UX, flow, motivation

Andrea, Raff, Liam, Susanna, Erika, Deb, Mia, Christy, Line, Elizabeth, Paul, Elisa

Questions?
Design patterns? Smallest possible task, especially for lots of contributors. But sometimes contributors want to contribute in ways we don't expect.

Giving people (contributors) a sense of what effect does their contribution have.

Giving people (project contributors) space to talk to each other.

How much information do you display to participants at the same time?

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Crowdsourcing to help solve problems, identify and organize information

A design challenge is putting the right content in front of the right person
Then it's also about knowing your crowd

How friendly are you to import new content/elements? Some products look very finished….

How to deal with trolling - what about the "wrong crowd"?

A design process is always on-going
Are our interfaces "too generous"--inviting too much participation?
How to deal with different types of contributions?

"Targeted" public research community

UX design that presents philosophy behind projects
Design to capture fuzziness, humanities crowdsourcing values

What data make sense to capture, to encompass heterogeneity while at the same time creating a meaningful ux / user-experience?

Decisions about data structures, interfaces structure the user experience, the kinds of things people can record from or about a document.

Humanities as contestability. Multiple relationships can be recorded, not just one.

Design for motivation - how to keep people motivated? Does it differ for different kinds of users e.g. undergraduates?

Crowd-Sourced modelling: Graph database can give users the authority to organize the archive efficiently to address their interests

Does it matter if one person is doing many tasks or many people doing one task? If it does:
You need to be able to measure and track how participants are using your platform.
Badgefication - Can provide incentives to participate, but there are issues that needs to be

aware of. e.g. some people have more time than others to use, may lose out on contributions that is not rewarded/motivated by a badge.

Issues of scale:
How well is the time of the crowdsourcing project/activity communicated to participants (start, stop)?

Time, ability to end a project, or transfer it. Documentation. Best practices in "sunsetting" a project.
vs. perpetuation (projecting an illusion of perpetuity)

Preparing a project for Graceful Degradation
Acknowledging that the technology might be outdated after a while
Need to separate btw data and the interface

The crowd and motivation: motivation is not similar for all participants, and may also change with time and developments.
Open vs closed crowd?
How communities of practice respond to motivation. Does extrinsic motivation make a participant hate the task they're doing?

The emotional user journey. How is doing different steps experienced by the user, what feelings are evoked?

Best practice from crowdsourcing projects is not evenly distributed - need a way to share/make discoverable key examples of how people have dealt with critical moments in project lifecycles e.g. sunsetting/planning to gracefully end a project.

What brings people together to "love" a project?
building a community through giving participants an opportunity to contribute to the project's direction.