RESEARCH QUESTIONS

Research in crowdsourcing has spent the better part of a decade exploring how to grow the limits of crowdsourcing. 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 work's potential and limits has principally interrogated three dimensions: First, ??? Second, ??? And third, ??? We'll explore these aspects of on–demand work by connecting to corresponding piecework literature and comparing its lessons to the current state of on–demand work.

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. 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. 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. URL: http://doi.acm.org/10.1145/2642918.2647409.