Vitae: Aggregated Work Histories for On-Demand Workers

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todo

State of the world

- 1. Research is showing that both the *breadth* and *depth* (or *complexity*) of on-demand labor will continue to grow
- 2. More people will be doing more kinds of work, transiently moving between myriad platforms
- 3. People's educations are becoming increasingly decomposed; online education platforms make it possible for people to learn and acquire new skills piecemeal, and demonstrate proficiency on ad hoc bases

Trouble!

- 1. The people who enter the workforce in this capacity are increasingly finding that this form of work doesn't facilitate the building of more complex, more rewarding work
- 2. tracking and *bringing together* the histories of these workers is difficult
 - (a) it's hard to trust individual workers
 - (b) platforms don't make it any easier to amalgamate data

Intuitive solutions (and why they fail)

- 1. One solution seems to be to maintain a list of known good workers "whitelisting" good workers
 - (a) This generally suffices for large-scale requesters; they form a cohort of known good workers, and can (in general) afford to "explore" and discover new workers
 - (b) This solution doesn't work for smaller scale requesters:
 - i. Existing requesters don't have much (read: any) incentive to share rosters of good workers
 - ii. Platforms themselves don't necessarily facilitate sharing in the first place
 - iii. Small scale requesters don't have sufficient traffic to make it worth it to invest in qualifications exams
 - iv. Workers who already spend relatively large proportions of their time **finding tasks** don't want to take qualifying exams to become eligible for one-off tasks

Key insight or "Wao Such Insight! Much ... Insight"

- 1. In our most recent paper, we highlighted some of the common themes between the historical piecework and the contemporary "gig" or on-demand work [1].
- 2. We argued that, while significant differences are to be found throughout the comparisons of contemporary cases of on-demand work and historical counterparts, these parallel cases can still *inform* how we observe the evolution of work going forward and, indeed, how we can shape and design that future.
- 3. In that light, we look to the trajectory of piecework in the 20th century for inspiration and find...
- 4. what about **hiring halls**? What's important about hiring halls?
 - (a) Hiring halls were (/are) communities of workers with various skills who band together to help dispatch qualified workers for various jobs.
 - (b) These hiring halls had *de facto* collective bargaining powers.
 - (c) This was an important step toward collective action and collective governance (other topics about which we've written [2]).

What we're building

- 1. Building a system that aggregates workers' histories into a single platform
- 2. Same with education
- 3. Through this, workers can demonstrate their proficiency by accumulating work histories from various platforms

Why is this hard (or at least not trivial)

- 1. [al2: All of the reasons we've ever said that the internet complicates offline things]
- 2. also, even offline communities of workers are hard to organize; we think we can make some of it easier through technology, but *how* is still an open question

References

- [1] Ali Alkhatib, Michael S. Bernstein, and Margaret Levi. "Examining Crowd Work and Gig Work Through The Historical Lens of Piecework". In: *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems*. (Denver, Colorado, USA). CHI '17. Denver, Colorado, USA: ACM, 2017, pp. 4599–4616. isbn: 978-1-4503-4655-9. doi: 10.1145/3025453.3025974. url: http://doi.acm.org/10.1145/3025453.3025974.
- [2] Niloufar Salehi et al. "We Are Dynamo: Overcoming Stalling and Friction in Collective Action for Crowd Workers". In: *Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems*. CHI '15. ACM, 2015, pp. 1621–1630. isbn: 978–1-4503–3145–6. doi: 10.1145/2702123.2702508. url: http://doi.acm.org/10.1145/2702123.2702508.