

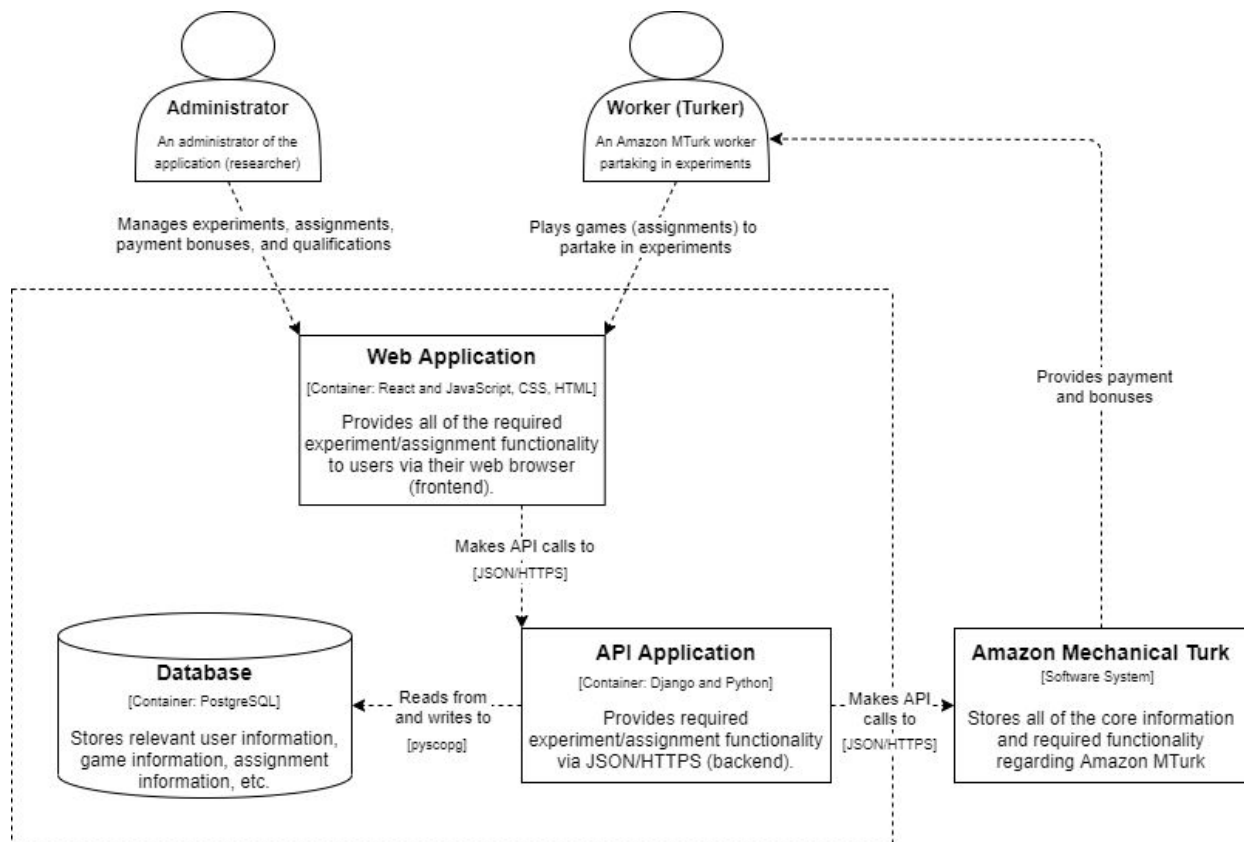
MTurk Framework Design Document

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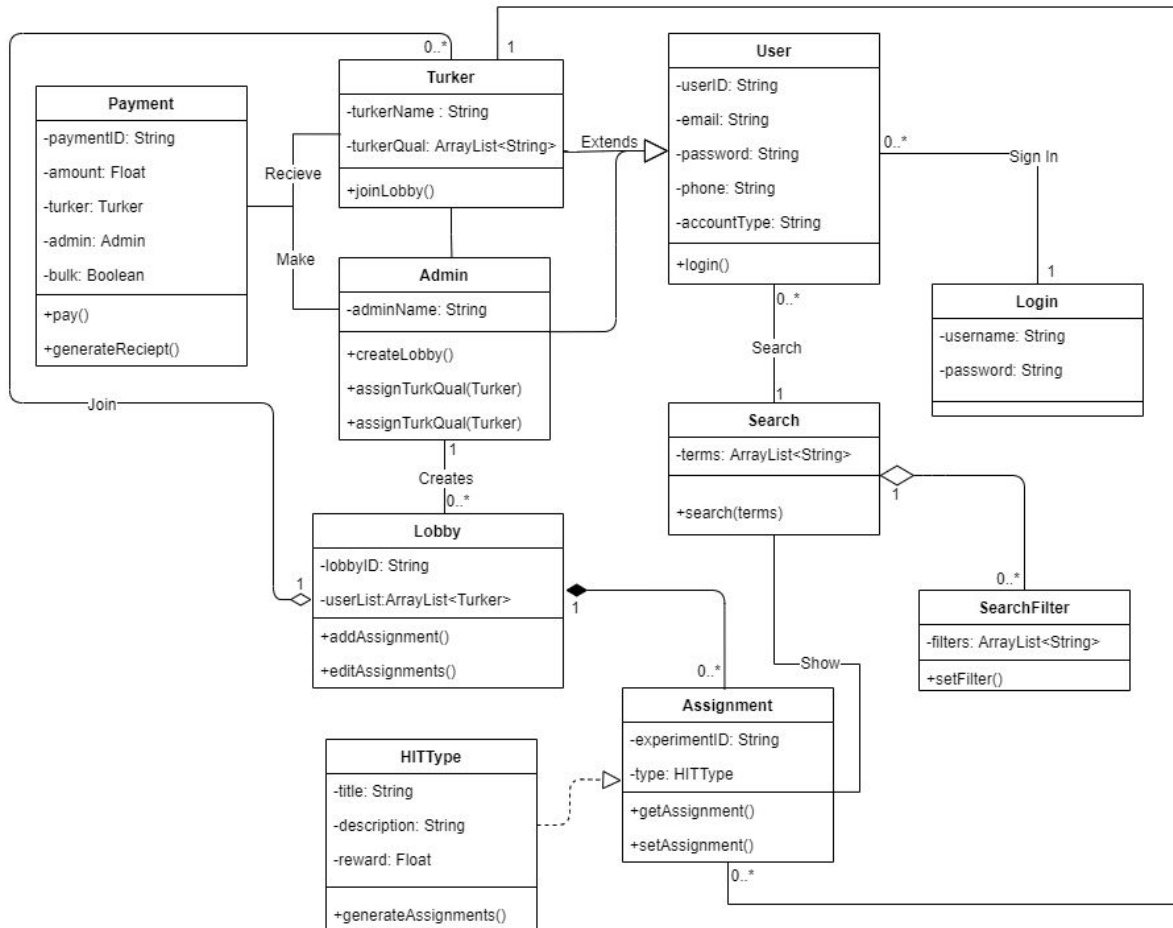
High-Level Architecture

This is an architectural diagram that defines all the program components that we will use to make our application.



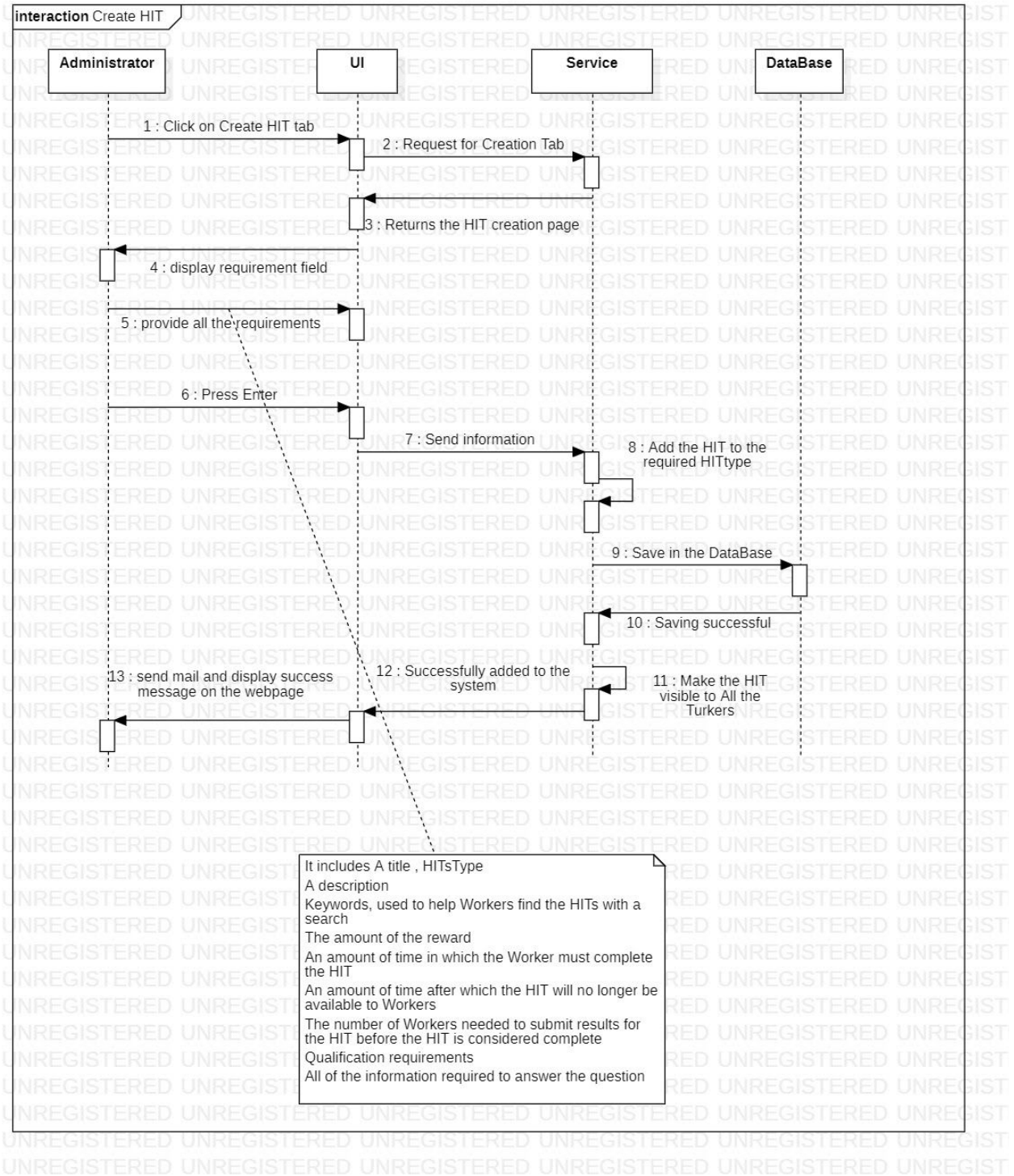
Major Data Elements

The UML class diagram lays out all the major data elements and their relationships that we expect to include in our framework.

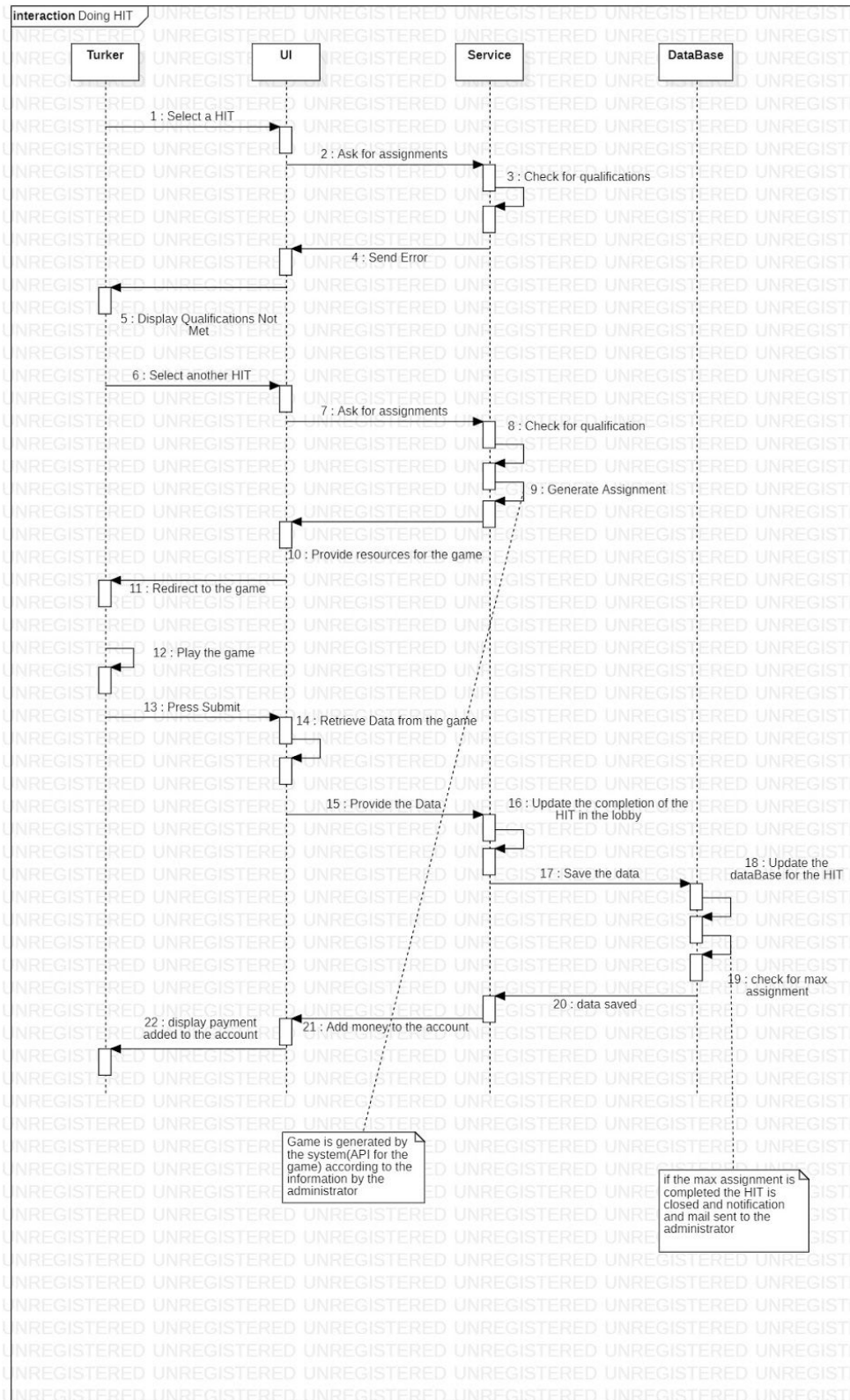


Interaction Scenarios

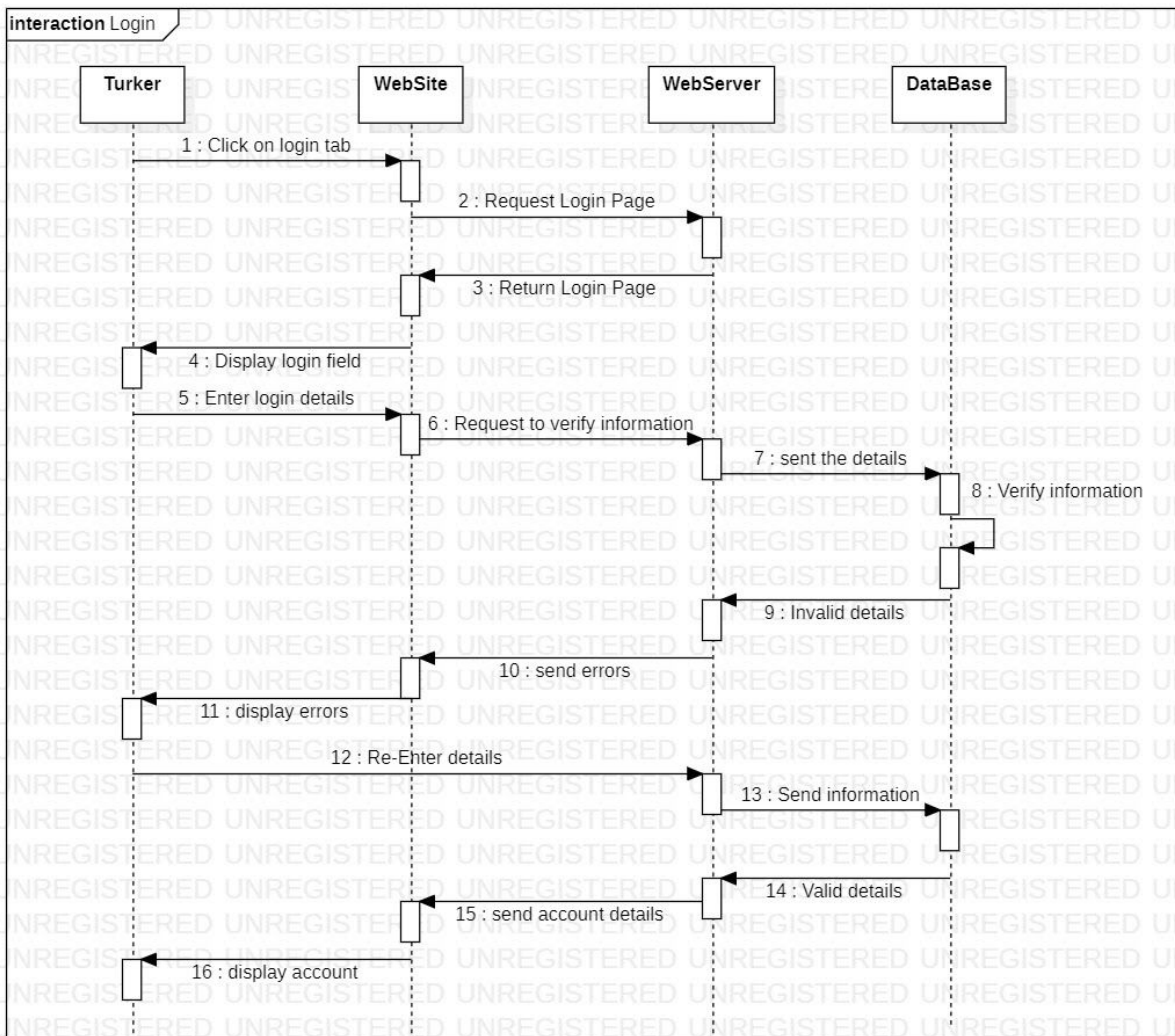
Create HIT: This diagram shows the interaction between administrator, UI, and the services server (includes the API) which takes place when the administrator creates HIT.



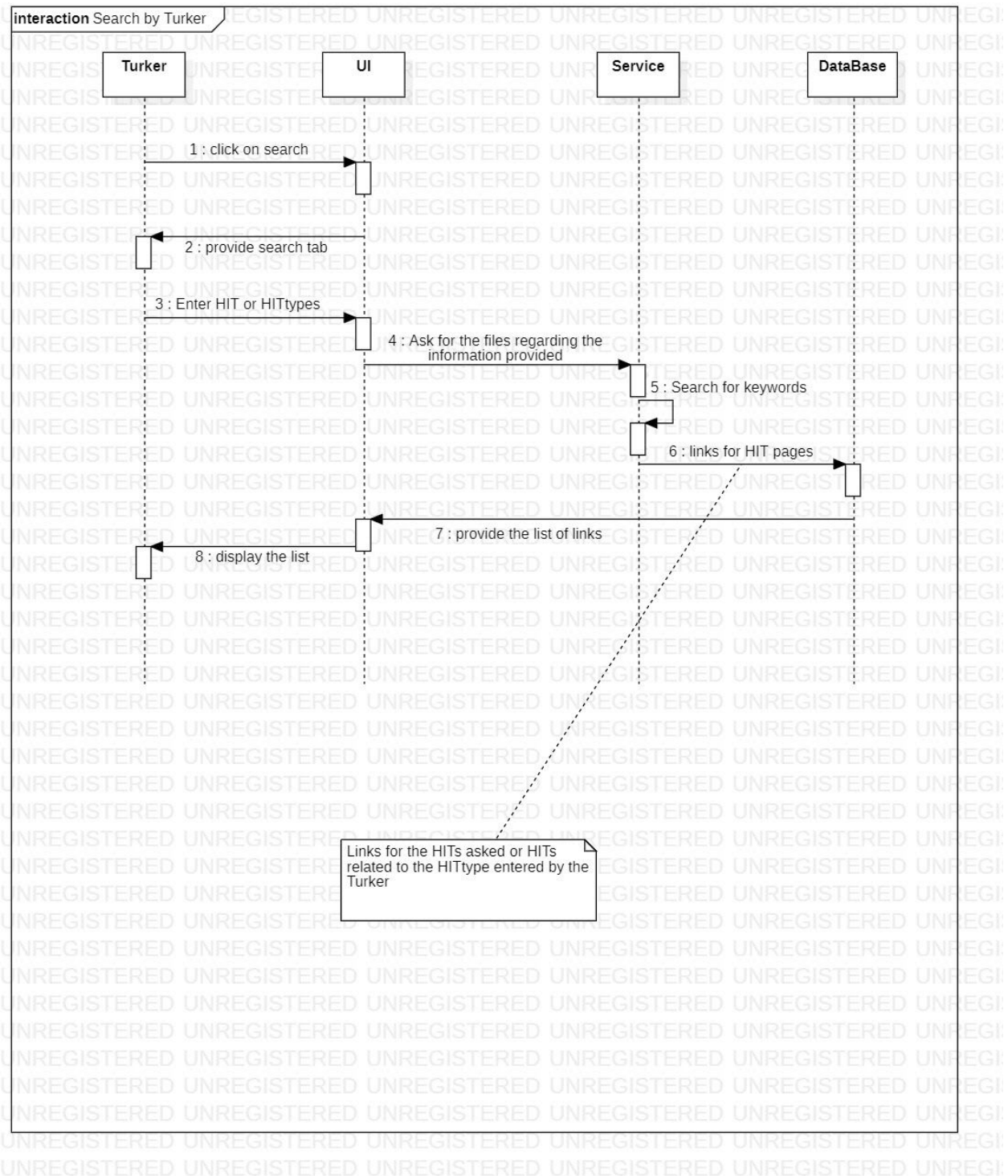
Doing HIT: This diagram shows the interaction between Turkers and services (including the API). The UI serves as an intermediate when the Turker decides to do a HIT.



Search HIT: This diagram shows the interaction between Turker and Services (including the API). The UI acts as an intermediate when a Turker searches for HIT or search based on HITtypes.

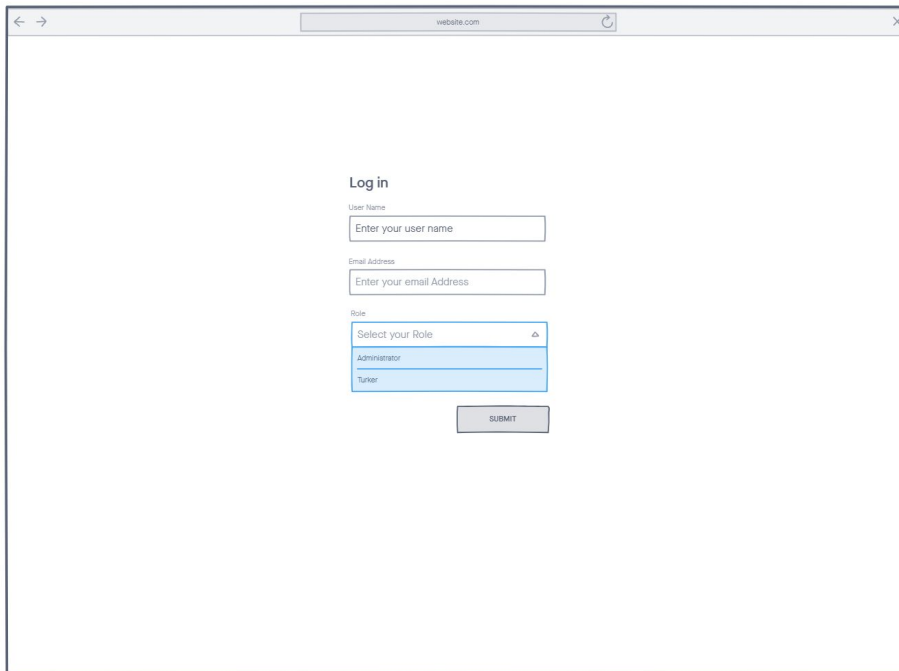


Login: This diagram shows the interaction that takes place when administrator/Turker logs into the application.



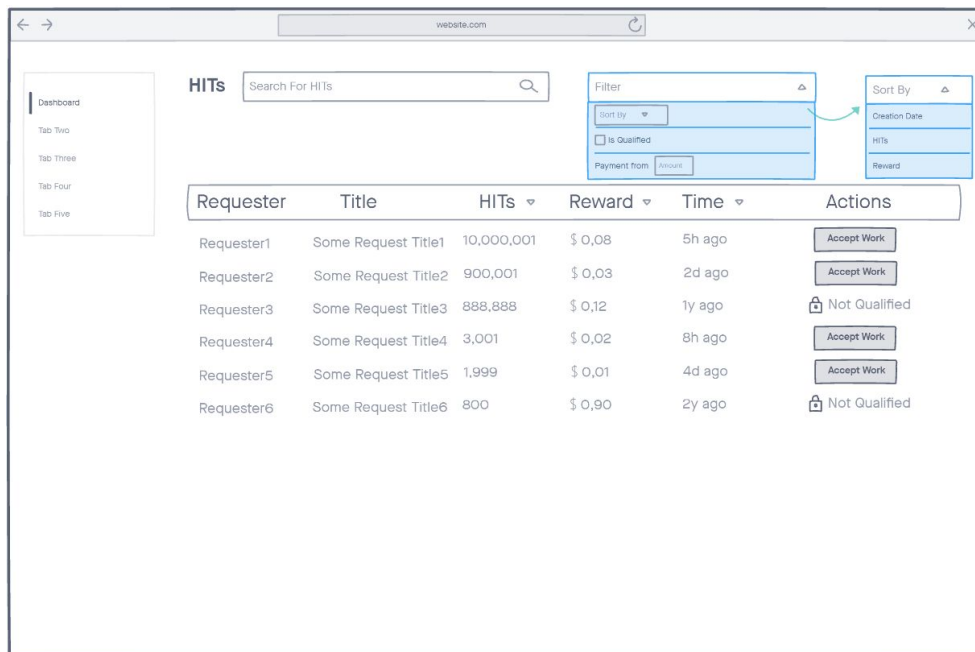
Low-Fidelity User Interface

This interface is the basic design of the login page.



A low-fidelity login page design within a browser window. The page has a title "Log in". Below the title are three input fields: "User Name" with the placeholder "Enter your user name", "Email Address" with the placeholder "Enter your email Address", and a "Role" dropdown menu with the placeholder "Select your Role" and two options: "Administrator" and "Turner". Below these fields is a "SUBMIT" button.

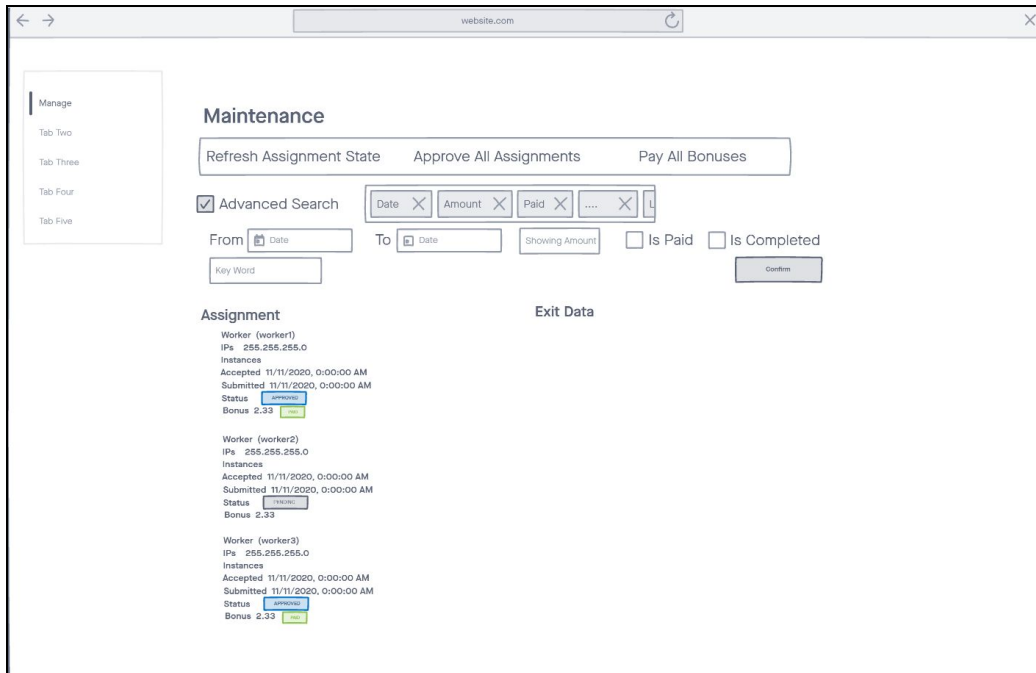
This interface is the basic design of the Dashboard page.



A low-fidelity dashboard page design within a browser window. The page has a sidebar on the left with a "Dashboard" link and four tabs: "Tab Two", "Tab Three", "Tab Four", and "Tab Five". The main content area has a "HITS" section with a search bar "Search For HITS" and a "Filter" dropdown menu. The "Filter" menu has a "Sort by" dropdown, a "is Qualified" checkbox, and a "Payment from" dropdown. The "Sort by" dropdown has a "Sort By" option. The "Sort By" dropdown has a "Creation Date" option. The "Sort By" dropdown has a "HITS" option. The "Sort By" dropdown has a "Reward" option. Below the "Filter" menu is a table with the following columns: "Requester", "Title", "HITS", "Reward", "Time", and "Actions". The table has six rows of data. The "Actions" column contains buttons: "Accept Work", "Accept Work", "Not Qualified", "Accept Work", "Accept Work", and "Not Qualified".

Requester	Title	HITS	Reward	Time	Actions
Requester1	Some Request Title1	10,000,001	\$ 0,08	5h ago	Accept Work
Requester2	Some Request Title2	900,001	\$ 0,03	2d ago	Accept Work
Requester3	Some Request Title3	888,888	\$ 0,12	1y ago	Not Qualified
Requester4	Some Request Title4	3,001	\$ 0,02	8h ago	Accept Work
Requester5	Some Request Title5	1,999	\$ 0,01	4d ago	Accept Work
Requester6	Some Request Title6	800	\$ 0,90	2y ago	Not Qualified

This interface is the basic design for the maintenance page.



The Maintenance page interface includes a sidebar with a 'Manage' section and tabs for Tab Two, Tab Three, Tab Four, and Tab Five. The main content area features a 'Maintenance' header with three buttons: 'Refresh Assignment State', 'Approve All Assignments', and 'Pay All Bonuses'. Below this is an 'Advanced Search' section with a checked checkbox and a search bar. The search criteria include 'Date', 'Amount', 'Paid', and a dropdown menu. There are also checkboxes for 'Is Paid' and 'Is Completed', and a 'Confirm' button. The 'Assignment' section lists three workers (worker1, worker2, worker3) with their respective IP addresses, instances, accepted and submitted dates, status, and bonus amounts. An 'Exit Data' button is also present.

Manage

Tab Two

Tab Three

Tab Four

Tab Five

Maintenance

Refresh Assignment State Approve All Assignments Pay All Bonuses

☒ Advanced Search

Date X Amount X Paid X ... X

From To Showing Amount ☐ Is Paid ☐ Is Completed

Key Word

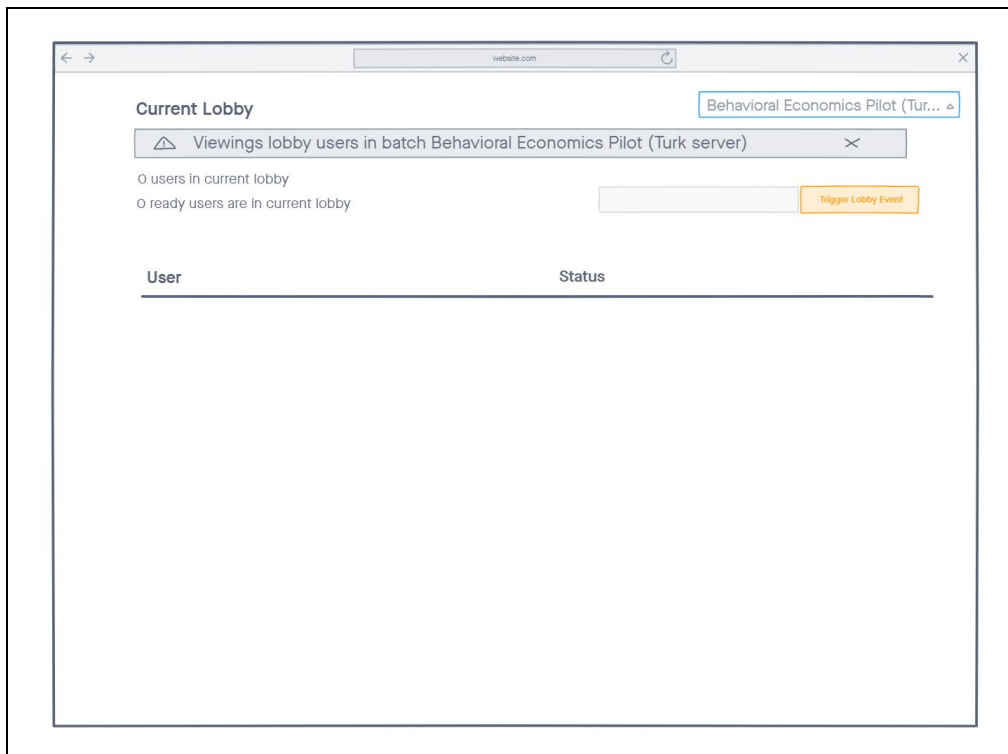
Assignment

Worker (worker1)
IPs 255.255.255.0
Instances
Accepted 11/11/2020, 0:00:00 AM
Submitted 11/11/2020, 0:00:00 AM
Status
Bonus 2.33

Worker (worker2)
IPs 255.255.255.0
Instances
Accepted 11/11/2020, 0:00:00 AM
Submitted 11/11/2020, 0:00:00 AM
Status
Bonus 2.33

Worker (worker3)
IPs 255.255.255.0
Instances
Accepted 11/11/2020, 0:00:00 AM
Submitted 11/11/2020, 0:00:00 AM
Status
Bonus 2.33

This interface is the basic design for the Lobby page.



The Lobby page interface features a 'Current Lobby' section with a dropdown menu showing 'Behavioral Economics Pilot (Turk server)'. Below this is a button labeled 'Viewings lobby users in batch Behavioral Economics Pilot (Turk server)'. The page also displays the number of users in the current lobby (0) and the number of ready users (0). A 'Trigger Lobby Event' button is located next to the ready users count. At the bottom, there is a table with columns for 'User' and 'Status'.

Current Lobby

Behavioral Economics Pilot (Turk server)

0 users in current lobby

0 ready users are in current lobby

User	Status
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