

Epistemic Crowdsourcing: Motivation vs. Incentives (with John J. Horton, and Aaron Shaw)

Incentives work better than motivational mechanisms to encourage workers.

1. Cheap talk – surveillance (we'll review your answers)
2. Cheap talk – normative incentives (do the right thing!)
3. Incentives – financial rewards for accuracy
4. Incentives – financial rewards for agreement
5. Punishment – financial penalties for inaccuracy
6. Punishment – financial penalties for disagreement
7. Incentives (w. risk) – bet on your own accuracy
8. Tournament scoring – competitive status incentives
9. Shadow of the future – promise of subsequent jobs
10. Normative priming questions – (e.g. is it important to do a job well ?)
11. Solidarity – financial incentives based on “team” performance
12. Humanization – a personal appeal with a photo
13. Trust – payment offered irrespective of performance
14. “Bayesian Truth Serum”

Source	SS	df	MS	Number of obs	=	1233
Model	13.1897511	7	1.88425016	F(7, 1225)	=	9.38
Residual	246.179268	1225	.200962667	Prob > F	=	0.0000
Total	259.369019	1232	.210526801	R-squared	=	0.0509

identity	Coef.	Std. Err.	t	P> t	[95% Conf. Interval]
t_control	.1933333	.0633976	3.05	0.002	.0689535 .3177132
t_incentives	.3167857	.0440211	7.20	0.000	.2304207 .4031508
t_cheap talk	.2521212	.0534995	4.71	0.000	.1471604 .357082
t_tournament	.34	.0633976	5.36	0.000	.2156201 .4643799
t_social	.2542857	.0446344	5.70	0.000	.1667174 .341854
t_betting	.3348718	.0625795	5.35	0.000	.2120969 .4576467
t_prime	.1349367	.0623184	2.17	0.031	.0126741 .2571993
_cons	.46	.0366026	12.57	0.000	.3881892 .5318108