Crowdsourcing The Mit Press Essential Knowledge Series
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The digital revolution is intertwined with the promise to empower the user. Yet, the rise of centralized, commercial platforms for crowdsourced work questions the validity of this narrative. In Crowd-Design, Florian Alexander Schmidt analyses the workings and the rhetoric of crowdsourced work platforms by comparing the way they address the masses today with historic notions of the crowd. The utopian concepts of early online collaboration are taken as a vantage point from which to view and critique current and, at times, dystopian applications of crowdsourced work. The study is focused on the crowdsourcing of design tasks, but these specific applications are used to examine the design of the more general mechanisms employed by the platform providers to motivate and control the crowds. Crowd-Design is as much about the crowdsourcing of design as it is about the design of crowd work. Focusing on academic libraries and librarians who are experimenting with the boundaries of e-learning, this collection of essays presents ways of using information and communication technologies to create learning experiences for a variety of user communities. Essays feature e-learning projects involving MOOCs (massive open online courses), augmented reality, chatbots and other innovative applications. Contributors describe the process of project development, from determination of need, to exploration of tools, project design and user assessment. In case of medical emergency situations, a Volunteer Notification System aims to alarm potential helpers who can arrive at the victim fast enough to provide cardiopulmonary resuscitation until the professional EMS arrive on scene. A simplistic solution for selecting the corresponding volunteers can be achieved by the so called notification radius, i.e., alarming any volunteer with a geographic location that is within a maximum distance from the victim. Whilst the actual geographical distance is an important parameter to be considered, this work will illustrate that various additional decision parameters are of importance, and elaborate an AI-driven volunteer selection system to increase the reliability and efficiency of occurring notifications. How networked technology enables the emergence of a new collaborative society. Humans are hard-wired for collaboration, and new technologies of communication act as a super-amplifier of our natural collaborative mindset. This volume in the MIT Press Essential Knowledge series examines the emergence of a new kind of social collaboration enabled by networked technologies. This new collaborative society might be characterized as a series of services and startups that enable peer-to-peer exchanges and interactions through technology. Some believe that the economic aspects of the new collaboration have the potential to make society more equitable; others see collaborative communities based on sharing as a cover for social injustice and user exploitation. The book covers the “sharing economy,” and the hijacking of the term by corporations; different models of peer production, and motivations to consume: collaborative media production and consumption, the definitions of “amateur” and “professional,” and the power of memes; hactivism and social movements, including Anonymous and anti-ACTA protest; collaborative knowledge creation, including citizen science; collaborative self-tracking; and internet-mediated social relations, as seen in the use of Instagram, Snapchat, and Tinder. Finally, the book considers the future of these collaborative tendencies and the disruptions caused by fake news, bots, and other challenges. This handbook provides a systematic overview of the present state of international research in digital public history. Individual studies by internationally renowned public historians, digital humanists, and digital historians elucidate central issues in the field and present a critical account of the major public history accomplishments, research activities, and practices with the public and of their digital context. The handbook applies an international and comparative approach, looks at the historical development of the field, focuses on technical background and the use of specific digital media and tools. Furthermore, the handbook analyzes connections with local communities and different publics worldwide when engaging in digital activities with the past, indicating directions for future research, and teaching activities. The book presents a collection of 103 peer-reviewed articles from the Second International Conference on Intelligent Systems in Production Engineering and Maintenance (ISPEM 2018). The conference was organized by the Faculty of Mechanical Engineering and Computer Science at the Wroclaw University of Science and Technology and was held in Wroclaw (Poland) on 17-18 September 2018. The conference topics included the possibility of using a wide range of intelligent methods in production engineering, presenting and discussing new solutions for innovative plants, research findings and case studies demonstrating advances in production and maintenance from the point of view of Industry 4.0 – particularly applications of intelligent systems, methods and tools in production engineering, maintenance, logistics, quality management, information systems and product development. The book is divided into two parts: the first includes papers related to intelligent systems in production engineering, while the second is dedicated to special sessions focusing on: 1. Computer Aided methods in Production Engineering 2. Mining 4.0 and Intelligent Mining Transportation 3. Modelling and Simulation of Production Processes 4. Multi-Faceted Modelling of Networks and Processes 5. Product Design and Product Manufacturing in Industry 4.0. This book is an excellent source of information for scientists in the field of manufacturing engineering and for top managers in production enterprises. The use of machines has changed the workplaces of today. While machinery is still not able to perform certain jobs that require creative or non-routine functions, their continuous advancements have shifted the dynamic between humans and machines has changed the workplaces of today. While machinery is still not able to perform certain jobs that require creative or non-routine functions, their continuous advancements have shifted the dynamic between humans and machines. The area of meeting and event technology is a fast-growing component of the meetings, incentives, conventions and exhibition (MICE) industry. With a foreword by Corbin Ball, this book covers on new skill identification and best practices for management, this book is essential for professionals, administrators, researchers, and students seeking current research on the latest developments in meeting technology. The book is divided into two parts: the first includes papers related to intelligent systems in production engineering, while the second is dedicated to special sessions focusing on: 1. Computer Aided methods in Production Engineering 2. Mining 4.0 and Intelligent Mining Transportation 3. Modelling and Simulation of Production Processes 4. Multi-Faceted Modelling of Networks and Processes 5. 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Please provide your name and title, course title, course start date, current text, number of students, and your
institution address. When the COVID-19 pandemic caused a halt in global society, many business leaders found themselves unprepared for the unprecedented change that swept across industry. Whether the need to shift to remote work or the inability to safely conduct business during a global pandemic, many businesses struggled in the transition to the "new normal." In the wake of the pandemic, these struggles have created opportunities to evaluate how businesses navigate these times of crisis and learn from research on organizational management, business sustainability, and technology shifts. This book analyzes business operations and the state of the economy during times of crisis and the leadership involvement in recovery. Covering topics such as crisis management, business sustainability, this four-volume comprehensive digital reference work is a valuable resource for managers, CEOs, business leaders, entrepreneurs, professors and students of higher education, researchers, and academicians. The Routledge Companion to Digital Journalism Studies offers an unprecedented collection of essays addressing the key issues and debates shaping the field of Digital Journalism Studies today. Across the last decade, journalism has undergone many changes, which have driven scholars to reassess its most fundamental questions, and in the face of digital change, to ask again: Who is a journalist? and What is journalism? This book explores a developing scholarly agenda committed to understanding digital journalism and brings together the work of key scholars seeking to address key theoretical concerns and solve unique methodological riddles. Compiled of 58 original essays from distinguished academics across the globe, this Companion draws together the work of those making sense of this fundamental recontextualization of journalism, and assesses its impacts on journalism's products, practices, resources, and its relationship with audiences. It also outlines the challenges presented by digital journalism and, more importantly, offers a first set of answers. This collection is the very first of its kind to attempt to distinguish this emerging field as a unique area of academic inquiry. Through identifying its core questions and framing its fundamental research agenda, this Companion provides an essential point of reference for students, researchers, and scholars of journalism. Modern technology has enhanced many aspects of life, including classroom education. By offering virtual learning experiences, educational systems can become more efficient and effective at teaching the student population. Multilingual Writing and Pedagogical Cooperation in Virtual Learning Environments is a critical scholarly resource that examines experiences with virtual networks and their advantages for universities and students in the domains of writing, translation, and usability testing. Featuring coverage on a broad range of topics such as collaborative writing, project-based learning, and writing and translation practices, this book is geared towards administrators, teachers, professors, academicians, practitioners, and researchers seeking current research on multilingual writing and pedagogical cooperation in virtual learning environments. Workspaces and their design have a vast impact on the comfort and productivity of employees. Therefore, the structure of a workspace can be used to determine the socio-economic characteristics and elements that will appeal to the employees that utilize the space. Co-Manufacturing and New Economic Paradigms provides innovative insights into shared workspaces as independent socio-economic environments. The content within this publication explores the ideas of knowledge sharing, work culture, and economic planning. It is a vital reference source for entrepreneurs, business professionals, and researchers, and it covers topics centered on the importance of workspace design and organization. Businesses consistently work on new projects, products, and workflows to remain competitive and successful in the modern business environment. To remain competitive, businesses must employ the most effective methods and tools in human resources, project management, and overall business plan execution as competitors work to succeed as well. Advanced Methodologies and Technologies in Business Operations and Management provides emerging research on business tools such as employee engagement, payout policies, and management to invest in promoting operational success. While highlighting the challenges facing modern organizations, readers will learn how corporate social responsibility and utilizing artificial intelligence improve a company's culture and management. This book is an ideal resource for executives and managers, researchers, accountants, and financial investors seeking current research on business operations and management. This is a multidisciplinary textbook on social commerce, which can be used in one of two ways: Textbook for a standalone elective course at the undergraduate or graduate levels (including MBA and executive MBA programs) Supplementary text in marketing, management or Information Systems disciplines Training courses in industry Support resources for researchers and practitioners in the fields of marketing, management and information management The book examines the latest trends in e-commerce, including social businesses, social networking, social collaboration, innovations and mobility. Individual chapters cover tools and platforms for social commerce; supporting theories and concepts; marketing communications; customer engagement and metrics; social shopping; social customer service and CRM contexts; the social enterprise; innovative applications; strategy and performance management; and implementing social commerce systems. Each chapter also includes a real-world example as one opening case, application cases and examples; exhibits; a chapter summary; review questions and end-of-chapter exercises. The book also includes a glossary and key terms, as well as supplementary materials that include PowerPoint lecture notes, an Instructor's Manual, a test bank and five online tutorials.Open innovation enabled through crowdsourcing is one of the hottest topics in management strategy today. Particularly striking – and of vital importance to the world – are the pioneering efforts to apply crowdsourcing technology and open innovation to solve social, environmental, and economic sustainability challenges. Crowdfunding sets out these challenges as context and then highlights the experiences of leaders and early adopters, identifies implementation guidelines, critical success factors and leverage points, and outlines the future. We have beliefs about objects, about culture; in the past, and also in the future. We have beliefs about other people, and we believe that they have beliefs as well. We use beliefs to predict: a pattern, to create, to console, to entertain. Some of our beliefs we call theories, and we are extraordinarily creative at constructing them. Theories of quantum mechanics, evolution, and relativity are examples. But so are theories about astrology, alien abduction, guardian angels, and reincarnation. All are products (with varying degrees of credibility) of fertile minds trying to find explanations for observed phenomena. In this book, Nils Nilsson examines beliefs: how do we do them, how we come to hold them, and how to evaluate them. We should evaluate our beliefs carefully. Nilsson is no outlier, because they influence so many of our actions and decisions. Some of our beliefs are more strongly held than others, but all should be considered tentative and changeable. Nilsson shows that beliefs can be quantified by probability, and he describes networks of beliefs in which the probabilities of some beliefs affect the probabilities of others. He argues that we can evaluate our beliefs by adapting some of the practices of the scientific method and by consulting expert opinion. And he warns us about “belief traps”—holding onto beliefs that wouldn’t survive critical evaluation. The best way to escape belief traps, he writes, is to expose our beliefs to the reasoned criticism of others.Creativity influences each of our lives and is essential for the advancement of society. The first edition of the successful Encyclopedia of Creativity helped establish the study of creativity as a field of research in itself. The second edition, published in 2011, was named a 2012 Outstanding Academic Title by the American Library Association's Choice publication. Featuring 232 chapters, across 2 volumes, the third edition of this important work provides updated information on the full range of creativity research. There has been an enormous increase in research on this topic throughout the world in many different disciplines. Some areas covered in this edition include the arts and humanities, business, education, mental and physical health, neuroscience, psychology, the creative process and technology. Fundamental subjects are discussed such as the definition of creativity, the development
and expression of creativity across the lifespan, the environmental conditions that encourage or discourage creativity, the relationship of creativity to mental health, intelligence and learning styles, and the process of being creative. Creativity is discussed within specific disciplines including acting, architecture, art, dance, film, government, interior design, magic, mathematics, medicine, photography, science, sports, tourism and winter sports. A wealth of topics are covered in the book. Here is a partial overview of the topics covered:

digital scholarship. A fully revised edition of a celebrated reference work, offering the most comprehensive and up-to-date collection of research currently available in this rapidly evolving discipline. Includes new articles addressing topical and provocative issues and ideas such as retro computing, desktop fabrication, gender dynamics, and globalization. Brings together a global team of authors who are pioneers of innovative research in the digital humanities. Accessibly structured into five sections, each future of digital humanities. Surveys the most essential research for anyone interested in better understanding the theory, methods, and application of the digital humanities.

Samuel Greengard guides visitors through the Internet of Things, a networked world of connected devices, objects, and people. This book offers a critical perspective on the impact of information science management and new technologies in modern society. It provides a comprehensive overview of the Internet of Things, focusing on data processing infrastructure and techniques. Written by experts in the field, this book addresses the Internet of Things stack, connecting data from multiple sources and enabling decision making.

The book offers a groundbreaking look at how location-aware mobile technologies are radically shifting our sense of identity, community, and place-making practices. Mobile Interface Theory is a foundational book in mobile media studies, with the first edition winning the Book of the Year Award from the Association of Internet Researchers. It explores a range of mobile media practices from interface design to maps, AR/VR, mobile games, performances using mobile devices, and mobile storytelling projects. Throughout, Farman provides readers with a rich theoretical framework to understand the ever-transforming landscape of mobile media and how they range of perspectives, applications, and techniques that are shaping mobile media. The book offers a comprehensive overview of mobile media, social media, digital media, and mobile storytelling.

In the digital age, consumers have morphed from passive receivers of marketing messages to active suppliers of information about products through various digital media. Creating a need for businesses to effectively manage a more diverse and creative range of consumers. Managing Diversity, Innovation, and Infrastructure in Digital Business is a collection of innovative research on new avenues in digital infrastructures, digital modern business infrastructures, business automation, and financial aspects of modern businesses. Featuring research on topics such as mobile media, social media marketing, and digital communication, this book is ideally designed for business professionals, managers, and graduate and postgraduate business students seeking to learn about the latest developments in mobile communication and knowledge management.

Joining the ever-expanding conversation about mobile computing and knowledge representations, the book provides an encompassing, well-established reference source that is ideally designed to disseminate the most forward-thinking and diverse research findings. With critical perspectives on the impact of information science management and new technologies in modern settings, including but not limited to computer science, education, healthcare, government, engineering, business, and natural and physical sciences, it is a pivotal and relevant source of knowledge that will benefit every professional within the field of information science and technology and an invaluable addition to every academic and corporate library.
memes may be entertaining, but in this book Limor Shifman makes a compelling argument for taking them seriously. Knowledge of scientific and technological developments, and the flexible communication and decision making, knowledge sharing, and collaboration that stem from them, can enable organizations and individuals to be successful and viable competitors in today's global economy. Information Systems and Technology for Organizational Agility, Intelligence, and Resilience aims to advise and support organizational agents who want ensure success in terms of financial, social, and environmental aspects, as well as in the aspect of human development, in a more sustainable way. The premier reference work provides examples of conceptual research, methodologies, empirical cases, and success cases for academics, researchers, intermediaries, and organizations looking to use information systems and technology to boost their agility, intelligence, and resilience.

This book consists of peer-reviewed papers, presented at the International Conference on Sustainable Design and Manufacturing (SDM 2020). Leading-edge research into sustainable design and manufacturing aims to enable the manufacturing industry to grow by adopting more advanced technologies and at the same time improve its sustainability by reducing its environmental impact. Relevant themes and topics include sustainable design, innovation and services; sustainable manufacturing processes and technology; sustainable manufacturing systems and enterprises; and decision support for sustainability. Application areas are wide and varied. The book provides an excellent overview of the latest developments in the sustainable design and manufacturing areas.

A philosopher considers whether the scientific and philosophical arguments against free will are reason enough to give up our belief in it. In our daily life, it really seems as though we have free will, that we do from moment to moment is determined by our conscious decisions. But, he cautions, this doesn't necessarily mean that we have free will. The question of whether we have free will remains an open one; we simply don't know enough about the brain to answer it definitively.

Everything you always wanted to know about MOOCs (Massive Open Online Courses) is in this book. The New York Times declared 2012 to be “The Year of the MOOC” as millions of students enrolled in massive open online courses (known as MOOCs). Tremendous amounts of investment dollars flowed to the companies making them, and the media declared MOOCs to be earth-shaking game-changers in higher education. During the inevitable backlash that followed, critics highlighted MOOCs' high dropout rate, the low chance of earning back initial investments, and the potential for any earth-shaking game change to make things worse instead of better. In this volume in the Essential Knowledge series, Jonathan Haber offers an account of MOOCs that avoids both hype and doomsaying. Instead, he provides an engaging, straightforward explanation of a rare phenomenon: an education innovation that captures the imagination of the public while moving at the speed of an Internet startup.

Haber explains the origins of MOOCs, what they consist of, the controversies surrounding them, and their possible future role in education. He proposes a new definition of MOOCs based on the culture of experimentation from which they emerged, and adds a student perspective—missing in most MOOC discussion. Haber’s unique Degree of Freedom experiment, during which he attempted to learn the equivalent of a four-year liberal arts degree in one year using only MOOCs and other forms of free education, informs his discussion. Haber urges us to avoid the fallacy of thinking that because MOOCs cannot solve all educational challenges they are not worth pursuing, and he helps us understand what MOOCs—despite their limitations—still offer the world. His book is required reading for anyone trying to sort out the competing claims, aspirations, and accusations that color the MOOC debate.

A concise introduction to crowdsourcing that goes beyond social media buzzwords to explain what crowdsourcing really is and how it works. Ever since the term “crowdsourcing” was coined in 2006 by Wired writer Jeff Howe, group activities ranging from the creation of the Oxford English Dictionary to the choosing of new colors for M&M's have been labeled with this most buzz-generating of media buzzwords. In this accessible but authoritative account, grounded in the empirical literature, Daren Brabham explains what crowdsourcing is, what it is not, and how it works. Crowdsourcing, Brabham tells us, is an online, distributed problem-solving and production model that leverages the collective intelligence of online communities for specific purposes set forth by a crowdsourcing organization—corporate, government, or volunteer. Uniquely, it combines a bottom-up, open, creative process with top-down organizational goals.

Crowdsourcing is not open source production, which lacks the top-down component; it is not a market research survey that offers participants a short list of choices; if we are, then we have free will. But in recent years, some have argued that free will is an illusion. The neuroscientist (and best-selling author) Sam Harris and the late Harvard psychologist Daniel Wegner, for example, claim that certain scientific findings disprove free will. In this engaging and accessible volume in the Essential Knowledge series, the philosopher Mark Balaguer examines the various arguments and experiments that have been cited to support the claim that human beings don't have free will. He finds them to be overstated and misguided. Balaguer discusses determinism, the view that every physical event is predetermined, or completely caused by prior events. He describes several philosophical and scientific arguments against free will, including one based on Benjamin Libet’s famous neuroscientific experiments, which allegedly show that our conscious decisions are caused by neural events that occur before we choose. He considers various religious and philosophical views, including the philosophical pro-free-will view known as compatibilism. Balaguer concludes that the anti-free-will arguments put forward by philosophers, psychologists, and neuroscientists simply don't work. They don't provide any good reason to doubt the existence of free will.

But, he cautions, this doesn't necessarily mean that we have free will. The question of whether we have free will remains an open one; we simply don't know enough about the brain to answer it definitively.