

EXAMINING CROWD WORK AND GIG WORK THROUGH THE HISTORICAL LENS OF PIECEWORK

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April 26, 2017

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INTRODUCTION

Complexity Suzuki et al. [21], Kim and Monroy-Hernández [10], Yuan et al. [23], Nebeling et al. [18], and Hahn et al. [7]

Decomposition Celis et al. [3], Lykourantzou et al. [16], Law et al. [15], Chang, Kittur, and Hahn [4], and Newell and Ruths [19]

Relationships Irani and Silberman [9, 8], Gray et al. [6], and McInnis et al. [17]

WHATAATATAT

WHAT IS THE FUTURE OF WORK?

We hope to provide:

A useful ontological lens for making sense of crowdsourcing and gig work (which we collectively call “*on-demand work*”) as a resurgence of *piecework*.

A method for making sense of contemporary phenomena through *historical analysis*.

Historical analysis is nothing new

Wyche, Sengers, and Grinter [22] and Bødker [2]

Crowd work: digitally mediated **information work** — for example, work done on Amazon Mechanical Turk [13]

Gig work: digitally mediated — but often **physically embodied** — one-off jobs, such as *driving*, *courier services*, and *administrative support* [5, 20]

What kinds of problems do we mean when we talk about complexity?

Can crowds improve existing works? [[1](#), [12](#)]

Can crowds critique designs? [[23](#)]

Can crowds create things from whole cloth? [[10](#), [11](#), [7](#), [14](#)]

WHAT DOES THE CROWDSOURCING LITERATURE SAY?

something pretty insightful I bet!

WHAT DOES THE PIECEWORK LITERATURE SAY?

something even more insightful, I'm sure!

LET'S COMPARE THIS STUFF

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