In regard to Minh first takeaway, I agree that the success of the *Guardians* crowdsourcing efforts relied heavily on the fact that the project was made to feel like a real game. While the overall idea of the game was demanding (find incriminating evidence in a million uncatalogued documents), it was the implementation of the game’s interface that made it enjoyable. Bright and shiny buttons, active feedback to player engagement, and the driving force of reaching the goal (i.e. finding a good document) created, as Minh put it, “the presence of the magic circle”. And this presence was furthered by the implementation of a real-time activity feed that “showed the names of players logged in recently and the actions they’d taken in the game”. This sort of feed is used across many games to further solidify the magic circle, such as Team Fortress 2, which displayed various player actions such as eliminations and dominations.

The parallel between an MMORPG and the Wikipedia project as a whole is an apt comparison that demonstrates how “the scope of the crowdsourced project depends on the scope of the crowd”. Most successful MMORPG’s such as WoW feature millions of active users, and as Bogost explains Wikipedia has “over 10.7 million…registered contributors”, which adds to its overall success. Here, success is defined as active engagement/contribution since not all Wiki pages are accurate, and this success is also determined by the “good game mechanics” that Wikipedia uses. Wikipedians are able to directly edit pages and see their edits on the page instantly. They’re able to organize large quantities of articles into one, feature articles that are of high quality, and even intervene against wrongfully written articles. All of these engagements are even tracked though edit counts, which directly parallel MMORPG’s use of XP. Because of these implementations, the “scope of the crowd” is allowed to grow and make Wikipedia an excellent crowdsourced project.

I believe that Minh’s third takeaway can be specified by the idea that for a crowdsourcing project to be successful, it’s not enough that you draw a large crowd (like with Wikipedia), you have to “ask the crowd to do something they have a real chance of doing successfully”. The Folding@home project for the PS3 was an excellent example of this, because all players had to do was run the application when their PlayStation was idle. This way, scientists were able to use the processing power of the PS3 in order to run programs that determined how proteins in the human body fold. This simple project allowed many PS3 owners to be a part of a community that was helping to understand diseases such as Alzheimer’s, cystic fibrosis, Mad Cow disease, and various types of cancer. By making the owners feel like they were contributing to something important, the project was a success. And as Minh pointed out, many video games such as TF2 implement charity-centered transactions, where players are able to contribute to a greater cause.