Wrap-up

- M-turk is easy and cheap; try it!
 - Simple tasks can be put up in a day
 - 10,000 labels @ \$0.03/label = \$300
- Real tasks often take 2 weeks
 - mostly getting really clear instructions for the annotators
 - iterate!
- M-turk limits and alternatives
- How to get started



What matters in microtasking?

- Make the tasks very small and very clear
 - test the instructions carefully
- Collect more data rather than better data
 - do basic quality control
 - don't worry about fancy statistics
- Think about what to crowdsource
 - Labels?
 - Text generation?
 - Text + Context?
 - Problem definition?



The Limits of Mechanical Turk

- Privacy
 - We don't use M-Turk on therapy transcripts
- International aspects
 - Privacy and payment are tricky outside the US and India
 - Very uneven distribution of languages
- M-turk tends to be used for short simple micro-tasks that don't require
 - Special expertise, training, or background
 - Multiple people working together on teams
 - Ongoing interactions

Alternatives to MTurk

- Hire experts or students
 - Remember: naïve crowds are usually better than individual experts
- Platforms like Qualtrix deliver randomized populations
 - But one can collect demographics on M-turk and re-stratify
- European alternatives
 - clickworker, www.prolific.ac
- Specialized platforms
 - real time, panels over longer periods,...

CrowdFlower Credit!



CrowdFlower Now Offering Twelve Language Crowds

French, German, Portuguese, Spanish, Hindi, Arabic, Indonesian, Turkish, Italian, Russian, Vietnamese, and Chinese.



For more information

 http://crowdsourcing-class.org/ tutorial_slides.html

This course!

- References and pointers
 - http://ir.ischool.utexas.edu/crowd/
- More tutorials and courses
 - http://crowdsourcing-class.org/

A longer version

- http://www.slideshare.net/ipeirotis/managingcrowdsourced-human-computation
- www.cis.upenn.edu/~ungar/Crowdsourcing/ JSM_tutorial.pdf
- http://www.slideshare.net/mattlease/crowdsourcingfor-search-evaluation-and-socialalgorithmic-search

