Flowing | Flag movie | Stalled
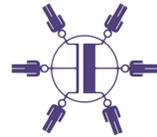
12/40

STALL CATCHERS

Play a game
Speed up Alzheimer's research

Developed by
HUMAN COMPUTATION INSTITUTE

Supported by
BrightFocus™ Foundation
Cure in Mind. Cure in Sight.

WHAT

- In the game, players are analyzing microscope-acquired movies from a live mouse brain

- Players are looking for **stalls** - blocked blood vessels - that occur in the brain in Alzheimer's

- **Stalls** are often caused by blood cells stuck inside inflamed blood vessels

Stall Catchers is a **citizen science game speeding up Alzheimer's disease research at Cornell University**

HOW

- In **StallCatchers.com** you analyze real Alzheimer's research data, gain points, compete with other players, learn & have fun

- Most importantly, your efforts help us analyze data **orders of magnitude faster**

WHO

- **Everyone** can take part - we have players 8 to 88 years old, no science background required!

- Don't be afraid to make mistakes - there is no way you could negatively affect the data. And **every little bit helps!**

WHY

- Researchers have discovered **important links between stalls & Alzheimer's** which could lead to promising treatment targets

- But data analysis is so **time consuming**, it would take decades to complete without **YOUR help**

Part of
EyesOnALZ
project

Quick start guide

1. Go to **StallCatchers.com** & click "**Join now**"

2. View the short **Tutorial** video

3. After you have watched the **Tutorial**, fill in the short registration form & click "**Sign up**" OR register with your Facebook or Google+ account

Citizen scientists worldwide are speeding up Alzheimer's research

Join now!

> *TIP: you can opt in to receive materials about Alzheimer's disease from the BrightFocus Foundation by checking the appropriate box at registration*

4. After you complete the registration, you will be taken to the game, where you can **start analyzing vessels right away**! Don't forget to set your permanent password when you get a chance (a link to do so will be delivered by email)

> *TIP: If you need any extra help you can always view the "**Getting started**" and other helpful content under the "**Help**" tab*

5. To play a movie, scroll the horizontal bar below it; if you think the vessel is flowing, press the "**Flowing**" button; if you think the vessel is stalled, press the "**Stalled**" button and click directlywhere you think the stall is located on the movie

6. After giving an answer, you will get some feedback on whether you have been "**Correct**", "**Not correct**" (for movies with known answers analyzed by experts) or "**Maybe**" (for movies which have not been analyzed by experts)

7. If in doubt, refer to the "**FAQ**" page in the "**Help**" section of the game, ask a question in our **Forum** (forum.eyesonalz.com), or email us at info@eyesonalz.com

Happy catching! Every contribution, large or small, helps us get closer to the treament