

# State Of The Art Crowdsourcing Applications \*

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## ABSTRACT

With Crowdsourcing transforming to the web, a new field rises. [?] Still, the prime examples of the Crowdsourcing (CS) paradigm are Wikipedia, Linux, Yahoo! Answers and Mechanical Turk-based systems.

Crowdsourcing Systems are on the rise, yet defining Crowdsourcing systems turns out to be surprisingly tricky [?].

This article will give some insight on what is state of the art on Crowdsourcing Systems and what we can expect of them in the future.

## General Terms

Terms

Crowdsourcing - Instead of using lots of computational power to solve complex tasks, let a multitude of humans solve these (for humans often easy) problems.

## 1. INTRODUCTION

## 2. STATE OF THE ART

To analyse the state of the art of Crowdsourcing, a good start is looking at some existing Crowdsourcing systems. There is a wide variety of them, also aiming in totally different directions.

An interesting example is <http://www.freelancer.com/contest/>. If you want something implemented, request your idea as

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†A full version of this paper is available as *Author's Guide to Preparing ACM SIG Proceedings Using L<sup>A</sup>T<sub>E</sub>X2<sub>ε</sub> and BibT<sub>E</sub>X* at [www.acm.org/eaddress.htm](http://www.acm.org/eaddress.htm)

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a contest. You also set a reward / a price for freelancers (basically developers) to complete this task. And here exactly the idea of crowdsourcing applies: Human workers will solve the task for you, in different quality of course. You can then choose from the solutions and award the best entry, provide feedback to the developers and finally starting a handover process to legally own that entry.

This already shows the possibilities of Crowdsourcing. It is by no means limited to small tasks or a small mass of human workers. Everyone can register as freelancer and participate in the contest, and the task also does not have to be trivial for humans, but can also be complex.

## 3. FUTURE

What can we expect from Crowdsourcing platforms?

## 4. THE BODY OF THE PAPER

## 5. REFERENCES

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