

Lecture 12:
CS 5306 / INFO 5306:
Crowdsourcing and
Human Computation

Amazon Mechanical Turk live demo

Course Projects

- Gain hands-on experience and to explore in greater depth some aspect of crowdsourcing and human computation
- Teams of 3
 - You can vary from this with permission (the further you go from 3 the better your argument must be)
 - Project expectations will depend on size of team
- Can be your own idea or one of mine

Course Project

- Any project connected to course topics is fair game
- Can be connected to other work
 - Course portion must be delineated and of appropriate size
 - All relevant parties agree
 - Documented in report
- Can be focused on methods, ideas, systems building, etc.
 - Careful with systems building projects: Don't want to fail for programming difficulties
 - Your project should “fail gracefully”
- It is ok if you explore a hypotheses that turns out to be false – you will be evaluated on whether you asked an interesting question, explored it effectively, and documented it in your report

Course Project Ideas

- Design a “game with a purpose”
- Test hypotheses about how various cognitive biases might impact worker performance on Amazon Mechanical Turk
- Implement a new human computation algorithm for some task
- Test hypotheses about behavior of a crowdsourced system such as Wikipedia, TripAdvisor, AMT, etc., by mining publicly available data about the system
- Solve some task using crowdsourcing
 - Be careful to target something where you have reason to believe you would be able to get a crowd
 - Be clear what is interesting about a project – simply using a crowd isn’t enough

Free Money!!!

- If your project would rely on AMT, I can provide \$20 for worker payments
- In your project proposal give a budget estimate (what kind of tasks, how many workers you would need, etc.)

Milestones

- Due Thursday, March 17: Propose ideas
 - Post 3-5 ideas on Piazza
 - Need not be long
 - What question are you asking?
 - What do you think it will take to do it?

Milestones

- Tuesday, March 22: Comment on ideas
 - Provide comments on at least 5 of your classmates' ideas
 - More credit the more comments you give
 - More credit if you're one of the first to make a comment on an idea
 - Be generous with praise
 - Be honest about concerns
 - The best expressions of concern include constructive feedback
 - Make a mental note of the projects you might like to team up on

Milestones

- Thursday, March 24: Revise your ideas
 - Review the feedback you've gotten and revise your ideas accordingly
 - Kill off any ideas that you no longer think worthy of pursuing