

1. Record Nr.	UNISA996465974103316
Titolo	Evaluation in the Crowd. Crowdsourcing and Human-Centered Experiments [[electronic resource]] : Dagstuhl Seminar 15481, Dagstuhl Castle, Germany, November 22 – 27, 2015, Revised Contributions // edited by Daniel Archambault, Helen Purchase, Tobias Hoßfeld
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2017
ISBN	3-319-66435-2
Edizione	[1st ed. 2017.]
Descrizione fisica	1 online resource (VII, 191 p. 15 illus.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 10264
Disciplina	005.437
Soggetti	User interfaces (Computer systems) Computer communication systems Application software Economic theory User Interfaces and Human Computer Interaction Computer Communication Networks Information Systems Applications (incl. Internet) Economic Theory/Quantitative Economics/Mathematical Methods
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Crowdsourcing Versus the Laboratory: Towards Human-centered Experiments Using the Crowd -- Understanding The Crowd: Ethical and Practical Matters in the Academic Use of Crowdsourcing -- Crowdsourcing Technology to Support Academic Research -- Crowdsourcing for Information Visualization: Promises and Pitfalls -- Cognitive Information Theories of Psychology and Applications with Visualization and HCI through Crowdsourcing Platforms -- Crowdsourcing Quality of Experience Experiments.
Sommario/riassunto	As the outcome of the Dagstuhl Seminar 15481 on Crowdsourcing and Human-Centered Experiments, this book is a primer for computer science researchers who intend to use crowdsourcing technology for

human centered experiments. The focus of this Dagstuhl seminar, held in Dagstuhl Castle in November 2015, was to discuss experiences and methodological considerations when using crowdsourcing platforms to run human-centered experiments to test the effectiveness of visual representations. The inspiring Dagstuhl atmosphere fostered discussions and brought together researchers from different research directions. The papers provide information on crowdsourcing technology and experimental methodologies, comparisons between crowdsourcing and lab experiments, the use of crowdsourcing for visualisation, psychology, QoE and HCI empirical studies, and finally the nature of crowdworkers and their work, their motivation and demographic background, as well as the relationships among people forming the crowdsourcing community.
