

Resource Summary Report

Generated by [nidm-terms](#) on Jul 28, 2026

Web Game for Collaborative Labeling

RRID:SCR_006685

Type: Tool

Proper Citation

Web Game for Collaborative Labeling (RRID:SCR_006685)

Resource Information

URL: <http://www.nitrc.org/projects/webmill/>

Proper Citation: Web Game for Collaborative Labeling (RRID:SCR_006685)

Description: Web game that provides an innovative infrastructure for labeling to enable an alternative to expert raters for medical image labeling through statistical analysis of the collaborative efforts of many, minimally-trained raters. Statistical atlases of regional brain anatomy have proven to be extremely useful in characterizing the relationship between the structure and function of the human nervous system. Typically, an expert human rater manually examines each slice of a three-dimensional volume. This approach can be exceptionally time and resource intensive, so cost severely limits the clinical studies where subject-specific labeling is feasible. Methods for improved efficiency and reliability of manual labeling would be of immense benefit for clinical investigation into morphological correlates of brain function.

Abbreviations: Web Game for Collaborative Labeling

Resource Type: software resource

Keywords: magnetic resonance, labeling, crowdsourcing

Availability: GNU Lesser General Public License

Resource Name: Web Game for Collaborative Labeling

Resource ID: SCR_006685

Alternate IDs: nlx_156019

Alternate URLs: <http://www.nitrc.org/projects/webmill>

Record Creation Time: 20220129T080237+0000

Record Last Update: 20260725T190625+0000

Ratings and Alerts

No rating or validation information has been found for Web Game for Collaborative Labeling.

No alerts have been found for Web Game for Collaborative Labeling.

Data and Source Information

Source: [SciCrunch Registry](#)

Usage and Citation Metrics

We found 2 mentions in open access literature.

Listed below are recent publications. The full list is available at [nidm-terms](#) .

Bakkour A, et al. (2016) Mechanisms of Choice Behavior Shift Using Cue-approach Training. Frontiers in psychology, 7, 421.

Landman BA, et al. (2012) Foibles, follies, and fusion: web-based collaboration for medical image labeling. NeuroImage, 59(1), 530.