Examining Crowd Work and Gig Work Through the Historical Lens of Piecework

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Introduction

- Ongoing threads in crowdsourcing and gig work
 - Complexity
 - Decomposition
 - Worker Relationships

Piecework Primer

Payment for time

Payment for results



narrative should be something like "the payment structure we typically see these days is for *time* — that is, you work 4 hours and you get 4 times your hourly wage (give or take). piecework pays instead for each unit of output. If your task is to pick apples in the field, you can earn ten times as much as your peers if you work ten times as fast.

"Labor experts hypothesized that this would shift motivations for workers directly toward production, getting rid of the tension between managers and workers [obviously this didn't work out but I'm foreshadowing here]"



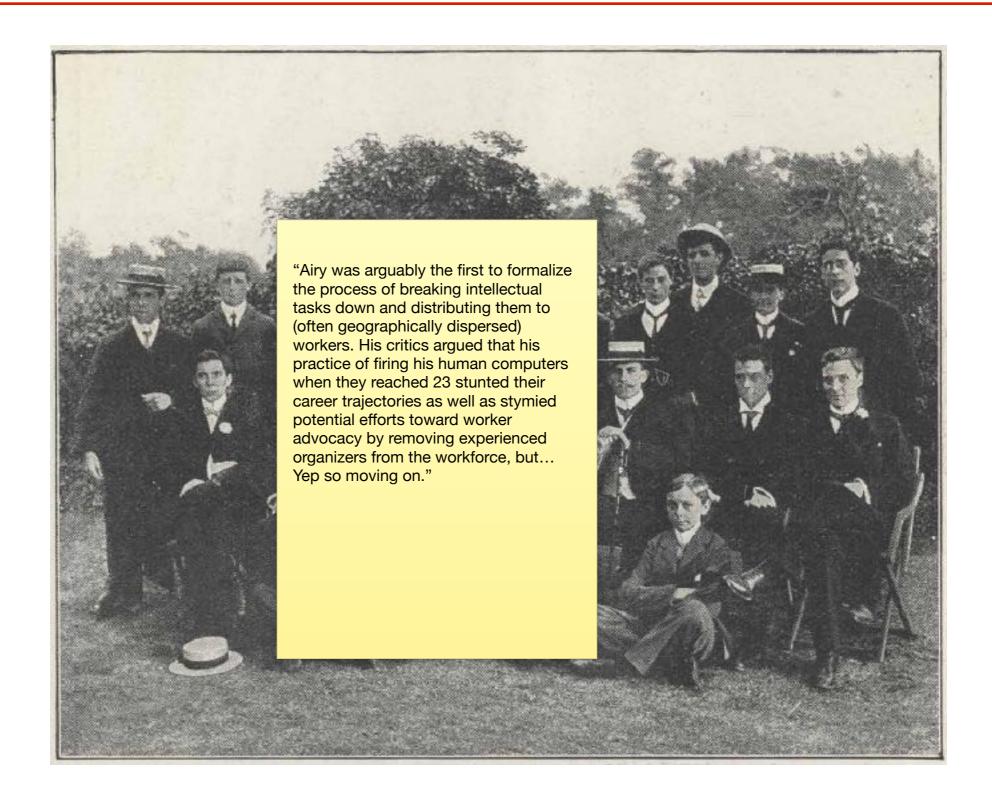


Case Studies

roadmapping

- Airy's Computers
- Domestic and Farm labor
- Match girls
- Industrial Workers

Airy's Computers



Farm Workers

Not sure what to put here. I couldn't find good pictures within 10 seconds of googling. Now's a good time to ask if I should find and include massive handmade spreadsheets to illustrate the computational nature of even the work that wasn't computing astronomical stuff

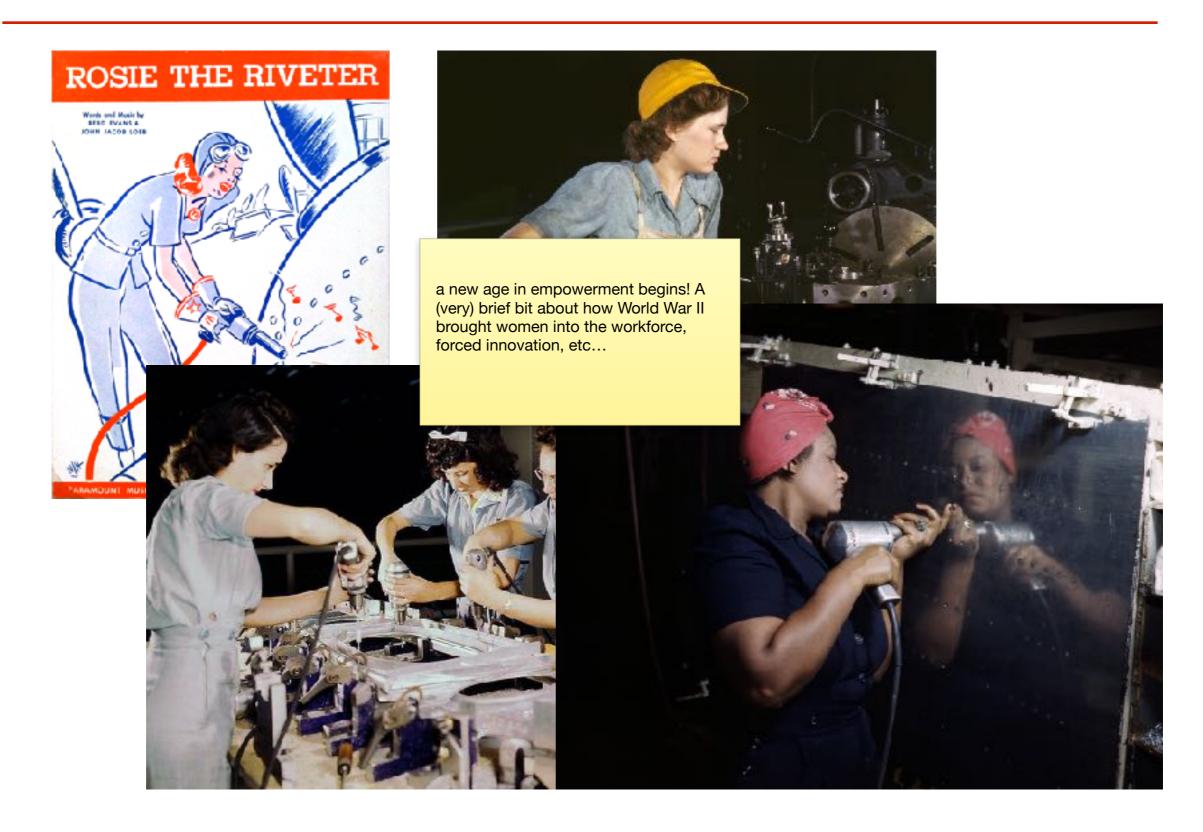
Matchstick Girls

I want to get uplifting here because the last two were pretty grim





Industrial Workers



Complexity

Is the transition to research threads too abrupt?

Complexity — What did crowd work say?

Complexity — What did piecework say?

Complexity — Comparisons

Complexity — Implications

Decomposition

Decomposition — What did crowd work say?

Decomposition — What did piecework say?

Decomposition — Comparisons

Decomposition — Implications

Worker Relationships

Workers — What did crowd work say?

Workers — What did piecework say?

Workers — Comparisons

Workers — Implications

Discussion