

RESEARCH QUESTIONS

Research in crowdsourcing has spent the better part of a decade exploring how to grow its limits. This has largely involved iteratively identifying barriers to high-quality, complex work, then overcoming them through novel designs of systems, work-flows, and processes (e.g. [1, 3, 2]). The question has become *whether* there are limits to on-demand work, and if so, what factors determine them. To this question, a number of contributions to the field have pressed for answers.

The exploration of on-demand labor’s potential and limits has principally navigated three dimensions: First, ??? Second, ??? And third, ??? We’ll explore these aspects of on-demand labor by connecting to corresponding piecework literature and comparing its lessons to the current state of on-demand labor.

References

- [1] Michael S. Bernstein et al. “Soylent: A Word Processor with a Crowd Inside”. In: *Proceedings of the 23Nd Annual ACM Symposium on User Interface Software and Technology*. UIST ’10. New York, New York, USA: ACM, 2010, pp. 313–322. ISBN: 978-1-4503-0271-5. DOI: [10.1145/1866029.1866078](https://doi.org/10.1145/1866029.1866078). URL: <http://doi.acm.org/10.1145/1866029.1866078>.
- [2] Aniket Kittur et al. “CrowdForge: Crowdsourcing Complex Work”. In: *Proceedings of the 24th Annual ACM Symposium on User Interface Software and Technology*. UIST ’11. ACM, 2011, pp. 43–52. ISBN: 978-1-4503-0716-1. DOI: [10.1145/2047196.2047202](https://doi.org/10.1145/2047196.2047202). URL: <http://doi.acm.org/10.1145/2047196.2047202>.
- [3] Daniela Retelny et al. “Expert Crowdsourcing with Flash Teams”. In: *Proceedings of the 27th Annual ACM Symposium on User Interface Software and Technology*. UIST ’14. ACM, 2014, pp. 75–85. ISBN: 978-1-4503-3069-5. DOI: [10.1145/2642918.2647409](https://doi.org/10.1145/2642918.2647409). URL: <http://doi.acm.org/10.1145/2642918.2647409>.