**Speaker:** Jerome Waldispuhl , Computer Science, McGill

**Title**: Crowdsourcing genomics research

**Abstract:**
Crowd-sourcing and human-computing techniques emerged as valuable ways to both analyze and annotate large datasets that require human expertise as well as to solve problems that are difficult to treat with classical computer algorithms. In this talk I will present Phylo & Ribo two experimental computer games that have been designed to help us to improve multiple sequence alignments of DNA and RNA molecules. I will present key concepts at the origin of these scientific games, and discuss the results and experience accumulated over the past 4 years with hundreds of thousands of participants. Finally, I will introduce our new projects for crowd-sourcing genomics research.