Preface

Welcome to the Second AAAI Conference on Human Computation and Crowdsourcing (HCOMP 2014) held November 2–4, 2014, in Pittsburgh, Pennsylvania.

This conference is an opportunity to build on the success of the First AAAI Human Computation and Crowdsourcing conference, and to promote the best scholarship in this vibrant and fast emerging, multidisciplinary area. The conference also comes on the heels of four HCOMP workshops, including two workshops hosted at the annual AAAI conference.

The HCOMP conference is designed to be a venue for exchanging ideas and developments on principles, experiments, and implementations of systems that rely on programmatic access to human intellect to perform some aspect of computation, or where human perception, knowledge, reasoning, or coordinated activity contributes to the operation of larger systems and applications. Topics relevant to the discipline of human computation and crowdsourcing include human-computer interaction (HCI), computer-supported collaborative work (CSCW), cognitive psychology, organizational behavior, economics, information retrieval, databases, computer systems and programming languages, and optimization. There are also strong links to artificial intelligence (AI), including such subfields as computational vision, computational speech, robotics, machine learning, multi-agent systems, computational mechanism design, and planning. Human computation promises to play an important role in research on principles of artificial intelligence as well as in the engineering of systems that can leverage the human-machine complementarities.

A strong and engaged program committee has worked to organize the 2014 conference and continue to build the foundations for a successful annual meeting. We received 81 full-paper submissions and accepted 26 (32 percent) of the submissions. Decisions on acceptance of papers were made in a two-day labor-intensive in-person program committee meeting held at Harvard University's School of Engineering and Applied Sciences. The in-person meeting provided everyone on the committee the opportunity to understand each paper's contributions, strengths, and shortcomings, and enabled the committee to leverage the joint expertise of committee members. Where needed, additional expert reviews were solicited at the meeting to supplement the original reviews and inform the final decisions. A number of papers were carefully shepherded before final acceptance and we would like to especially acknowledge the careful work of members of the program committee in this process.

As a fast-evolving discipline, it is important to also provide a venue to encourage the exchange of promising but less developed ideas. For this, we invited submissions to a Works-in-Progress and Demonstrations track. The 36 submissions accepted to this track are included in a companion, nonarchival technical report addendum. We expect that the collection of works-in-progress will stimulate thinking and discussion at the conference and beyond, and inform future research directions.

In addition to presentations of new research, works-in-progress and demonstration sessions,the 2014 HCOMP

conference includes invited talks by Robert Kraut (Carnegie Mellon University) and Kristen Grauman (University of Texas at Austin). We will also have late-breaking sessions representing the perspectives of crowd workers and technical representatives from companies employing crowdsourcing in real projects.

A day of workshops precedes the main conference. The HCOMP 2014 workshops are Crowdsourcing, Online Education, and Massive Open Online Courses (organized by Markus Krause, Praveen Paritosh, Joseph Jay Williams) and Citizen + X: A Workshop on Volunteer-Based Crowdsourcing in Science, Public Health and Government (organized by Edith Law and Cliff Lampe). New to the conference this year is a Doctoral Consortium sponsored by the National Science Foundation, which is headed by Loren Terveen (University of Minnesota) and Matt Lease (University of Texas at Austin). The conference will also include a two-day hands-on CrowdCamp at Carnegie Mellon University, continuing a great tradition of CrowdCamps hosted at HCOMP and elsewhere by providing an environment for turning creative crowdsourcing ideas into concrete prototypes.

We thank the program committee and auxiliary reviewers, as well as our special chairs, including Haoqi Zhang (Northwestern University), chair of the Works-in-Progress track, Elizabeth Gerber (Northwestern University), chair of the Workshops and Tutorials program, and Juho Kim (Massachusetts Institute of Technology), Walter Lasecki (Unversity of Rochester), Jeff Rzeszotarski (Carnegie Mellon University), and Pao Siangliulue (Harvard University) who have organized the participant-driven CrowdCamp. We are extremely grateful for generous support from CrowdFlower, Facebook, Google, Microsoft Research and MobileWorks. Finally, we thank Carol Hamilton and the rest of the staff at AAAI for their professional support throughout the many stages of putting together the conference.

We are excited about the continuing growth of research and practice in the areas of human computation and crowdsourcing, and happy to usher in the second installment of the annual Conference on Human Computation and Crowdsourcing. We hope that this conference will continue to play an important role in the rhythm of scholarly research and exchange of ideas among researchers, engineers, and practitioners across a spectrum of disciplines.

    – Jeffrey P. Bigham, *Conference Cochair*
      (Carnegie Mellon University)
    – David C. Parkes, *Conference Cochair*
      (Harvard University)