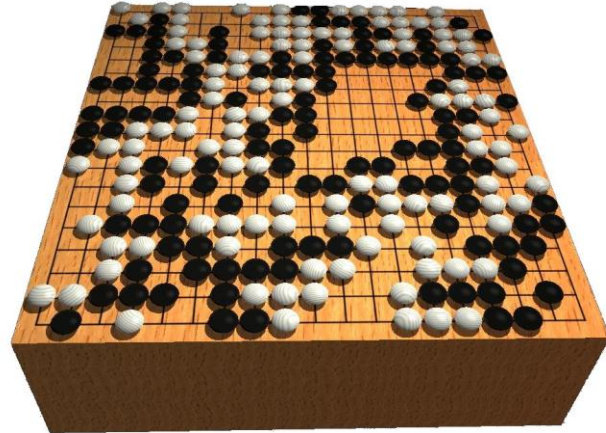




## SA/MA: Collaborative Go

Go is an ancient board game which originated in China over 2500 years ago. Its basic rules are very simple: Two players put alternately a stone of their color (black or white) on a free intersection of the 19x19 board. Goal of the game is to encase as many adverse stones as possible.

Despite of these simple rules, the best computer Go programs nowadays reach only the level of an intermediate amateur player. A reason for this is that human players are able to rate game situations much better than computers. This raises several interesting questions:



How can humans assist computer Go programs? Can a group of players play together against another group? Is it possible that a group of people plays stronger than each of its single members? In the time of social networking platforms, it seems to be a natural choice to take advantage of the already existing user base and interaction capabilities they provide. Your task will thus be to implement a collaborative Go application for Facebook or a similar platform.

You will have to deal with questions such as: How can a group of people collaboratively decide on a next move within a reasonable amount of time, and what infrastructure can help to simplify this decision process? We are glad to hear your ideas about how a collaborative Go application might look like, and what its exact goals and use cases might be.

Interested? Don't hesitate to contact us!

**Required Skills:** (web-) programming skills, knowledge of Go is advantageous

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