# Reconstruction of the second sources of the

#### Learn to:

- Plan and launch your crowdsourcing project
- Find the right platform for your needs
- Promote your project and attract the right audience
- Manage and motivate your crowd to get the best results

#### **David Alan Grier**

Associate Professor of Science and Technology Policy, George Washington University



#### Get More and Do More at Dummies.com<sup>®</sup>



#### Start with FREE Cheat Sheets

Cheat Sheets include

- Checklists
- Charts
- Common Instructions
- And Other Good Stuff!

To access the Cheat Sheet created specifically for this book, go to www.dummies.com/cheatsheet/crowdsourcinguk

#### Get Smart at Dummies.com

Dummies.com makes your life easier with 1,000s of answers on everything from removing wallpaper to using the latest version of Windows.

Check out our

- Videos
- Illustrated Articles
- Step-by-Step Instructions

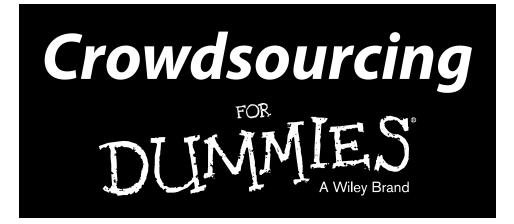
Plus, each month you can win valuable prizes by entering our Dummies.com sweepstakes. \*

Want a weekly dose of Dummies? Sign up for Newsletters on

- Digital Photography
- Microsoft Windows & Office
- Personal Finance & Investing
- Health & Wellness
- Computing, iPods & Mobile Phones
- eBay
- Internet
- Food, Home & Garden

#### Find out "HOW" at Dummies.com

\*Sweepstakes not currently available in all countries; visit Dummies.com for official rules.



by David Alan Grier



#### **Crowdsourcing For Dummies®**

Published by: John Wiley & Sons, Ltd., The Atrium, Southern Gate, Chichester, www.wiley.com

This edition first published 2013

© 2013 John Wiley & Sons, Ltd, Chichester, West Sussex.

Registered office

John Wiley & Sons Ltd, The Atrium, Southern Gate, Chichester, West Sussex, PO19 8SQ, United Kingdom

For details of our global editorial offices, for customer services and for information about how to apply for permission to reuse the copyright material in this book please see our website at www.wiley.com.

The right of the author to be identified as the author of this work has been asserted in accordance with the Copyright, Designs and Patents Act 1988.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, except as permitted by the UK Copyright, Designs and Patents Act 1988, without the prior permission of the publisher.

Wiley publishes in a variety of print and electronic formats and by print-on-demand. Some material included with standard print versions of this book may not be included in e-books or in print-on-demand. If this book refers to media such as a CD or DVD that is not included in the version you purchased, you may download this material at http://booksupport.wiley.com. For more information about Wiley products, visit www.wiley.com.

Designations used by companies to distinguish their products are often claimed as trademarks. All brand names and product names used in this book are trade names, service marks, trademarks or registered trademarks of their respective owners. The publisher is not associated with any product or vendor mentioned in this book.

LIMIT OF LIABILITY/DISCLAIMER OF WARRANTY: WHILE THE PUBLISHER AND AUTHOR HAVE USED THEIR BEST EFFORTS IN PREPARING THIS BOOK, THEY MAKE NO REPRESENTATIONS OR WAR-RANTIES WITH THE RESPECT TO THE ACCURACY OR COMPLETENESS OF THE CONTENTS OF THIS BOOK AND SPECIFICALLY DISCLAIM ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FIT-NESS FOR A PARTICULAR PURPOSE. IT IS SOLD ON THE UNDERSTANDING THAT THE PUBLISHER IS NOT ENGAGED IN RENDERING PROFESSIONAL SERVICES AND NEITHER THE PUBLISHER NOR THE AUTHOR SHALL BE LIABLE FOR DAMAGES ARISING HEREFROM. IF PROFESSIONAL ADVICE OR OTHER EXPERT ASSISTANCE IS REQUIRED, THE SERVICES OF A COMPETENT PROFESSIONAL SHOULD BE SOUGHT.

For general information on our other products and services, please contact our Customer Care Department within the U.S. at 877-762-2974, outside the U.S. at (001) 317-572-3993, or fax 317-572-4002. For technical support, please visit www.wiley.com/techsupport.

For technical support, please visit www.wiley.com/techsupport.

A catalogue record for this book is available from the British Library.

ISBN 978-1-119-94040-1 (pbk), ISBN 978-1-119-94384-6 (ebk), ISBN 978-1-119-94386-0 (ebk), ISBN 978-1-119-94385-3 (ebk)

Printed in Great Britain by Bell & Bain Ltd, Glasgow

 $10 \ 9 \ 8 \ 7 \ 6 \ 5 \ 4 \ 3 \ 2 \ 1$ 

# **Contents at a Glance**

......

. . . . . . . . . .

. . . . . . . . .

.

. . . . . . . . . . . .

Introduction	1
Part 1: Understanding Crowdsourcing Basics	7
Chapter 1: People Power: Getting a Feel for Crowdsourcing	
Chapter 2: Getting to Know the Forms of Crowdsourcing and Crowdmarkets	
Chapter 3: Infiltrating the Crowd	29
Chapter 4: Joining the Crowdforce	
Part 11: Looking at the Different Forms	
of Crowdsourcing	61
Chapter 5: Creating Crowdcontests	
Chapter 6: Raising Money with Crowdfunding	79
Chapter 7: Making Use of Macrotasks	99
Chapter 8: Managing with Microtasks	125
Chapter 9: Combining the Intelligence of Self-Organised Crowds	145
Part 111: Building Skill	161
Chapter 10: Engaging the Crowd with Your Project	163
Chapter 11: Instructing the Crowd	175
Chapter 12: Crowdsourcing with Social Media	187
Chapter 13: Picking Your Platform	203
Chapter 14: Managing Your Crowd	221
Chapter 15: Learning on the Job	241
Part 1V: Getting All You Can Get from the Crowd	257
Chapter 16: Combining Microtasks and Preparing Workflow	259
Chapter 17: Crowd Reporting: Using the Crowd to Gather	
Information and News	
Chapter 18: Initiating Innovation	
Chapter 19: Preparing Your Organisation	309

Part V: The Part of Tens	
Chapter 20: Following the Future of Crowdsourcing: Ten (Or So)	210
Websites to Watch	
Chapter 21: Ten Best Practices to Adopt	
Chapter 22: Ten Success Stories	335
Chapter 23: Ten Crowdsourcing Blunders to Avoid	
Index	

# **Table of Contents**

. . . . . . . .

....

. . . . . . .

-

. . . . . . . . . . . . . .

Introduction	
About This Book	
Conventions Used in This Book	
What You're Not to Read	
Foolish Assumptions	
How This Book Is Organised	
Part I: Understanding Crowdsourcing Basics	
Part II: Looking at the Different Forms of Crowdsourcing	
Part III: Building Skill	
Part IV: Getting All You Can Get from the Crowd	
Part V: The Part of Tens	
Icons Used in This Book	
Where to Go from Here	
Chapter 1: People Power: Getting a Feel for Crowdsourcing What Is This Thing Called Crowdsourcing? Seeing how crowdsourcing works	
Looking at crowdsourcing forms	
Considering Why People Crowdsource	
Introducing three key strengths	
Benefitting from crowdsourcing	
Considering reliability	
Being a Crowdworker	
Becoming a Crowdsourcer	
Chapter 2: Getting to Know the Forms of	• • • • •
Chapter 2: Getting to Know the Forms of Crowdsourcing and Crowdmarkets	
Crowdsourcing and Crowdmarkets	
Crowdsourcing and Crowdmarkets	
<b>Crowdsourcing and Crowdmarkets</b> Harnessing the Power of Divided Labour Keeping the job whole	
Crowdsourcing and Crowdmarkets Harnessing the Power of Divided Labour Keeping the job whole Splitting the job into big pieces	
<b>Crowdsourcing and Crowdmarkets</b> Harnessing the Power of Divided Labour Keeping the job whole Splitting the job into big pieces Dividing the job as small as you can	
Crowdsourcing and Crowdmarkets	
Crowdsourcing and Crowdmarkets	
Crowdsourcing and Crowdmarkets Harnessing the Power of Divided Labour Keeping the job whole Splitting the job into big pieces Dividing the job as small as you can Letting the crowd divide the job Using crowdsourcing to raise money Looking at the Rules that Govern How Crowdmarkets Work	

Chapter 3: Infiltrating the Crowd	
Following the Crowdworker's Steps	30
Taking Lessons from Your Time as a Crowdworker	32
Lesson 1: Crowdworkers have names and reputations	
Lesson 2: Crowds need training	
Lesson 3: Crowds want clear instructions	
Lesson 4: Crowds are free to move	
Joining the Staff of Wikipedia	
Registering as a worker	
Choosing a task	
Completing a task	
Submitting a task	
Leaping into the Market with Amazon's Mechanical Turk	37
Registering as a worker	
Selecting the task	
Qualifying and completing the task	
Donning the White Lab Coat: Zooniverse	
Chantar A. Jaining the Crowdforce	10
Chapter 4: Joining the Crowdforce	
Deciding to Join the Crowdforce	
Considering Your Options	
Looking at microtasks	
Competing for the contest	
Lining up for macrotasks	
Wading into self-organised crowds	
Searching for careers in crowdfunding	
Getting Up and Running on a Macrotask Crowdmarket	
Choosing a market	51
Setting yourself up on the market	
Building your portfolio	
Protecting Yourself as a Macrotasker	
Making the Bid in Macrotasking	
The proposal	
The covering letter	
The résumé	
Setting the price	
Learning from the process	
Completing the Macrotask	
Remembering the goal	58
Communicate, communicate, communicate	
Working across cultures	59
Keeping good records	
Getting an extra recommendation	60

Part 11: Looking at the Different Forms of Crowdsourcing	61
Chapter 5: Creating Crowdcontests	63
Reaping the Benefits of Crowdcontests	63
Deepening understanding	64
Faster, better, cheaper	65
Understanding Types of Crowdcontest	66
Running a Crowdcontest	
Stating the goal	
Writing the rules	
Publicising the results	
Improving the Crowdcontest	
Splitting the contest	
Building a stronger crowd	
Running a series of contests	
Considering an Example: The Business Logo	
Running a logo contest yourself	
Using a contest service to run the contest for you	77
Chapter 6: Raising Money with Crowdfunding	79
Knowing the Basics of Crowdfunding	80
Seeing crowdfunding as a community activity	80
Using the crowdmarket	
Deciding between all-or-nothing funding or partial funding	82
Understanding the fee	83
Running a Crowdfunding Project	
Writing the budget	84
Describing your project	85
Setting a deadline for a decision	
Contacting the crowd	
Considering an Example: Creating a Playground	
Building a budget	
Writing a letter	
Setting a timeline	
Getting the crowd	
Accumulating Equity for a Company	
Making a pitch	
Using a platform	93
Paying the fees and getting the funds	
Attracting the crowd	
Waiting for results	
Examining the results	
Using non-equity funding	98

Vii

Chapter 7: Making Use of Macrotasks	99
Getting to Grips with Macrotasking	100
Seeing the Benefits of Macrotasks	
Identifying Macrotasks	
Thinking process, not organisation	
Identifying independent tasks	
Choosing what's important	
Finding a fixed deadline	106
Requiring special skills	106
Preparing the Macrotask	107
Naming the manager	
Putting together a statement of work for macrotask workers	
Beginning the Macrotask	
Choosing a site	
Posting the project	
Inviting workers to your job	
Choosing a Macrotasker	
Reading the covering letter	
Reviewing the proposal	
Assessing the portfolio	
Checking the reputation	
Judging qualifications	
Interviewing	
Making the selection	
Managing the work	
Protecting intellectual property	
Ending the Macrotask	118
Paying the macrotasker and closing the books	
Assessing the experience	
Considering an Example: Creating an App	
Checking that your task is a macrotask	
Writing the statement of work	
Posting the job	
Hiring the macrotasker	
Following the work	
Ending the macrotask	123
Chapter 8: Managing with Microtasks	125
Identifying Tasks That You Can Microsource	125
Knowing How the Microtasking Process Works	127
Keeping tasks short and simple	
Creating the basic task	
Finding the basic data	
Writing the instructions	
Pricing the tasks	131

viii

#### \_\_\_\_\_ Table of Contents

Training and validating workers	132
Checking the results	132
Assembling the work	134
Working through an Example with Mechanical Turk	135
Creating the task	135
Laying out the work	138
Starting with a test run	142
Reviewing the work and retrieving the results	143
Reviewing the prices of your microtasks	144
Chapter 9: Combining the Intelligence of Self-Organised Crowds	.145
Getting to Grips with Self-Organised Crowds	146
Determining What You Need the Crowd to Do:	
Information Gathering and Decision Making	147
Gathering information	148
Making a decision	150
Gathering and deciding	
Designing the Process	151
Finding the crowd	
Preparing clear rules	153
Motivating the crowd	154
Looking at the results	155
Organising a Prediction Market	156
Finding prediction markets	
Establishing the rules	
Laying down the rules	159
Assessing the result	160

#### 

Chapter 10: Engaging the Crowd with Your Project	163
Getting Started with Crowdbuilding	164
Knowing what motivates the crowd	
Identifying the talent and resources you need	165
Adapting your strategy for public and private crowds	165
Inviting People to Join Your Crowd	166
Seeding the crowd	166
Engaging on YouTube	
Granting bragging rights	
Fostering Community Spirit	168
Building an online base	169
Showing how tasks contribute to the overall goal	170
Identifying benefits	170
Updating the crowd on progress	171

Sustaining the Crowd's Interest	
Teaching and Training	
Showing the outcome	
Leading the crowd through the tasks	
Engaging on YouTube (again)	. 173
Chapter 11: Instructing the Crowd	.175
Preparing the Fundamental Message: Writing a Statement of Work	176
Structuring carefully	176
Making clarity your goal	179
Looking at an example statement of work	. 181
Connecting the Kneebone to the Thighbone: Creating Instructions	. 182
Thinking about who does what to what	. 183
Deciding the order of instructions	. 184
Getting Feedback on Your Guidance	. 185
Chapter 12: Crowdsourcing with Social Media	.187
Knowing the Benefits and the Limitations of Social	
Media Crowdsourcing	. 187
Building a Private Crowd with Social Media	
Doing Simple Crowdsourcing with Social Media	
Crowdfunding: Fundraising with Facebook	
Macrotasking: Looking for freelancers with LinkedIn	
Crowdcontests: Turning to Twitter	
Microtasking: Translating via a blog	
Turning the Process Upside Down: Using a Crowdsourcing Tool	
Crowdfunding: Going fundraising	
Crowdcontests: Modifying marketing methods	. 196
Microtasking and crowdsurveys: Asking for	
Opinions on Facebook	. 197
Microtasking: Reading the tweet leaves	. 198
Recognising the Difference between Social Media	
and Social Research	. 200
Chapter 13: Picking Your Platform	.203
Getting the Benefits of a Platform	204
Raising the crowd	
Knowing what other people know	
Using standardised crowdsourced services	205
Getting a helping hand with bookkeeping	
Cutting the risk factor	
Finding the Right Crowd	208
Reviewing products	
Checking out individual portfolios	
Looking for the Right Support	
Guiding your project	
Acting as mediator	211
Protecting intellectual property	

#### \_\_\_\_\_ Table of Contents

Deciding How Much You Want to Do	
Reading the Fine Print	214
Understanding the cost	214
Expecting a refund	215
Knowing your responsibilities	
Doing a Little Comparison Shopping	
Checking out the contest providers	
Connecting with the macrotaskers	217
Looking at options for microtasking	
Finding the best funders	
Chapter 14: Managing Your Crowd	221
Starting with the Right Balance of Skills	221
Choosing the Right People	
Managing the Crowd Through the Project	
Using a consistent voice	
Keeping in touch	
Tracking milestones	
Giving the crowd space to work	
Respecting Workers' Rights	
Keeping on Top of the Details: Payroll and Accounting	
Incentivising to Build Quality	
Rewarding best practices	
Taking inspiration from gamification	
Recognising Trouble	
Knowing your options	
Computing the price of failure	
Treating the cause, not the symptom	
Stopping a Project	
Exiting firmly and gracefully	
Protecting your intellectual property	
When Crowds Attack: Dealing with Angry Crowds	
Assessing the situation	
Handling a discontented worker	
Recognising structural problems	
Managing the public relations problem	
Chapter 15: Learning on the Job	
Following the Cycle of Continuous Improvement	242
Using the Cycle in Crowdsourcing	
Anticipating trouble	
Keeping an eye out for stumbling blocks	
Reading the signs from the crowd	
Handling the Unexpected	
Accepting bad results	
Stopping, revising and restarting	
Demanding a refund	
Paying and trashing	

Lowering the Stakes with a Pilot Run	253
Adapting a Crowdfunding Campaign According to Results	
Changing the means and the message	
Changing your platform	
Changing the goal	
our	

#### Part 1V: Getting All You Can Get from the Crowd ...... 257

Chapter 16: Combining Microtasks and Preparing Workflow	259
Discerning the Difference between Parallel and Serial Microtasks	260
Doing the job all at once: Parallel tasks	261
Putting one thing after another: Serial tasks	262
Minimising Error	265
Appreciating the value of serial tasks	265
Duplicating parallel tasks	
Working through an Example: Devising Workflow	
and Making Decisions in Mechanical Turk	267
Starting with parallel tasks	269
Advancing to serial tasks	270
Combining parallel and serial tasks	270
Going for Gold: The Many Benefits of Workflow	271
Chapter 17: Crowd Reporting: Using the Crowd	
to Gather Information and News	273
Understanding Why People Use Crowd Reporting	274
Sorting Eight Billion Stories	274
Helping the crowd focus	275
Combining amateurs and experts	275
Gathering Information Geographically with Ushahidi	277
Rallying the crowd to Ushahidi	279
Deploying Ushahidi	279

Summarising the results	280
Getting the Benefits while Avoiding the Perils of Crowd Reporting	281
Understanding the nature of the crowd	282
Knowing who's talking: The crowd effect	284
Knowing what the crowd believes: Gresham's Law	285
Chapter 18: Initiating Innovation	207
	.207
Understanding the Forms of Innovation Crowdsourcing	
	288
Understanding the Forms of Innovation Crowdsourcing	288 290
Understanding the Forms of Innovation Crowdsourcing Asking for a Little Insight: Classes of Innovation	288 290 290

#### Table of Contents

	Planning for Innovation	292
	Planning for new ideas	293
	Bringing the unexpected into your plan with a crowdcontest.	294
	Running with the Right Crowd	
	Knowing the different types of crowd	299
	Matching your plans with the best crowd	
	Building New Products and Services with Co-creation	
	Generating ideas and defining products	
	Designing with the crowd	
	Testing, testing, testing	
	Giving the product to the world	306
	Considering an Example: Restructuring a	
	Business with InnoCentive	306
Char	ter 19: Preparing Your Organisation	
	Focusing on Crowdsourcing Elements of Processes	
	Planning for the Future	
	Navigating a Trial Run	
	Building Commitment	
	Knowing the Limits Bracing for the Unknowns	
Part V:	The Part of Tens	317
		317
Chap	ter 20: Following the Future of Crowdsourcing:	
Chap	ter 20: Following the Future of Crowdsourcing: Or So) Websites to Watch	319
Chap	ter 20: Following the Future of Crowdsourcing: Or So) Websites to Watch Discovering the State of Crowdsourcing: Crowdsourcing.org	<b>319</b> 320
Chap	oter 20: Following the Future of Crowdsourcing: Or So) Websites to Watch Discovering the State of Crowdsourcing: Crowdsourcing.org	<b>319</b> 320 321
Chap	ter 20: Following the Future of Crowdsourcing: (Or So) Websites to Watch Discovering the State of Crowdsourcing: Crowdsourcing.org	<b>319</b> 320 321 321
Chap	<b>ter 20: Following the Future of Crowdsourcing:</b> <b>(Dr So) Websites to Watch</b> Discovering the State of Crowdsourcing: Crowdsourcing.org Reading the Morning News: Daily Crowdsource Getting the European Perspective: crowdsourcingblog.de Meeting the Leaders: CrowdConf and Crowdopolis	319 320 321 321 322
Chap	ter 20: Following the Future of Crowdsourcing: (Or So) Websites to Watch Discovering the State of Crowdsourcing: Crowdsourcing.org	319 320 321 321 322
Chap	ter 20: Following the Future of Crowdsourcing: (Dr So) Websites to Watch Discovering the State of Crowdsourcing: Crowdsourcing.org	319 320 321 321 322 323
Chap	ter 20: Following the Future of Crowdsourcing: (Dr So) Websites to Watch Discovering the State of Crowdsourcing: Crowdsourcing.org	319 320 321 321 322 323 324
Chap	ter 20: Following the Future of Crowdsourcing: (Dr So) Websites to Watch Discovering the State of Crowdsourcing: Crowdsourcing.org Reading the Morning News: Daily Crowdsource Getting the European Perspective: crowdsourcingblog.de Meeting the Leaders: CrowdConf and Crowdopolis Tracking Equity Crowdfunding: Crowdcube and Indiegogo Monitoring the Growth of the Global Crowd: Clickworker and Trabajo.	319 320 321 321 322 323 324 325
Chap	ter 20: Following the Future of Crowdsourcing: (Dr So) Websites to Watch	<b>319</b> 320 321 322 323 324 325 326
Chap	ter 20: Following the Future of Crowdsourcing: (Dr So) Websites to Watch	319 320 321 322 323 324 325 326 326
Char Ten (	ter 20: Following the Future of Crowdsourcing: (Dr So) Websites to Watch	319 320 321 321 322 323 324 325 326 326 327
Char Ten (	ter 20: Following the Future of Crowdsourcing:   Or So) Websites to Watch   Discovering the State of Crowdsourcing: Crowdsourcing.org   Reading the Morning News: Daily Crowdsource   Getting the European Perspective: crowdsourcingblog.de   Meeting the Leaders: CrowdConf and Crowdopolis   Tracking Equity Crowdfunding: Crowdcube and Indiegogo   Monitoring the Growth of the Global Crowd:   Clickworker and Trabajo   Expanding the Scope of Crowdcontests: Kaggle   Promoting Innovation: AHHHA and Innovation Exchange   Building New Microtasking Platforms: MobileWorks and Tagasauris   Macrotasking in the Boardroom: 10EQS	319 320 321 322 323 324 325 326 326 327 329
Char Ten (	ter 20: Following the Future of Crowdsourcing: Or So) Websites to Watch Discovering the State of Crowdsourcing: Crowdsourcing.org Reading the Morning News: Daily Crowdsource Getting the European Perspective: crowdsourcingblog.de Meeting the Leaders: CrowdConf and Crowdopolis Tracking Equity Crowdfunding: Crowdcube and Indiegogo Monitoring the Growth of the Global Crowd: Clickworker and Trabajo. Expanding the Scope of Crowdcontests: Kaggle Promoting Innovation: AHHHA and Innovation Exchange Building New Microtasking Platforms: MobileWorks and Tagasauris Macrotasking in the Boardroom: 10EQS.	319 320 321 322 323 323 324 325 326 326 327 329 329
Char Ten (	ter 20: Following the Future of Crowdsourcing:   (Dr So) Websites to Watch   Discovering the State of Crowdsourcing: Crowdsourcing.org   Reading the Morning News: Daily Crowdsource   Getting the European Perspective: crowdsourcingblog.de   Meeting the Leaders: CrowdConf and Crowdopolis   Tracking Equity Crowdfunding: Crowdcube and Indiegogo   Monitoring the Growth of the Global Crowd:   Clickworker and Trabajo   Expanding the Scope of Crowdcontests: Kaggle   Promoting Innovation: AHHHA and Innovation Exchange   Building New Microtasking Platforms: MobileWorks and Tagasauris   Macrotasking in the Boardroom: 10EQS   ter 21: Ten Best Practices to Adopt   Doing Things Step by Step	319 320 321 322 323 324 325 326 326 327 329 329 330

Listening to the Crowd	
Using Social Media	
Publicising Accomplishments	
Bringing the Crowd into the Decisions	
Doing the Same Job Two Ways	334
Giving a Gift to the Crowd	334
Chapter 22: Ten Success Stories	335
Creating the SXSW Festival T-shirt	
Developing Smith & Kraus's Mobile App	
Spending Time with Mr Bentham	
Generating a New Movie Recommendation Method for Netflix	
Building a National Treasure Trove	
Running a Video Campaign for Audio-Technica	
Getting USA Today on Mobile Phones	
Analysing Viruses with Foldit	
Writing Descriptions for Magnum Photos	
Setting Up Coffee Joulie with the Crowd's Backing	342
Chapter 23: Ten Crowdsourcing Blunders to Avoid	
Thinking Crowdsourcing Is Easy	
Failing to Review the Work of the Crowd	
Not Knowing Who's in the Crowd	
Failing to Do a Trial Run	
Putting the Crowdsourcing Ahead of the Job	
Losing Your Reputation	
Hiding from the Crowd	
Assuming That All Crowdworkers Understand	
Having Too Much Faith in the Market	

Inder	353	?
-------	-----	---

# Introduction

**C**rowdsourcing is the latest revolution wrought by the technologies of computing and communication – a revolution that brings people together and harnesses their collective intelligence. The power of crowdsourcing is such that it's created political revolutions and toppled governments. At turbulent times, crowdsourcing has deployed *the crowd* – the group of people who actually do the work required – as a collective witness to follow the actions of governments, record speeches and monitor elections. And yet, at a more modest level in everyday life, crowdsourcing can still revolutionise the way you go about things. Crowdsourcing enables you to work with people who have specialised skills, to engage massive groups of workers, to collect data that you couldn't have gathered previously and to offer advice that's far beyond experience.

Crowdsourcing can change your life. It connects you to a massive crowd of people who can bring their skill, experience and knowledge to everything you do in your business, your non-profit organisation and even in your daily life. When you work with the crowd, you no longer work alone. You have the power of the crowd behind you, a crowd that will change the way you work, the way you plan and even the very way you think.

#### About This Book

*Crowdsourcing For Dummies* is here to help you become a *crowdsourcer* – a person who manages the crowdsourcing process, whether in a business, a non-profit organisation or just in everyday life. This book gives you the tools you need for each stage of the crowdsourcing process. I show you:

- How to identify the activities you currently undertake that may benefit from crowdsourcing
- How to determine the best form of crowdsourcing to use for your project
- ✓ How to engage the crowd
- How to get started, see a project through to completion and start again with a new project

In this book, I give you a broad perspective on crowdsourcing. I look at the common forms of crowdsourcing, such as crowdfunding and crowdcontests, as well as the lesser-known forms, such as self-organised crowds, so that you can think about different approaches to using the crowd and the ways in which you can best use crowdsourcing to suit your own needs or those of your organisation.

This book is also here to help you understand the information about crowdsourcing that you can find on the Internet. The Internet is constantly producing new information about crowdsourcing and is an important source of reference, but this book puts that information into context.

#### **Conventions Used in This Book**

To help you navigate your way through this book, I've set up a few straightforward conventions:

- ✓ I use *italics* for emphasis and to highlight new words or define terms.
- I use **bold** to indicate the key concepts in a list.
- ✓ I alternate between male and female pronouns in the chapters to be fair to both genders.

#### What You're Not to Read

You're undoubtedly a wise and experienced individual who can identify the pieces of the book that you should read and the pieces that you can ignore. And although I like to think that you'll be hanging on my every word, I know that you may not want to read the whole book. If you skip bits of it, you won't hurt my feelings.

There are sections of the book that you can skip or put aside for later. Sidebars, for example. I love the sidebars, although they usually contain historical or contextual information that's completely and utterly fascinating but, I admit, not especially useful. Don't you want to know that many basic forms of crowdsourcing were developed in the American Works Progress Administration during the Great Depression? I certainly enjoy knowing that titbit of info, but you may be able to live without it. Certainly you can be a great crowdsourcer without knowing it. That's why such stories are in sidebars. You can skip them if want. Paragraphs marked with the Technical Stuff icon in the margin are also things you can skip if you want to. This icon marks specialised material that you may not need to know. You can do a lot of crowdsourcing without knowing much about technology. You don't have to make yourself unnecessarily anxious by reading these sections.

One final note: if you're anxious about technical issues, you can completely skip Chapter 16, about workflow, without feeling bad. The ground I cover in this chapter is fascinating but is really useful only to people who are doing cutting-edge microtasking.

#### Foolish Assumptions

In writing this book, I made the following assumptions about you, the reader:

- ✓ You know something about the current state of the Internet and social media. Certainly, you know about email and probably know something about sites such as Facebook, LinkedIn, PayPal and Twitter. You may not use these sites much I'm okay with that but you know that they exist and you know what they do.
- ✓ You know something about work and how you organise tasks. You may work in an office – large or small – or be part of a non-profit organisation, or you may work for yourself. However, you know how to take a job, think about the resources that you need to do it and then actually do the job.
- ✓ You know a little bit about economics. You don't have to know much, but you do have to know the basic ideas of supply and demand. Check yourself on this little example. If you want to hire someone for a job, you'll get more people applying for the position if you offer a high wage for the work than if you offer a low wage. You understand that, right? Good. Then you're fine with this book.

I had wanted to assume that you were deeply interested in the historical and cultural influences on crowdsourcing and how crowdsourcing is part of the great trends of industrial society. My editor, however, convinced me that I was misguided to make that assumption, so I didn't. (However, if you are interested in historical and cultural influences, there's a lovely book on the subject called *When Computers Were Human*, by yours truly. It's a great read, but it won't help you become a great crowdsourcer.)

#### How This Book 1s Organised

Because crowdsourcing is a way of organising people, this book is organised in a way that helps you build your organising skill. It moves from simple ideas to the more complex. The book is split into five parts, and each contains several chapters on the part's theme. Here is an overview of the parts.

#### Part 1: Understanding Crowdsourcing Basics

Do you know what crowdsourcing is? Do you know how it differs from using social media? Or mob rule? To help, the first two chapters of Part I give you an overview of the material in the rest of *Crowdsourcing For Dummies*. Chapter 1 gives you an introduction to crowdsourcing and helps you understand the potential benefits of crowdsourcing to you, to your work and to any organisation that may want to use crowdsourcing. Chapter 2 guides you into the rest of the book. It offers an introduction to the different forms of crowdsourcing and then points you to the parts of the book that will be of most use to you.

I also include chapters on how to be a crowdworker. Being a working member of the crowd for a while is a great way to learn more about crowd-sourcing – and you can earn money while you do it, too.

#### Part 11: Looking at the Different Forms of Crowdsourcing

Part II divides crowdsourcing into its five basic forms – crowdcontests, crowdfunding, macrotasking, microtasking and self-organised crowds – and provides a thorough introduction to each. Each chapter includes a detailed description of one type of crowdsourcing along with examples that illustrate how to apply it. You may only read one or two of these chapters, because you may want to use only one or two forms of crowdsourcing.

#### Part 111: Building Skill

Part III helps you to develop your skills as a crowdsourcer. It offers a chapter on each of the steps you need to take in order to crowdsource. You may not need to read all of these chapters thoroughly, because you may already possess some of these skills, but you can use them to ensure that you have the basic skills to be a good crowdsourcer. Chapter 14 is an important chapter, because it deals with the basic ideas for managing crowdsourcing. And in Chapter 15, I look at the idea of *continuous improvement*, where you always try to identify the weak parts of your work and take steps to make them better in future.

#### Part IV: Getting All You Can Get from the Crowd

Part IV presents some advanced topics, such as microtask workflow, largescale data gathering, prediction markets, election monitoring and innovation crowdsourcing. Many of these topics are becoming more and more common and are increasingly easy to do.

#### Part V: The Part of Tens

The Part of Tens illustrates the current state of crowdsourcing. It presents innovative crowdsourcing platforms, best practices, success stories and worst practices. The chapters in this part are filled with stories about crowd-sourcing. Some will be familiar. Some will be new to you. They're all here to help you understand both the strengths and weaknesses of crowdsourcing, the techniques that work well and those that don't.

## **Icons Used in This Book**

To help you understand crowdsourcing better and to guide you along the way, this book contains icons in the margins that flag different pieces of information:



This icon identifies suggestions and tips that make crowdsourcing easier.

When you see this icon, expect issues that need special attention, or problems that can easily get you into trouble. You ignore them at your own risk.



#### **Crowdsourcing For Dummies**



This icon highlights stories that illustrate the ideas in each chapter and demonstrate how you can use them. All examples are based on real stories of real people who use crowdsourcing. Some people have allowed me to use their name and the name of their company. You can identify these by the fact that they have full names and real URLs associated with them. For others, I've camouflaged the source of the example. If an example begins 'Emily started crowdsourcing when she ran a flower shop in Livosk', you can be sure that the source of this story is not named Emily, she doesn't sell flowers and has never been to Livosk.

Paragraphs with this icon are intended for people with experience in IT. You can skip the information and still understand the basic ideas of crowdsourcing.



ANICAL STUR

This icon marks sections that deal with material that's used only for the form of crowdsourcing called microtasking. You can skip the paragraph if you're doing some other form of crowdsourcing, such as crowdcontests.

#### Where to Go from Here

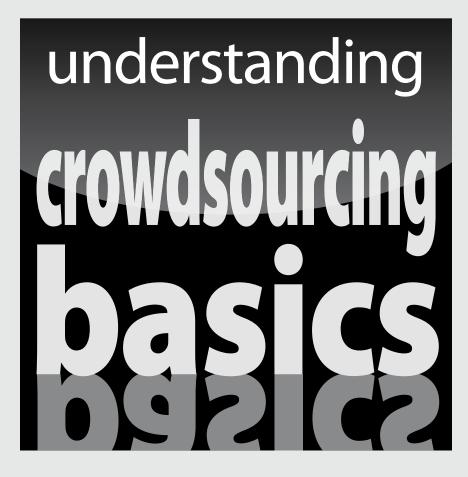
Chapter 1 is a must-read to get a basic grasp of what crowdsourcing is all about, and Chapter 2 gives you an overview of the different forms of crowdsourcing. From there, you can jump to Part II, where you find detailed descriptions of these different forms. The chapters in that part give you more information about becoming a crowdsourcer.

After you've identified the form of crowdsourcing that you're going to do, head to Part III. There, chapters give you the information that you need to design the job, get it posted and running, and evaluate the results.

Alternatively, you can jump around the book as you like, reading whatever chapter appeals. Use the table of contents to help you navigate your own path. Alongside your reading, I recommend browsing some crowdsourcing websites – you can find examples in Chapter 13.

If you think that you're ready to become a crowdsourcer, take the next step. Turn the page, and start the journey.

# Part I Understanding Crowdsourcing Basics





For Dummies can help you get started with lots of subjects. Visit www.dummies.com to learn more and do more with For Dummies.

#### In this part . . .

- Bone up on the basics and benefits of crowdsourcing to see what it could do for you and your organisation.
- Meet the five different types of crowdsourcing and understand the rules that govern how they operate.
- See the inside view on crowdsourcing and gain valuable experience by becoming a working member of the crowd.
- Enjoy working in the crowd? Fancy joining a crowdmarket? Want to consider the options open to you? Get the lowdown here on crowdsourcing careers.

#### **Chapter 1**

# People Power: Getting a Feel for Crowdsourcing

#### In This Chapter

- Understanding the basics of crowdsourcing
- Seeing the benefits of crowdsourcing
- Joining the crowd as a crowdworker
- ▶ Following the steps to being a crowdsourcer

vou've probably heard about crowdsourcing. If you haven't, you probably won't be leafing through the pages of this book. However, you may not be aware of the many ways in which you can use crowdsourcing to your advantage or of how crowdsourcing is a powerful way of doing work, organising people, gathering information and raising money.

. . . . . . . . . . . . . .

Many people – the unconverted – think that crowdsourcing is nothing more than putting a question on Facebook and waiting for your friends to answer. Yet it's much more than that – and much more powerful.

I can think of no better example of the power of crowdsourcing than what it has done to the encyclopaedia. Putting together an encyclopaedia was once a grand scholarly activity to organise the knowledge of a nation. The French created the first in the 18th century. The British followed with *Encyclopaedia Britannica* in the nineteenth, and the Americans with the *Encyclopaedia Americana* in the twentieth. Now, in the 21st century, they've all been replaced with a crowdsourced encyclopaedia: Wikipedia. Just think about what crowdsourcing could do for you.

In this chapter, I introduce you to crowdsourcing – how it works, the benefits it offers and how you can think about organising the crowd to help you – and the areas that I cover in this book.

### What Is This Thing Called Crowdsourcing?

*Crowdsourcing* is a means of organising and coordinating the labour of individual human beings. You use the Internet and computer software to contact individuals, offer them things to do, and collect the results of their work.

#### Seeing how crowdsourcing works

Crowdsourcing requires four different elements:

- ✓ A person, usually called the *crowdsourcer*, who manages the process
- ✓ A group of people, called the *crowd*, who do work
- A market, usually called the *crowdmarket*, that's used to help manage the contributions of the crowd (crowdmarkets are often found on Internet sites that are called *crowdsites* or *platforms*)
- ✓ A means of communicating with the crowd usually the Internet

Strictly speaking, you can crowdsource without the Internet. You need to have only the crowdsourcer, the crowd and the crowdmarket. However, you can raise a larger crowd most easily if you use the Internet. The Internet reduces the isolation caused by geography and allows you to contact more people, who may have a wider range of skills.

To crowdsource, you put a request on a crowdmarket. You ask for a piece of information, an idea for a new product, a little bit of work, a large task or even a contribution. In return, you offer some kind of compensation. You pay for the worker's services with money, or you offer him gratitude, or give him a gift, or offer him membership in a community.



Just because you may not use conventional money in the transactions doesn't mean that you have no crowdmarket. Even when they're volunteers, workers receive something in the transaction. They get satisfaction from using their skills, pleasure at being part of a group, or a sense of meaning from contributing to something bigger than themselves.

In one of the most well-known examples of crowdsourcing, Wikipedia, almost all the workers are volunteers and work for no payment. Yet they're part of an exchange at a market. They offer their contributions to the Wikipedia encyclopaedia and receive no money in compensation for their efforts, even if their words becomes a fixture in the encyclopaedia. Still, each person feels some kind of satisfaction at contributing to the well-used compendium of human knowledge.

#### Looking at crowdsourcing forms

Crowdsourcing can take many different forms. You can do it with large groups of people or small teams, or even with individuals. You can crowdsource with people who live near to you or those who live and work on the other side of the planet. With crowdsourcing, you can engage the creativity and intellectual powers of individuals, or you can engage their physical labour, or you can ask for money.

To understand the nature of crowdsourcing and all that it can do, consider the following examples. I indicate the type of crowdsourcing used in each example; for an overview, take a look at Chapter 2.

- ✓ Creating the best design: You're preparing an annual report for your organisation. You've written all the text you need but you want it organised with a nice graphic design. You post on a crowdsite or platform a request for proposals for a design for your report. The crowd members submit proposals. You choose the one that best suits your needs and compensate the individual who created it. This form of crowdsourcing is called a *crowdcontest* (see Chapter 5 for more).
- ✓ Getting a little help with editing: Every now and then, you write a small article for a professional periodical. You know that your articles would be better if someone edited them. You don't have enough work to hire a professional editor, and so you post a request on a crowdsite for an editor. You find one who meets your needs and hire him to do your editing. This type of crowdsourcing is called *macrotasking* (flick to Chapter 7 for more).
- Setting up a new blog: You need a new blog for your organisation but you don't know how to set up the software. You also need a few special things that aren't usually part of standard blogging software. You describe what you need, post the details on a crowdmarket and ask for bids, and then you choose the ones that best meet your need. This process is called *macrotasking* (the subject of Chapter 7).
- ✓ Gathering contact details: You're the marketing manager for a small company and have just been given a list of 10,000 companies that might be potential clients. This list includes no contact information. To get the email address and URL for each firm, you could put the list on a crowd-sourcing site and ask members of the crowd for the details. This form of crowdsourcing is called *microtasking*, and is common (head to Chapter 8 for details).
- ✓ Converting medical records: You've just finished medical school, passed your exams and are about to take over your Uncle Enda's practice, but here's the problem: your uncle kept all his patient records on paper forms. He kept detailed notes, but they were all in his tiny, slightly messy handwriting. You can either transcribe all his records yourself or hire a consultant to do it for you. Alternatively, you could also divide the records into tiny parts, put each part on a crowdmarket and ask the

crowd to transcribe the information. This latter solution is called *microtasking* (see Chapter 8) – a technique that has become a common way of transcribing handwritten records.

- ✓ Creating a new product: You've an idea for a new product but you don't know how to make it, how you can market it or even whether you've got the perfect design. You go to a crowdsite that specialises in innovation and post your idea there. First, you get suggestions from the crowd for improving the product. Next, you get ideas that can help you manufacture the product. Finally, the crowd helps you identify an organisation that can help market the final invention. You're doing a form of *self-organised crowdsourcing*, a type of crowdsourcing that's been around for years (refer to Chapter 9).
- ✓ Testing new software: You've created a mobile app but you need to test it to make sure that it works on all kinds of phones, in every different region. To test it, you go to a crowdmarket that specialises in software testing. Members of the crowd download the app, test it in their region, and give you a report. This form of crowdsourcing can be handled by either *microtasking* or *macrotasking*. Either way, it can be very effective and profitable (see Chapters 7 and 8).
- Raising funds for a good cause: You run a community organisation and want to convert an abandoned car park into a flea market. You need money to buy the land and to erect a shed in one corner. While you may try to raise money through conventional means, you can also do it through crowdsourcing. You post your request on a website and ask for small donations. In doing so, you're *crowdfunding*. (There's more on this kind of crowdsourcing in Chapter 6.)



This form of crowdfunding is *charitable* crowdfunding. The donors expect nothing (or just a gift) in return. A second form of crowdfunding, *equity* crowdfunding, allows people to give money to companies and get a stake in the company in return.

- ✓ Solving a big problem: You're a company or a charity or just a wealthy person who wants to do some good. You're aware of a problem that touches every member of the human race and yet that no one can solve: a dreadful disease, perhaps; an uncontrollable pollution; a desperate poverty. You would like to see the problem solved, so you create a crowdcontest that seeks a solution. You offer a large prize and publicise the activity. As people start working on the problem, you encourage those with good ideas to work together. This form of crowdsourcing is called *innovation crowdsourcing* or *self-organised crowdsourcing* (see Chapters 9 and 18).
- ✓ Organising a collection: After Aunt Emily and Uncle Jared die, you discover that they collected photographs, and had thousands of images stored in boxes that were stuffed into their basement. You recognise a few faces or an occasional vista, but you're unable to identify anything in the remaining photographs or put these pictures into any kind of order. You can identify the images by putting them on a website and

asking the crowd to give you information. You can then hire members of the crowd to process the information and put it into order. This is a type of *microtasking*, one that can be done in sophisticated ways. (Find out more about it in Chapters 8 and 16.)

Creating an encyclopaedia. Finding missing people. Folding proteins. Transcribing medical records. Collecting price information. Identifying sales contacts. Running errands. Deciding whether a web page is offensive. Checking the tone of translated text. Answering a question that has stumped you. All these are examples of crowdsourcing.

#### **Considering Why People Crowdsource**

You may find a few people out there who are interested in crowdsourcing because it seems to be something new and interesting to do with the Internet, but novelty and technology are never great reasons to do anything. Most people crowdsource simply because of the advantages it offers them. It brings new talent to organisations, enables individuals to do things that they couldn't do before, and allows groups of people to meet and collaborate for their common good. Crowdsourcing is a way of expanding what anyone or any group can do.

#### Introducing three key strengths

You get different benefits from crowdsourcing, depending on who you are and what you're doing. However, most people who crowdsource are expecting to get at least one of three things. They're looking for:

- ✓ Access to talent: Many people crowdsource to get access to talent that they can't get in any other way. They not be able to find anyone who is an expert app programmer, or knows how to translate French into Urdu, or knows how to optimise a web page in order to get the best ranking on search engines. Crowdsourcing can help you find individuals who have these skills. It can also bring you the talent that comes from the collected intelligence of the crowd, the ability to do things that are difficult for machines to do. For example, crowds are good at recognising handwriting or identifying faces in photographs, or comparing the quality of writing.
- ✓ Doing more with less: Crowdsourcing allows you to do more with your resources. You hire the best person for each job rather than looking for a single person with multiple talents. If you're building a bilingual web page, you don't have to look for a web designer who knows two languages. You can crowdsource one person or team for the task of building the web page. You can crowdsource another team or individual for the task of writing the text in a different language.

✓ Greater flexibility: Crowdsourcing allows you to follow trends in the market. It lets you replace rigid organisational structures with simple, flexible processes. Say that you've an office that processes email. Rather than creating a large staff with fixed rules, you can give some of the work to the crowd and let individuals decide the best way to process the material and find the information you need.

#### Benefitting from crowdsourcing

Anyone can benefit from crowdsourcing. Crowdsourcing expands your capability, giving access to new skills and abilities. It allows you to hire people when you need them and to get exactly the skills that you need at any given time. The following types of crowdsourcer in particular find crowdsourcing beneficial:

- ✓ Small businesses: Crowdsourcing offers skills that small businesses can't easily get any other way. A new business, for example, can use crowdsourcing to stay small and minimise the demands on its capital. You may not have the need for a full-time marketer, but you can get professional marketing skills for each project when you need them. You may not have the need for a full-time finance officer, but you can get financial advice through crowdsourcing.
- ✓ Large businesses: Large businesses often look at crowdsourcing as a way of reducing costs. That's one reason for enterprises to use crowd-sourcing, but this reason is often not the best. Large companies often have other ways of minimising the cost of doing business. However, large enterprises should consider using crowdsourcing, because it can make them more creative and more responsive to the market. They can use crowds to do things that they used to think impossible, such as to handle large amounts of data in a personalised way, or get detailed contact information for their sales staff, or adjust their web materials to better engage the market.
- ✓ Non-profit organisations: Non-profit organisations often need specialised skills that they can't find or can't afford. They have to rely on a volunteer for bookkeeping, the friend of a neighbour to design a presentation, the goodwill of the local computer store to create and maintain a web page. Crowdsourcing enables such organisations to hire people with specialised skills on a short-term basis or to use inexpensive services that provide the skills they need.
- Expanding the power of artists: Artists can use crowdsourcing to expand their role and capacity. Crowdsourcing can offer skills that artists didn't learn in art school and services that they can't provide for themselves. It can give them access to funds through crowdfunding, to collaborators who can expand their art, to business and marketing skills that they couldn't otherwise afford and give them a way of promoting their art to bigger audiences.