

# Geographies of crowdsourced information and their implications

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# Outline



1. Where are we?
2. Core research questions
3. Paradigm limitations
4. Beyond the usual suspects
5. Case studies: Search behaviour
6. **[Stefano will do the rest]**

# Where are we?



# The success of crowdsourcing



<https://ideascale.com>

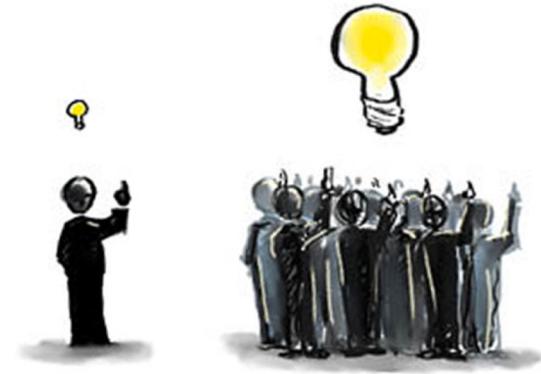
"85% of the top global brands have used crowdsourcing in the last ten years. [...] According to Gartner, 75% of the world's high performing enterprises will be using crowdsourcing by 2018."

(Deloitte, 2016)

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(Vincent Mosco, 2004)

# The success of crowdsourcing



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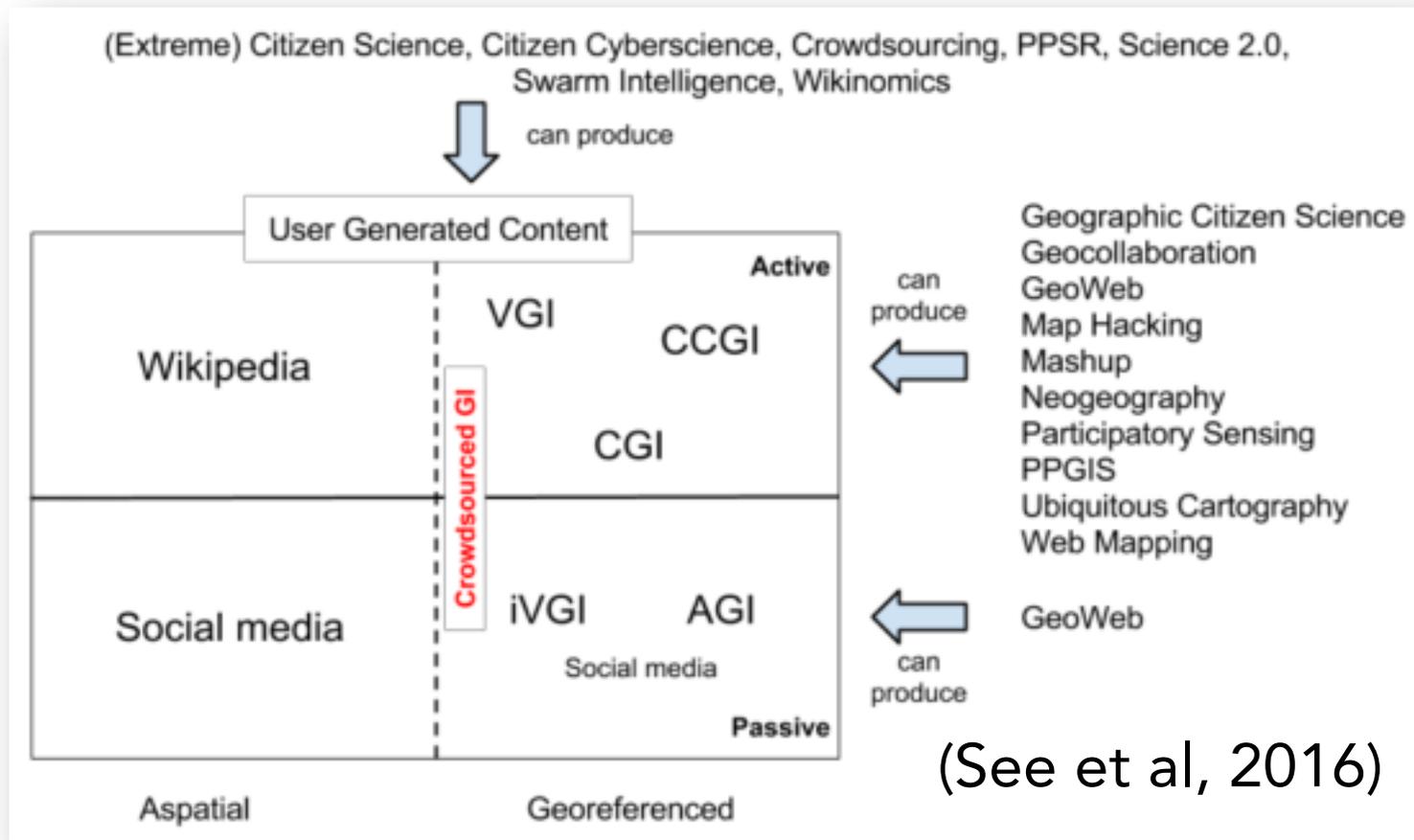
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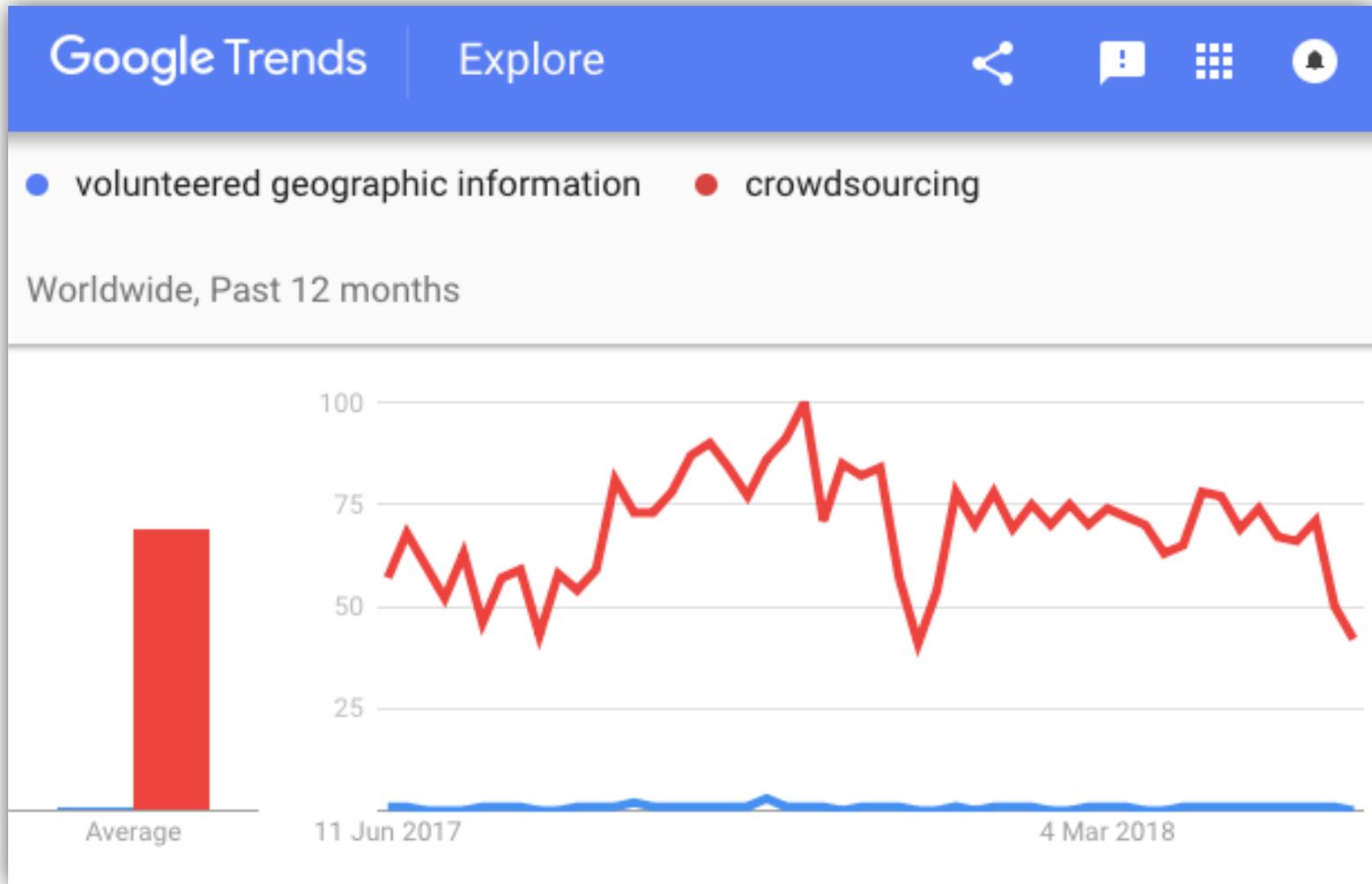
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# Crowdsourcing + geolocation: A mature field



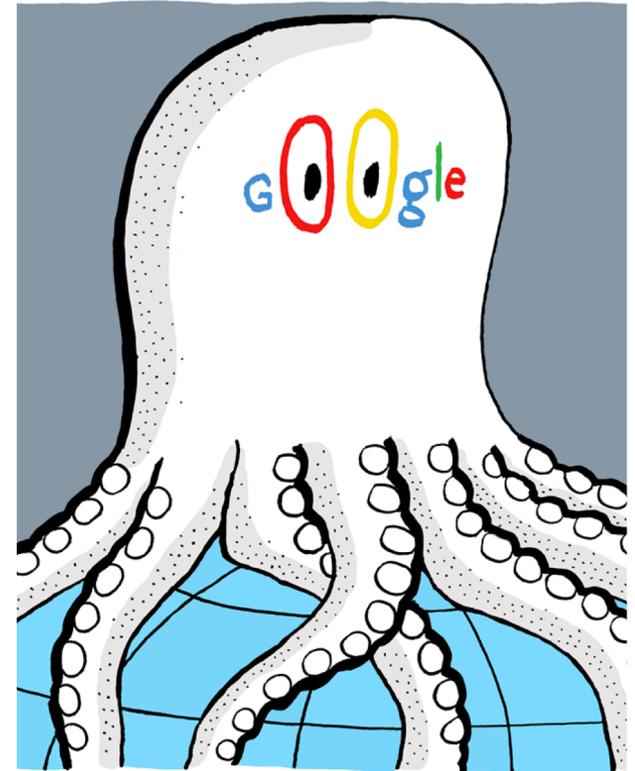
# Volunteered or Crowdsourced GI?



# Placing the crowds



- **Crowdsourced geographic information (CGI)**
- From experimental phase to **oligopoly** (e.g., Google, Facebook)
- From **cyberoptimism** to **cyberpessimism**

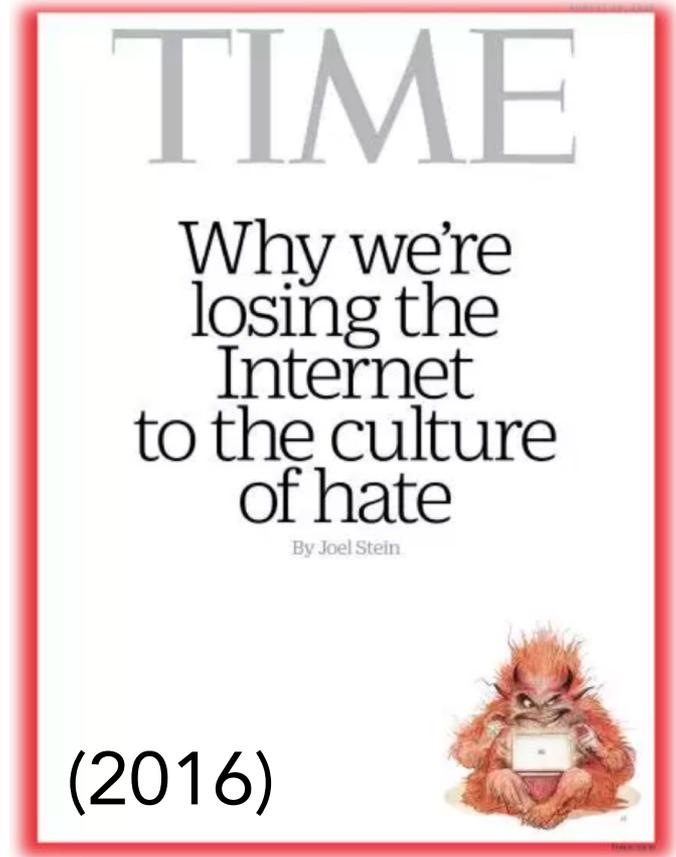


<https://www.cagle.com>

# Placing the crowds



- Crowdsourced geographic information (CGI)
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**Researching CGI  
as domain**

**Using CGI for  
other domains**



# Core CGI research



1. **Who** are the contributors and **why** do they engage in spatial information production, and what **incentives** work or do not work? How do they **collaborate** and **organise**? How do we include **marginalised** communities?

(Budhathoki and Haythornthwaite 2013)

2. How can we calculate the **quality** and fitness for purpose of crowdsourced data in a reliable, preferably intrinsic way? (Goodchild and Li 2012)

3. What are the **limitations** of such models and what are their spatial, epistemic and cultural biases?

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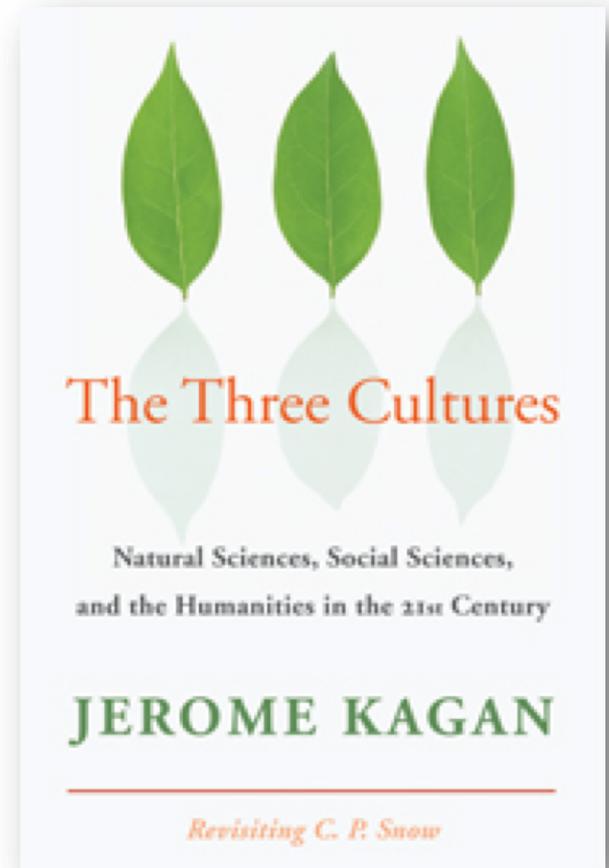
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# CGI for other domains

*Natural sciences:* biology,  
climate science, Earth  
sensing

*Social sciences:* urban planning,  
transportation,  
public health, economics,  
human geography

*Humanities:* digital humanities,  
history, cultural analytics

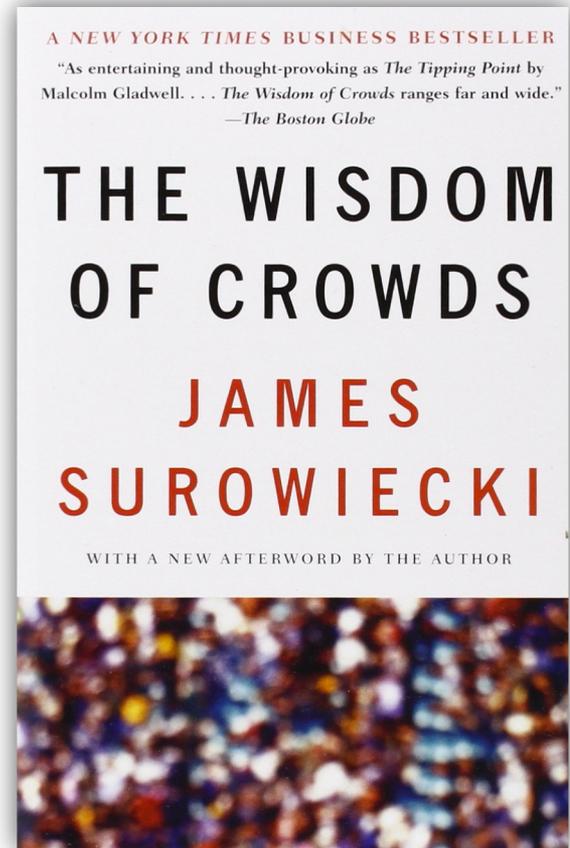


# Limitations of crowdsourcing



# Limitations of the paradigm

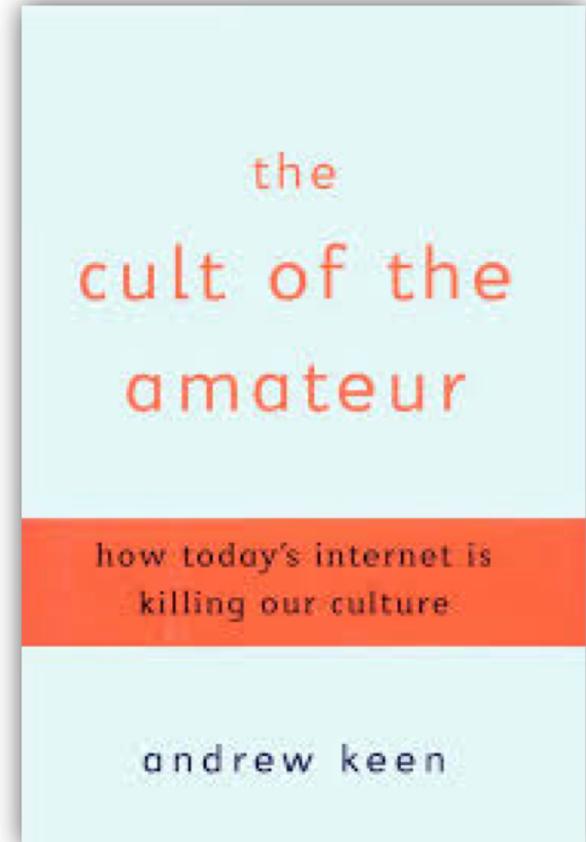
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(Carr, 2007)
- Conditions for wisdom
- Menial work, no real innovation/creativity
- Undermining paid work
- Variable quality



2004

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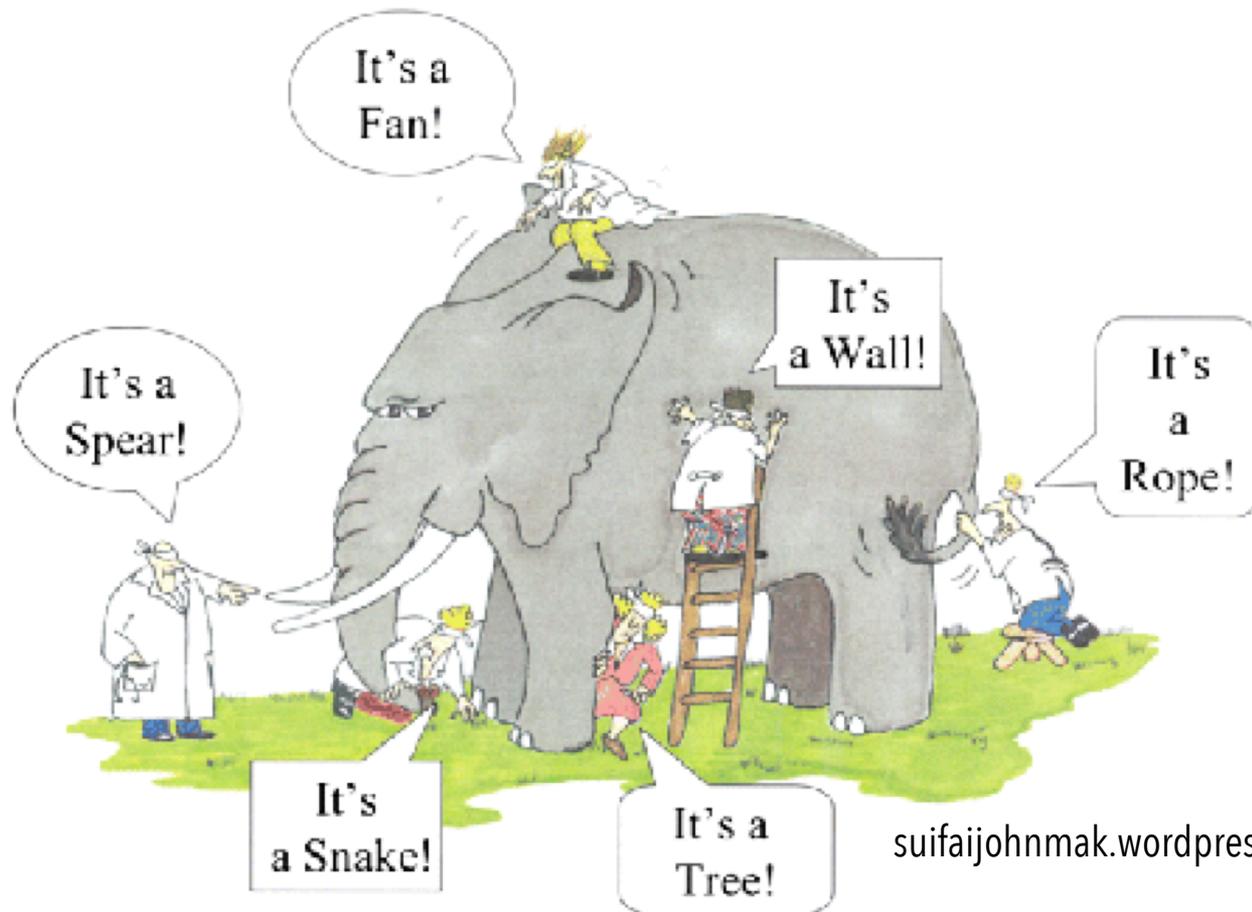


2007

# Limitations of the paradigm

- Large volumes of information do **not** imply usefulness or fitness for purpose
- We need **representative samples**, not large samples (e.g., random sample of 1,000 > 1M non-random)





Each CGI source is a **particular viewpoint** and will return a different image of the social and natural world.

# Diversity/biases of CGI

- **Thematic:** e.g., tourism, outdoors, typical/atypical behaviour, sharing bias
- **Demographic:** Western Educated Industrialised Rich Democratic (WEIRD) (not always!)
- **Social:** 90%-9%-1%, hyperactive minorities of contributors
- **Geographic:** urban/rural, developed/developing, central/peripheral, human/natural

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# CGI strictures



- Without centralised planning and protocols, data **quality** remains uneven (coverage!)
- **Wikipedia** replaced **Britannica**, but OpenStreetMap is not replacing Google Maps
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# Reinventing wheels

- Some CGI replicates work that has been done better by professionals
- More useful to focus on "missing" data:



[bookscrounger.com](http://bookscrounger.com)

# Open data vs CGI

Authoritative datasets  
are becoming  
cheaper/free



**DATA.GOV.UK**<sup>Beta</sup>  
Opening up Government

A screenshot of the Ordnance Survey website showing the 'OS Open Roads' page. The page header includes the Ordnance Survey logo, social media icons for Twitter, Facebook, and LinkedIn, and navigation links for 'Log in', a search icon, and a menu icon. The main heading is 'OS Open Roads'. Below the heading, there is a descriptive text: 'Get a high-level view of the road network, from motorways to country lanes. Free download >'.

Ordnance Survey

Log in 🔍 ☰

🐦 f in

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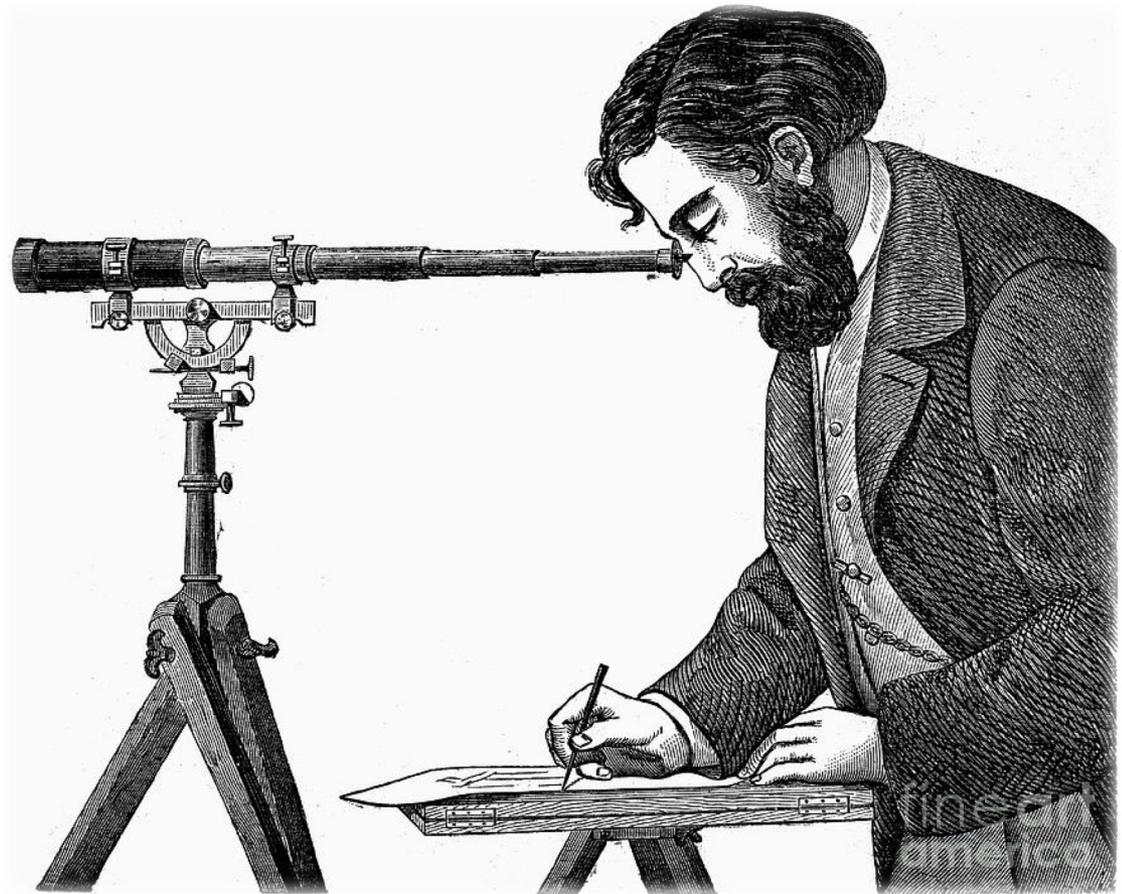
# Broadening our horizons



# The usual suspects

Most studies  
on **OSM**,  
**Wikipedia**,  
**Twitter**, **Flickr**.

There's  
more out  
there!



<https://fineartamerica.com>

 **Commonplace**

 **geograph**  
photograph every grid square!



**wikimapia**

 **GeoNames**

 **MISSING  
MAPS**

**foursquare**<sup>TM</sup>

 **craigslist**



 **DBpedia**



**yelp**

 **reddit**

  
**WIKIDATA**

 **tripadvisor**<sup>®</sup>

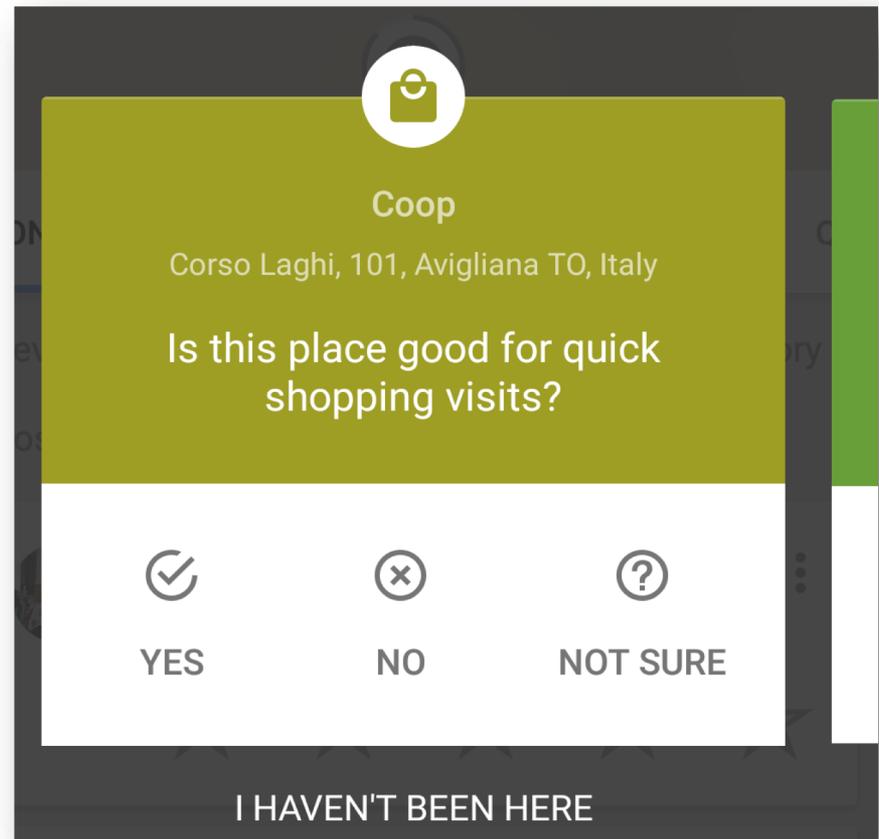
**You Tube**

 **Spotify**<sup>®</sup>



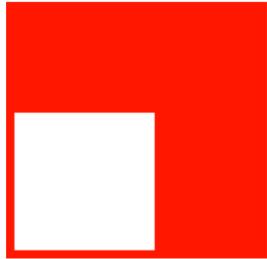
# Local Guides

- Google Maps
- From 5M to 50M contributors in 2017
- 700K new places monthly
- Gamification





- Hundreds of millions of users, billions of reviews
- Measurable effects on spatial and economic behaviour
- Sentiment about points of interest, cities, and neighbourhoods



# PREMISE

- Micro-economic data (e.g. price of onions in India, new shops in Ghana)
- For profit, contributors are paid
- Applications: International Development, Government, Global Security, and Business

# Case studies





crowdsourcing |

**examples of crowdfunding and crowdsourcing include**

**appen** crowdsourcing

**define** crowdsourcing

**benefits of** crowdsourcing

**amazon** crowdsourcing

**types of** crowdsourcing

**advantages of** crowdsourcing

**lego** crowdsourcing

**logo** crowdsourcing

**jeff howe** crowdsourcing

Google Search

I'm Feeling Lucky

# Online visibility of CGI projects

- **Search engines** are the key entry point to discover new information
- Feedback loop between Wikipedia and Google Search to attract **new contributors**
- Making CGI **findable** and **consumable** for search engines and social media
- Study on **CGI on Google Search (2018)**

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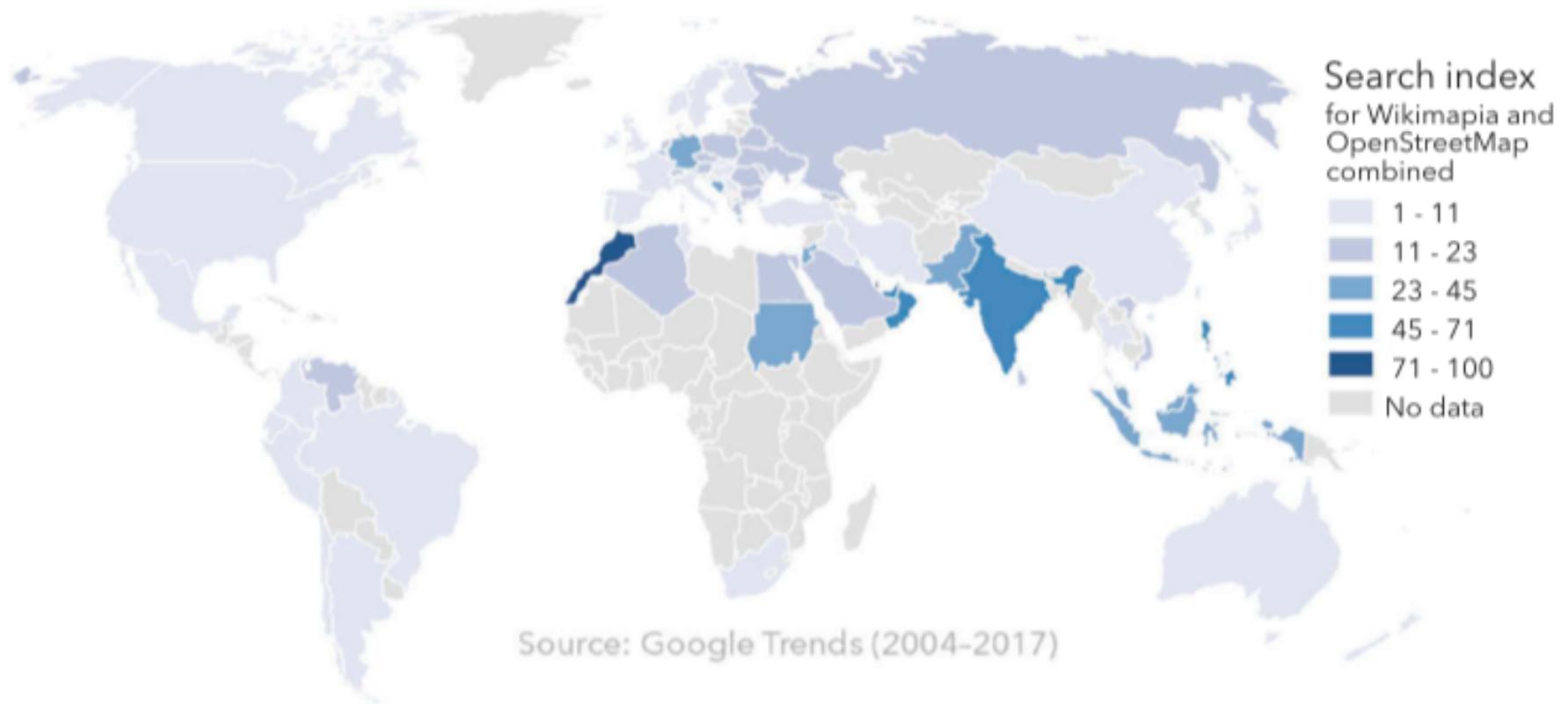
# Interest in CGI projects



Figure 4: Google searches for Wikimapia and OpenStreetMap on a monthly basis (source: Google Trends worldwide from 2004 to 2017, accessed on 15 April 2017).

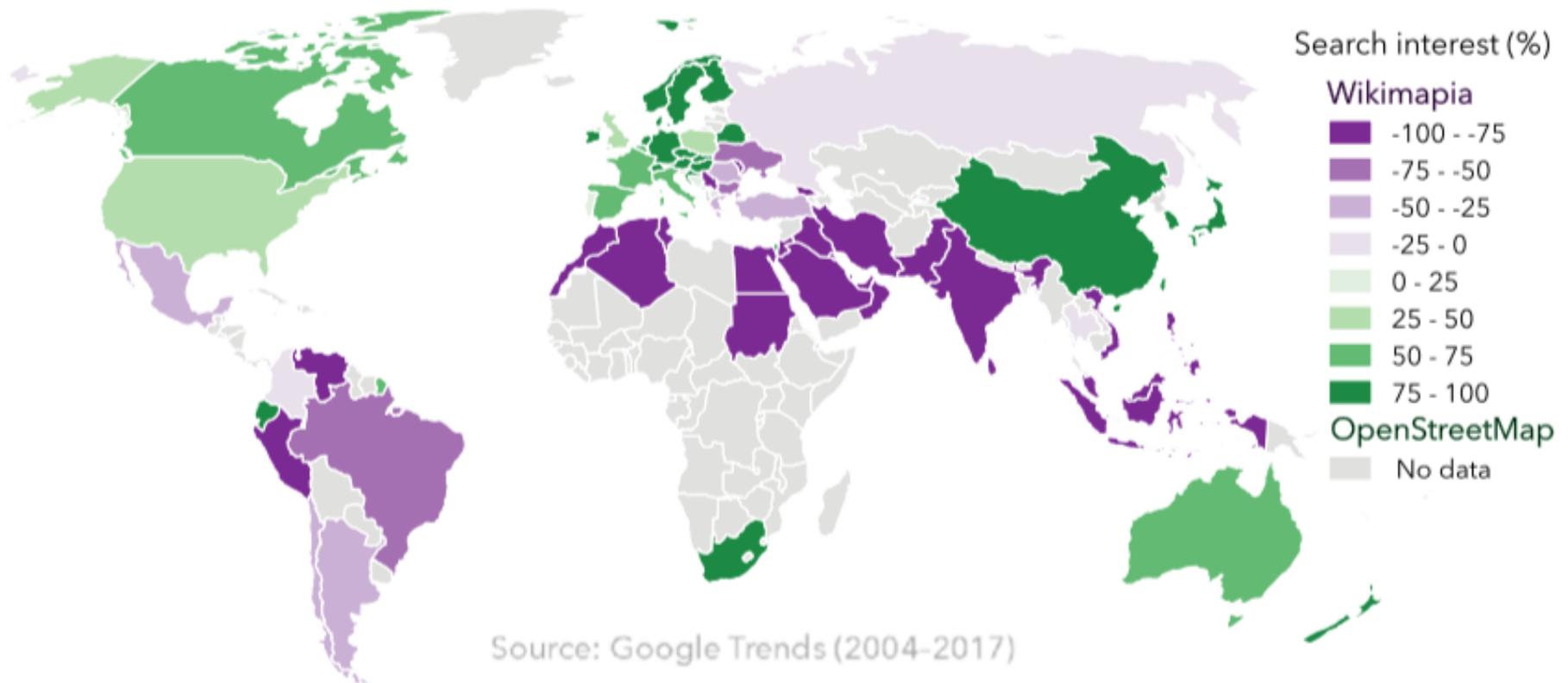
(Ballatore & Jokar Arsanjani, 2018)

# Search Interest in Wikimapia/OSM combined



(Ballatore & Jokar Arsanjani, 2018)

# Search Interest in Wikimapia vs OSM



(Ballatore & Jokar Arsanjani, 2018)



# Thanks!

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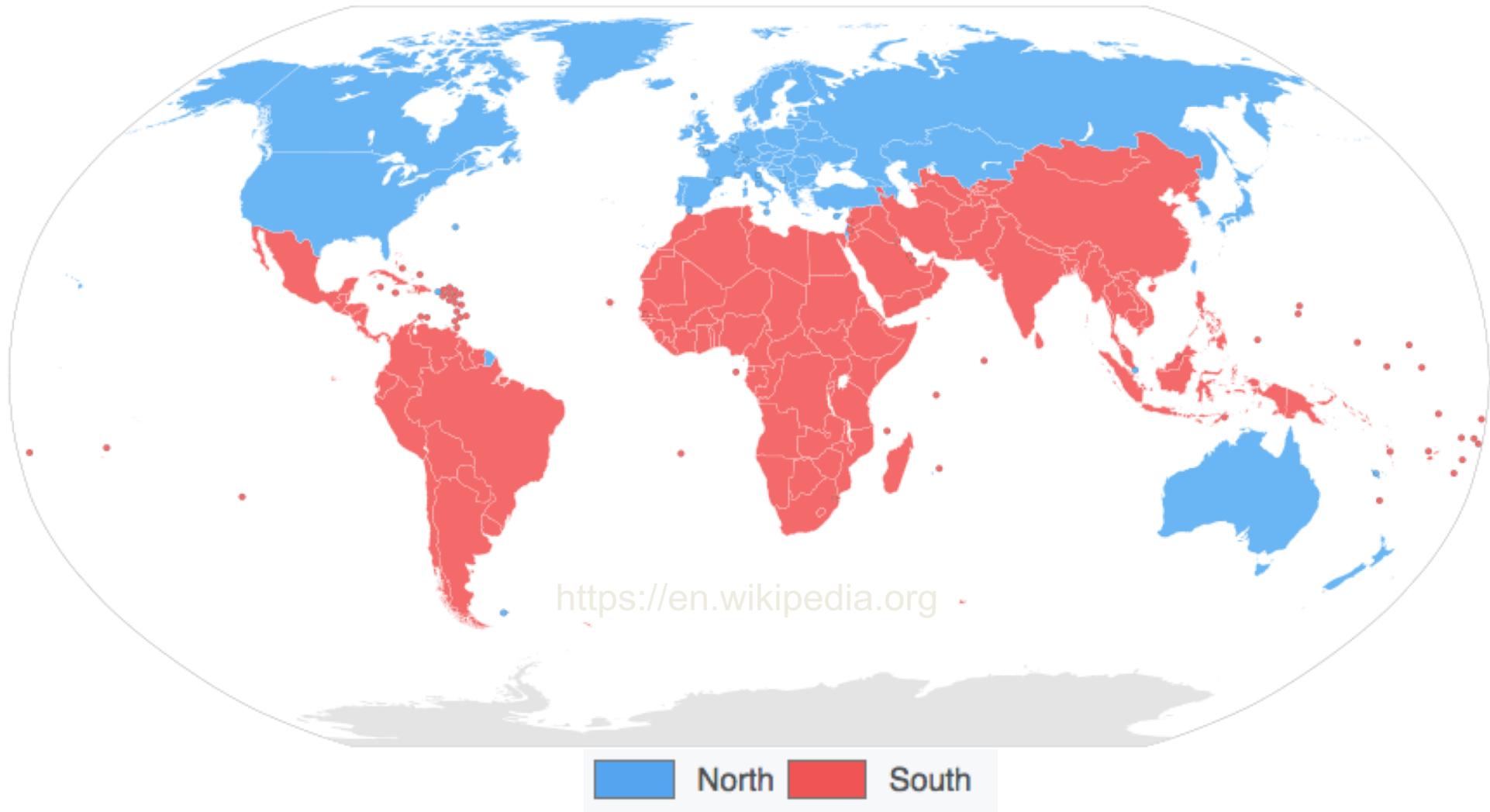
# Diversity in CGI

- **Theme:** every project has its own scope
- **Demography:** specific populations, non-representative
- **Geography:** project activities are concentrated according to diverse geographies

(Ballatore & De Sabbata, 2018)



# North/South divide





# Genius loci (the spirit of place)

Bacchus and Serpent  
Agathodaimon,  
Pompeii (15 AD ca)



- 50M active users, 20B views per month
- Broad topics (housing, jobs, sales)
- City-specific lists

community	
activities	local news
artists	lost+found
car pools	missed connections
childcare	musicians
classes	pets
events	politics
general	rants & raves
groups	volunteers

services	
beauty	housing/real estate
cars/automotive	labour/move
cell/mobile	legal
computer	lessons
creative	marine
cycle	pet
event	skilled trade
farm+garden	sm biz ads
financial	travel/hol
household	

housing
flats/housing
holiday rentals
housing/real estate for sale
housing swap
housing wanted
office / commercial
parking / storage
rooms/shared
rooms wanted
sub-lets / temporary

for sale	
antiques	farm+garden
appliances	free
arts+crafts	furniture
atv/utv/sno	garage sale
auto parts	general
aviation	heavy equip
baby+kid	household
barter	jewellery
beauty+hlth	materials