

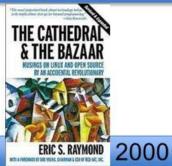
CROWDOLOGY

Early 1990s

1997

Open source movement

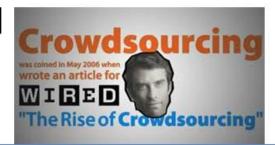




2006

Crowdsourcing

propellerhead



2006

Crowdfunding







CROWDSOURCING DEFINED

The act of taking a task traditionally performed by an employee or contractor, and outsourcing it

to an undefined, generally large group of people

in the form of an open call via the internet

(Jeff Howe, 2006)

TYPES OF CROWDSOURCED ACTIVITIES



Co-creation / user innovation Viral marketing



Folksonomy





User generated content



Self service



Crowdfunding

BENEFITS

Extension of firm's resources:

- Knowledge
- Creativity
- Hands (many 'vain' resources)
- Trust
- Money
- Equipment

Time benefits (shorter time-to-market)

Cost savings

IMPACT OF WORKING WITH ONLINE VOLUNTEERS

- Effectiveness (quality)
- Efficiency (managing mass contributions)
- Provide necessary tooling
- Intellectual property rights
- Need for new business models

TOOLING - GOLDCORP

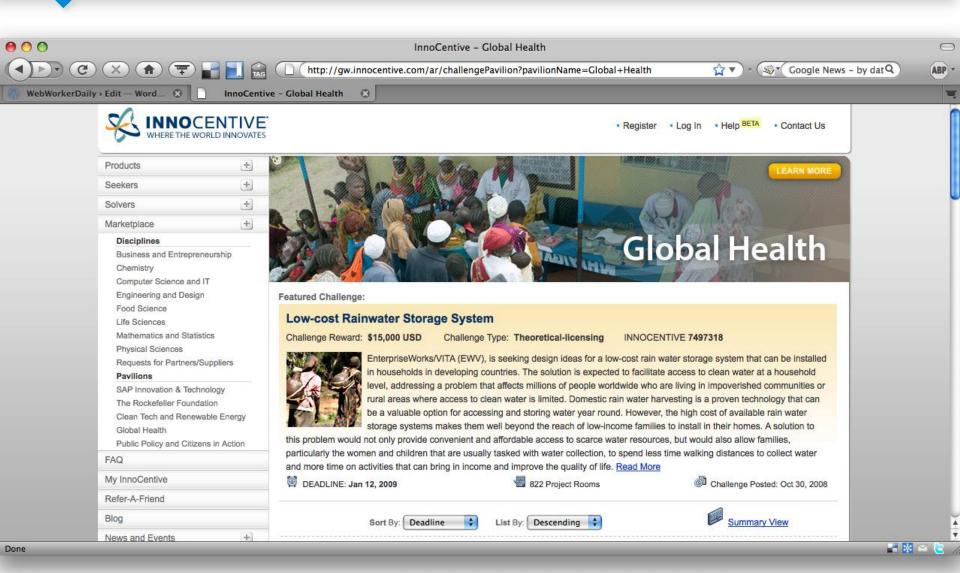


EFFECTIVENESS – JEECHTELEEFTIJD.NL



EFFECTIVENESS – INNOCENTIVE

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IPR - CREATIVE COMMONS



creative commons

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NEW BUSINESS MODEL – SELLABAND

Pleasure trip.



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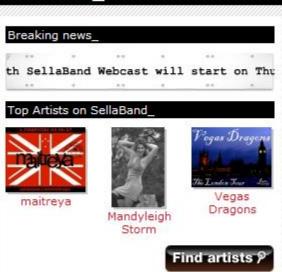
Charts *

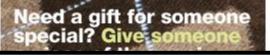
My Profile *

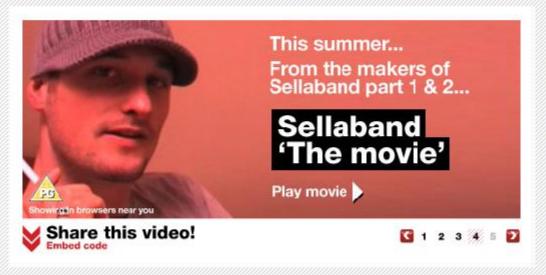
Shop *

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NEW BUSINESS MODEL – THE GUARDIAN



theguardian



SELECT RIGHT CROWDWORKERS' TYPE

1. Paid, competitive

2. Unpaid, competitive

Multiple and diverse contributions

4. Paid, collaborative

3. Unpaid, collaborative

Contributions requiring co-production or knowledge sharing

1. UNPAID & PAID CROWD MOTIVATIONS

No evidence of effects social motivations





Optimal performers:

- > mainly intrinsic motivated people in absence of financial rewards
 - Still rewards make sense since extrinsic motivated people are more numerous
- > Through reward criteria, a firm can better indicate which performance is preferred
 - Financial rewards appear to be more effective than status rewards
- > Although status rewards become more powerful when community is more mature

SIZE OF REWARD

Crowdsourcing classification	Type of activity	Financial reward?
Free sourcing	Small – no specific expertise required	No
Gift sourcing	Small – no specific expertise required	Small
Expert sourcing	Big – specific expertise required	Large
Game sourcing	Big – specific expertise required	Extreme

OTHER CROWD MECHANISMS

- Actvitating the crowd: From strong and weak ties to latent ties
- Professionalisation of online volunteers
- Modularity
- Numerous eye principle
- Market validation
- Hearding versus bystander effects
- Impact on organizations

Frankwatching.nl:

- Doctor crowdsourcing
- Crowdsourcing en de onmacht van het getal
- Crowdfunding voor startups, cultuur & onderzoek

Crowdfunding: meer dan geld

In: De kracht van platformen

