR NEXT TIME

Project 3 Groups (by Monday)

Outsourcing Tools/Methods

You can find links to help with all of these on the course website at
<http://courses.ischool.berkeley.edu/290ta-iol/f12>