

Critique

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Today

- The role of critique
- Submissions and critique

The role of critique

Why we do this

Why critique?

- Nudge a researcher out of a less productive design space
- Help a researcher see the bigger picture, then restart their brainstorming
- Train a researcher to better evaluate their own ideas

A critic vs. a critique

- Critique is an open-ended process that is intended to push the researcher to be even better.
- Being critical (e.g., being mean, or attacking the idea) does not serve that goal. It shuts people down.
- The goal: give the researcher an “aha!” moment about their own idea.

Breathe.

- Your goal is not to defend your idea.
- Your goal is to understand the feedback, and why people are reacting the way they are. Use this information to improve your research.
- Or do you really think that our research ideas are the best possible ideas in the world, and can't be improved?

Prototypes make ideas concrete

- We can argue ideas forever, but prototypes instantiate them to make tradeoffs concrete
- Two approaches from here
 - Try out your prototypes “manually” to see how people react to them
 - Reflect on the prototype (without users) to inform our decision

Synthesizing the ideas

Time for synthesis!

Reminder: we aim to emphasize a conceptual point of view

- A string of features is not a research contribution
- A *point of view* gives us a single angle that informs our decisions and features

Foundations

- A new high-level approach to organizing our crowd platform to improve *trust* and *power*
- Examples:
 - Workers review all tasks before posting and make all payment decisions
 - Workers organize themselves into collectives

Features

- Ideas which improve the strength of *any* platform but aren't holistic or don't give it a high-level purpose
- Examples:
 - Task recommender systems
 - Mediation strategies
 - Specific feedback mechanisms

Proposed platform foundations

Input + output moderation

- Before tasks get posted to the system, they get looked at by a panel of reviewers and either edited or passed
- The platform mediates conflicts by bringing in a moderator

Import finance concepts

- Reputation, like credit score: worker ratings of requesters place them into A, B (good), C (fair), D (poor), E
- Diversified task portfolio: help workers choose a mix of reliable tasks and risky-yet-high-paying tasks to achieve a target wage

Mobile crowd tasks

- a la mClerk: tasks are designed so that people can complete them on their phones

Tiers and mentors

- a la MobileWorks
- Categorize workers into tiers based on experience
 - Entry level workers receive aid to establish and familiarize themselves with the platform
 - Higher level workers earn privileges like offering mentorship and additional freedom to submit work unencumbered

Price+quality mechanisms

- Combine price and quality together
 - e.g., 80% of selection criteria is listed price, and 20% is their quality
- Used for bids in construction
- Another point of view on this: automatic raises for workers who are high quality

Empathy and community

- Deploy people within the system to help react to conflicts by creating a sense of community
- Workers join communities based on the expertise they bring
- Create social network-oriented features so people can talk and resolve issues like people rather than through an API

Open governance

- Workers and requesters share power over the platform through annual votes (representative democracy?)

And features...

- Recommendation systems
- Support for “rookie workers”
- Language transducers to simplify complex writing for a local (international) audience
 - as well as check that it’s fair
- Culturally-specific adaptations
- How do we pay? Bitcoin?
- Link issues + bug reports directly to HITs so everyone can see

Panel critique

Let's take notes at:

<http://hci.st/crowdcrit>

Infrastructure advance team

Updates

Milestone 7

Revision

“Take these broken wings and learn to fly” (Lennon, 1968)

- Take one of the platform foundations mentioned here, as well as the critiques, and let's improve it.
- Brainstorm! Riff! Expand!
- Finally, write a new paper intro.

- Our goal: pick a foundation we think will likely be fruitful next week