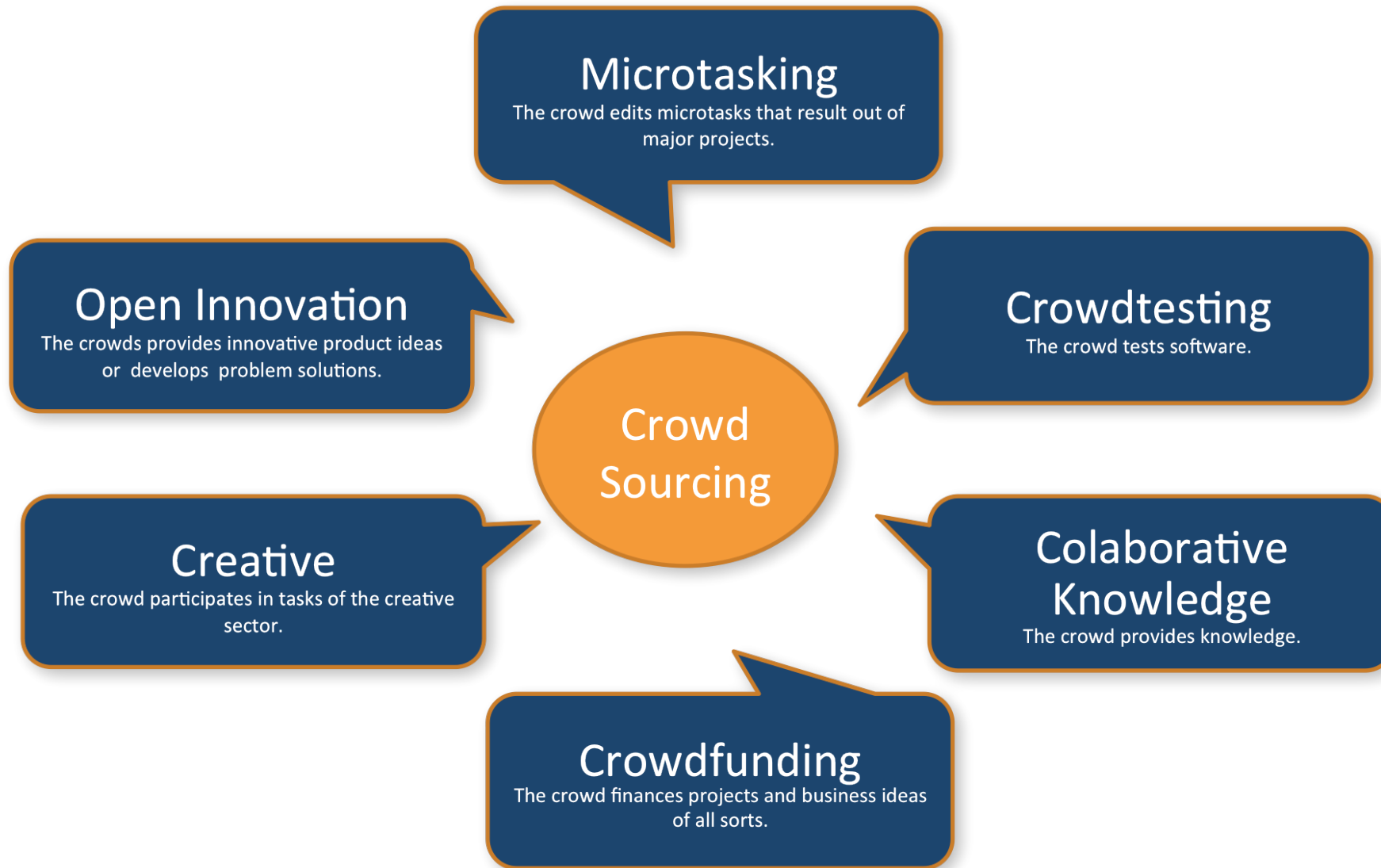


CROWDSOURCING

- crowdsourcing > *crowd + outsourcing*
- Technopedia.com
 - *a process (outsourcing technique) through which a task, problem or project is solved and completed through a group of unofficial and geographically dispersed participants (freelance, volunteer and paid human resources)*
- Wikipedia
 - *the act of a company or institution taking a function once performed by employees and outsourcing it to an undefined (and generally large) network of people in the form of an open call*



TYPES OF CROWDSOURCING

- Different taxonomies:
- *microwork crowdsourcing* – very small amounts of work (human intelligence tasks-HITs) for **very low amounts of pay** as a part of a large project (e.g. Amazon Mechanical Turk)
- *collaborative knowledge*- a platform everyone can work with and everyone can complement or change, **not paid** (e.g. *Wikipedia- the father of internet crowdsourcing*)

CROWDSOURCING IN EDUCATION

- a type of online activity proposed by a teacher to a group of individuals through an open call with the aim to influence the learning and / or teaching process
- crowdsourcing contributes to the development and exchange of educational content, knowledge and experiences and provides hands-on experience for teachers and students
- community-wide benefit - contributes to problem solving and promotes freely available content, in line with democratic principles of open access to content and free education

CROWDSOURCING & COMPUTER ASSISTED LANGUAGE LEARNING

- they both support the use of technology in the creation, collection and evaluation of language materials and content by (non)native speakers, teachers, translators and other interested professionals and institutions

TEACHERS AND CROWDSOURCING

- Using crowdsourcing in different ways:
 - collaboration between students who can exchange experiences and comment on language tasks through various online applications and platforms
 - translation
 - availability of language materials from a specific language community through online sources
 - creating and sharing language materials from different language environments between students and teachers

enetCOLLECT – European COST action

- *European Network for Combining Language Learning with Crowdsourcing Techniques (CA16105)*
- <http://enetcollect.eurac.edu/>
- coordinators: European Academy of Bolzen/Bolzano (EURAC)
- duration: March 2017. - March 2021.
- more than 150 researchers, engineers and other stakeholders from 38 countries

enetCOLLECT – European COST action

- 7 specific goals:
 - research and coordination
 - building a theoretical framework of crowdsourcing and learning (foreign) languages
 - collecting empirical data to further develop the theoretical framework
 - dissemination of knowledge
 - capacity building
 - building a balanced interdisciplinary core community
 - establishment of communication channels
 - supporting new initiatives
 - establishment of an association

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- It builds on existing research on crowdsourcing, including
 - *Games With A Purpose* approach (Chamberlain et al., 2013; Lafourcade et al., 2015) to collect data through playable tasks (e.g., JeuxDeMots (Lafourcade, 2007) or ZombiLingo (Guillaume et al., 2016))
 - collaborative approaches such as the *Wisdom-of-the-Crowd* initiatives - (e.g. Wiktionary and Duolingo (von Ahn, 2013))
 - general *Human-based Computation* activities (implemented through Zooniverse, Crowd4u, etc.)

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- Introduces and defines the difference between explicit and implicit crowdsourcing:
 - ***implicit crowdsourcing*** – the crowd is not necessarily aware of its participation in the task (e.g. reCaptcha; GWAP)
 - ***explicit crowdsourcing*** - the crowd intentionally participates in a task (e.g. Wikipedia)

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- WG1: Research and Innovation on explicit crowdsourcing for collaborative creation of data or learning content (e.g. collaborative creation of lessons)
- WG2: Research and Innovation on implicit crowdsourcing for creation of data or learning content (e.g. creating exercise content from language resources and collecting solutions to correct and expand resources used)
- WG3: User-oriented design strategies to attract and retain a crowd (e.g. studying the relevance and attractiveness of learner profiling for vocabulary training)

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- WG4: Technology specifications for flexible and robust solutions (study of functional requirements and existing solutions related to language learning and crowdsourcing (e.g. technical solutions to improve scalability of a method))
- WG5: Specifications for ethical, legal and profitable solutions (focuses on implementation issues such as ethical issues, legislation and commercialization opportunities)



JOIN US!

<https://enetcollect.eurac.edu/joining-enetcollect/>



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