

The Potential for Cooperative Piecework Labor Markets

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Roadmap

Personal background

Vision of cooperatives

Fieldwork

What we've learned

Intangible

Tangible

Where we're going

Wrap-up

Personal background

Personal background

- Computer Science at Stanford
- FUSE Labs (Microsoft Research)
- Collective action (Dynamo)
- Anthropology at UC Irvine

Vision

- We all want to see better “gig” labor markets.
- Laws protecting these workers have been slow to emerge.
- Ideas can propagate faster than laws and regulations can.
- Let's **demonstrate** that cooperative markets can compete with adversarial ones.

Fieldwork

1. Find participants — *spending weeks making inroads*
2. Participant-observation — *early mornings working dispatch*
3. Participatory design — *designing with **partners**, not clients*

Lessons

Important issues for increasingly marginalized workers:

- How to design for constructive feedback
- The social dilemma of work dispatch
- Managing customer expectations
- More

Mock-up of a mobile app designed with workers and advocacy groups as *peers*

Moving forward

Where we're going

- Working on **collective governance**
 - Working with a small group of workers
- We need to think ahead and build technical system:
 - code: `github` → `alialkhatib/workerCoop`
- Interested in contributing (to either)?
Contact me — `ali.alkhatib@cs.stanford.edu`

Questions, etc. . .

Questions?

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