

ABSTRACT

The Internet is enabling the rise of crowd work, gig work, and other forms of on-demand labor. A large and growing body of scholarship has sought to predict the socio-technical outcomes of this shift, especially along three threads: 1) ??; 2) ??; and 3) ??. In this paper, we look to the historical scholarship on piecework — a similar trend of work decomposition, distribution, and payment that was popular at the turn of the 20th century — to understand how these questions might play out with modern crowd work. To do so, we identify the mechanisms that limited piecework historically, and identify whether crowd work faces the same mechanism limits or might differentiate itself. This approach to understanding crowd work provides additional theoretical framing to make sense of a topic with which researchers continue to struggle to understand.