Social network game

Form the longest chain of workshop participants with no cycles!

An undirected network is defined on the set of workshop participants¹ by the following rule:

Two workshop participants A and B are linked if and only if
[A and B co-authored a paper together²] or
[A and B graduated from/ are currently enrolled as students at the same institution³]

Let’s call this the social network.

A subset of the social network is called a line (sub)network if the nodes in it form a single acyclic path.

The goal of the game is to build the largest set of workshop participants (including oneself) that together form a line network. To emphasize: the network must be acyclic (when all links of the original social network are taken into account).

Submissions must be made by activating the Google form in the designated space in Gather.town, or directly here: https://forms.gle/nkRzQHSNeYaJschB8

The deadline for submission is February 26, 11:59:59 pm AOE.

Collusion and/or communication is permitted (and encouraged).

The winner(s) will be announced. $100 will be donated to a charity of the winner's choice. If there are N winners, the donation will be split into N equal parts, with each winner deciding about their part.

¹ A participant is defined as someone who logged into the Gather.town platform at least once during the workshop.
² The paper must be available on some electronic archive/ website but does not have to be published.
³ For participants holding or pursuing a PhD, this is their graduate-degree-granting institution. For anyone else, it is the college they most recently graduated from or currently attend.