

**On-demand work is a modern instantiation of a  
much older phenomenon — piecework.**

**The historical arc of piecework can shed light on persistent questions in this  
ongoing phenomenon of on-demand work.**

# Payment for output rather than for time

Textiles



Automobiles



Metalwork

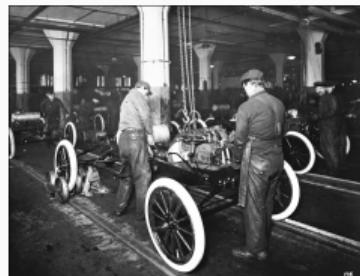


# Payment for output rather than for time

Textiles



Automobiles



Metalwork



Crowd work



Gig Work



How will technology affect the complexity of on-demand work?

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What are the **limits** of complexity in on-demand work?