Human Computation Workshop 2010 A KDD 2010 Workshop July 25, 2010 Washington, D.C., USA

- May 3 Paper submission due
- May 21 Notification of acceptance
- May 28 Camera-ready paper due
- July 25 Half-day workshop at KDD

Human computation is a relatively new research area that studies the process of channeling the vast internet population to perform tasks or provide data towards solving difficult problems that no known efficient computer algorithms can yet solve.

HComp 2010 is to bring together academic and industry researchers in a stimulating discussion of existing **human computation applications and future directions** of this area. We solicit **papers** and **demos** related to various aspects of both general human computation techniques and specific applications. Topics of interests include, but are not limited to:

- Abstraction of human computation tasks into taxonomies of mechanisms
- Programming languages, tools and platforms to support human computation
- Domain-specific implementation challenges in human computation games
- Cost, reliability, and skill of labelers
- Benefits of one-time versus repeated labeling
- Game-theoretic mechanism design of incentives for motivation and honest reporting
- Design of manipulation-resistance mechanisms in human computation
- Active learning from imperfect human labelers
- Utility of social networks and social credit in garnering data
- Optimality in the context of human computation
- Focus on tasks where crowds, not individuals, have the answers
 Limitations of human computation

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