RESEARCH QUESTIONS

Research in crowdsourcing has spent the better part of a decade exploring how to grow the limits of crowdsourcing, finding the boundaries of crowd work and microtasks. This has largely involved iteratively identifying barriers on complexity and overcoming them through novel designs of work–flows and processes (e.g. [1, 3, 2]). The question then has become *whether* there are limits to crowdsourcing, 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 looked at manipulating and extending along three dimensions: First, ??. Second, ??. And third, ??. We'll explore these aspects of crowdsourcing, discussing the extents to which work can be decomposed, contextually abstracted, and made more resilient to attrition of various forms. We'll also point to corresponding piecework literature addressing these aspects. Finally, we'll discuss how these elements will serve to constrain the upper and lower bounds of crowdsourcing as it relates to the question of the furthest limits of crowdsourcing.

References

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[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.

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