#### ON-DEMAND WORKER WAGE THEFT

#### **ON-DEMAND WORK**

Algorithmic systems determine the quality of on-demand workers' work and whether workers get paid.

These systems have been accused of wage theft (Dombrowski, Alvarado Garcia, and Despard 2017; McInnis et al. 2016).

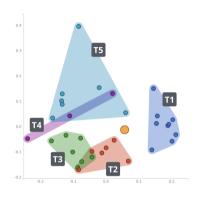
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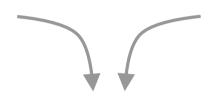
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Clusters of legitimate workers' differing interpretations of the same task (Kairam and Heer 2016)

# **Behavior**

on-demand tasks



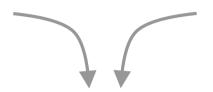
## **Algorithm**

crowdwork quality control system

### **Judgment**

is this crowdworker's output correct, or should it be rejected?

# **Behavior** factory workers



# **Bureaucrat** factory foremen

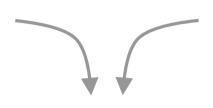
**Judgment** 

Is the factory worker doing the work correctly, or do they need assistance?

2

#### **Behavior**

massive amounts of creative information work



## **Algorithm**

foreman tasked almost exclusively with accepting or rejecting work

### **Judgment**

**Ideally** 

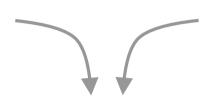
Acknowledge when workers need to deviate from script, provide necessary resources, and give feedback

In reality

Frustratingly inflexible quality control algorithms deter creative effort and encourage gaming

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#### **TAKEAWAYS**

Algorithms can't cope with novelty, which is what we want from increasingly complex and creative on-demand work

- Algorithmic foremen can't distinguish novel answers from wrong answers
- There's a catch-22 of training data
- Street-level algorithms here never have the data they need to distinguish between bad and novel