

Introduction to Crowd Science Minitrack

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IT-mediated crowds are being implemented for multifarious purposes, using multifarious techniques. In this minitrack we seek to coalesce a specific and enduring community of IS and IS-related researchers focused on the study of IT-mediated crowds as a phenomenon.

Our aim is to harness, and thus focus, the currently very broad inter-disciplinary study of IT-mediated crowds within the IS discipline proper, and to incite a sharing of results, and a cross-pollination of ideas among researchers currently looking at IT-mediated crowds from IS, I-School, HCI, Computer Science, Marketing, Education, Natural Sciences, Communication, and Technology Innovation perspectives. In the purview of this mini-track, IT-mediated crowd phenomena include:

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- Crowdsourcing
- Blockchains and Cryptocurrency
- Crowd Finance (Crowdfunding, Cryptocurrency, ICO's, Microlending, etc.)
- Prediction Markets
- Citizen Science
- Open Innovation and Competition platforms
- Social Media for resource creation
- Wikis and Wikipedia
- Big Data from Crowds
- Participatory Sensing (Crowdsensing)
- Spatial Crowdsourcing (the Sharing Economy)
- Situated/Geo-fenced/IoT Crowdsourcing
- Wearables Crowdsourcing
- IT-mediated Collective Intelligence

We encourage new empirical and theoretical submissions from social, economic, technical and organizational scholars, investigating these phenomena in a variety of contexts, including health care, education, governance and policy, smart cities and GIS, entrepreneurship, user innovation and creative consumers, institutional and strategic perspectives, international business and development perspectives, finance, and software development.

Particular questions/topics of interest include:

- Human computation, micro-tasking and virtual labour markets
- Crowdsourced contests, their design and efficacy
- Gamification in IT-mediated crowds
- IT-mediated crowds and law/intellectual property
- IT-mediated crowds for invention and commercialization
- Business models of IT-mediated crowd companies and startups
- The economics of IT-mediated crowds
- The knowledge dynamics of IT-mediated crowds
- IT-mediated crowds and 3D printing
- Wearables and Sensors in, and as crowds
- IT-mediated crowds and machine learning
- The role of Bots/AI in IT-mediated crowds
- Measuring IT-mediated crowds and outcomes
- Formal models and computational models/simulations
- IT-mediated crowd platforms
- IT-mediated crowds and Common pool resources
- Varieties of Crowd Capital
- IT-mediated crowds and Industry/competitive dynamics
- CrowdMember/IT/Organization dynamics
- CrowdLabor movements and labor dynamics
- Expert, non-expert, and mixed crowds
- Crowds in Blockchains and Cryptocurrency
- Crowds and HCI