



# CALL FOR PAPERS

## WWW2017 Crowdsourcing Track

This track focuses on socio-technical systems that create value through collective action. These actions include producing, appraising and sharing content, performing various types of work, as well as all other crowd phenomena that occur today over the WWW.

We invite submissions that contribute a new algorithm, analysis, application, or framework. Papers should be clearly positioned with respect to prior work, convey the importance of the contribution and findings, and report in detail the methodology used and the obtained results, including a comparison with state-of-the-art methods when appropriate.

### Topics include (but are not limited to):

- Crowdsourcing and collective intelligence
- Modeling, design and operation of crowdsourcing systems
- Human computation and hybrid human-machine systems
- Workflow optimization based on expertise, compatibility, time constraints, etc.
- Engagement, motivations, incentives, and gamification
- Mining of crowd-generated data
- Impact and applications of crowdsourcing
- Crowdsourcing and impact on labour, legislation, politics, governance, and economics
- User-generated content and peer production
- Quality assurance and metrics in crowd-powered applications
- Crowd phenomena in opinion formation and prediction markets
- Usability and human factors in crowd applications
- Real-time and mobile crowdsourcing.

### Area Chairs

- Philippe Cudré-Mauroux (U. of Fribourg)
- Panos Ipeirotis (NYU)

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