Trendr : tScore

Specifications for Trendr's Scoring System

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this is the user's ratio of meetings : invites

this boosts users who don't flake out on meeting invites.

users will still need to have lots of meetings to have a high score.

this is the most mathematically significant part of the score.

this emphasizes the total number of meetings, regardless of missed invites.

this part of the score reinforces other positive behavior.

currently there's only "consistency" and "availability" but more can be added here in the future.

$$ t = \frac{\text{total \# of meetings}}{\text{total accepted invites}} \times \left(\text{factor for total \# of meetings}\right) + \left(\text{addend(s) for recent bonuses (past 14 days)}\right) $$
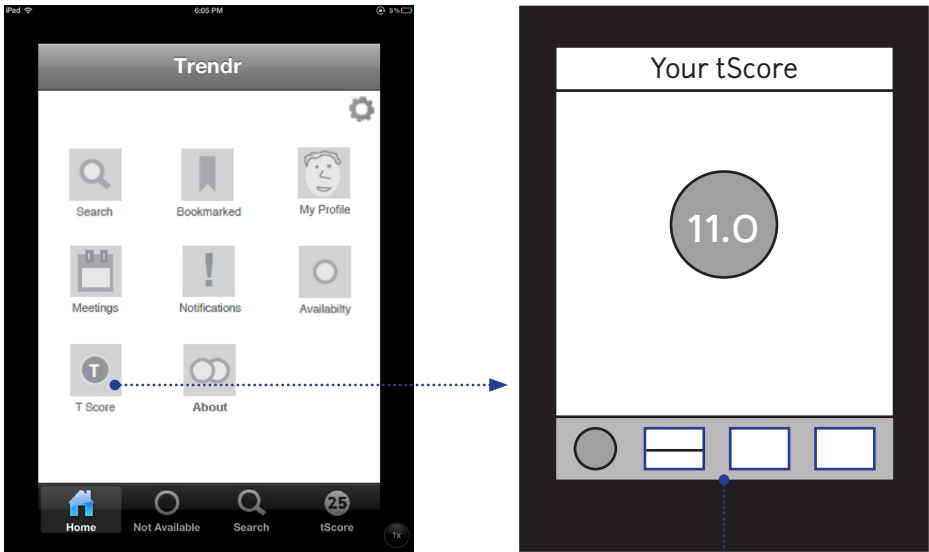
(please refer to tScore_reference.xlsx for the full charts.)

meetings	factor
1	5
2	10
3	20
5	30
8	40
13	50
21	60
34	70
55	80
89	90

days with meetings	addend	consistency bonus
1	0	0
2	1	1
3	1	2
4	1	3
5	1	4
6	1	5
7	1	6
8	1	7
9	1	8
10	1	9
11	1	10
12	1	11
13	1	12
14	1	13
15	1	14

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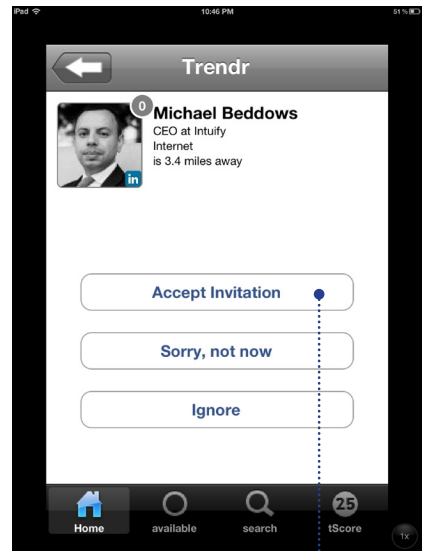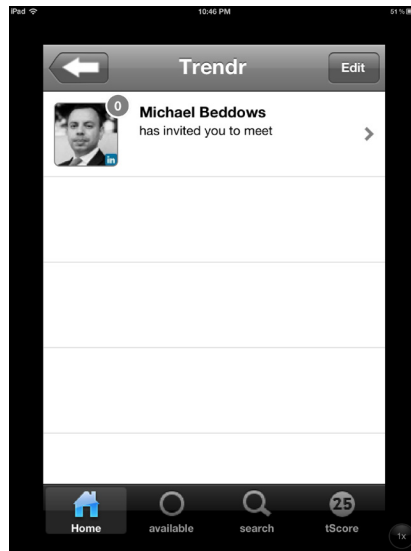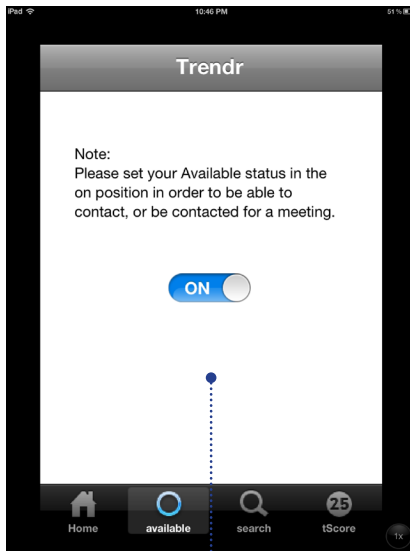| days w/ availability	addend	availability bonus
1	1	1
2	1	2
...		

(an example score display)

$$11.0 = 100\% \times 10 \text{ pts. (2 meetings)} + 1 \text{ bonus pt.}$$

(suggested name labels for score components)

$$t = \text{Attendance Percentage} \times \text{t-Factor (Total Number of Meetings)} + \text{Recent Bonuses}$$

even if you don't have
any meetings, you do
get points for being
available for at least
one hour.

(1 bonus per day max)

accepting this
invitation & attending
the meeting will
increase your score.