

Reading Questions

Bo + Mike
CS 286r Fall 2011

Preference and Crowdsourcing
Monday, November 28th

1 Discuss

Comment on this paper. See the course guidelines for submitting comments for some suggested questions.

2 Turkers vs. Experts

In “Crowdsourcing Preference Judgments for Music Similarity Tasks”, the authors argue that Mechanical Turkers can do as good a job as experts at ranking music clips by similarity, for a smaller cost. Do you find their results convincing? For what kinds of tasks would you expect this to be true? For what kinds of tasks would you expect experts to be more cost-effective?

3 Input Agreement

In “Input Agreement: A New Mechanism for Collecting Data Using Human Computation Games”, the authors describe “input agreement” games and present the example of Tag-A-Tune. Come up with one or two good ideas for an input agreement game. For each, explain what aspects of input agreement games make your idea a good fit, as well as what data you want to collect.