

**Barcelona, November 10, 2014**

**Workshop Schedule**



09:00 – 09:15am	Registration, Meet & Greet
09:15 – 09:30am	<b>Introduction</b>
09:30 – 10:00am	Mobile Picture Guess: A Crowdsourced Serious Game for Simulating Human Perception <i>Michael Riegler, Ragnhild Eg, Mathias Lux and Markus Schicho</i>
10:00 – 10:30am	Comparing Human and Algorithm Performance on Estimating Word-based Semantic Similarity <i>Nils Batram, Markus Krause and Paul-Olivier Dehaye</i>
10:30 – 10.45am	Coffee Break
10:45– 11:15am	Means and Roles of Crowdsourcing vis-à-vis Crowdfunding for the Creation of Stakeholders Collective Benefits <i>Angelo Miglietta and Emanuele Parisi</i>
11:15 – 11:45pm	On Utilizing Player Models to Predict Behavior in Crowdsourcing Tasks <i>Carlos Pereira Santos, Vassilis-Javed Khan, and Panos Markopoulos</i>
11:45am – 12:15pm	CrowdMonitor: Monitoring Physical and Digital Activities of Citizens during Emergencies <i>Thomas Ludwig, Tim Siebigteroth and Volkmar Pipek</i>
12:15 – 12:30pm	Break
12:30 – 1:30pm	<b>Keynote Talk</b> <b><i>Daniele Quercia, Yahoo Research Labs Barcelona</i></b>
1:30 – 2:30pm	Lunch Break
2:30 – 3:00pm	Crowd Work CV: Recognition for Micro Work <i>Cristina Sarasua and Matthias Thimm</i>
3:00 – 3:30pm	histoGraph as a Demonstrator for Domain Specific Challenges to Crowdsourcing <i>Lars Wieneke, Marten Düring, Vincenzo Croce and Jasminko Novak</i>
3:30 – 3:45pm	Coffee Break
3:45 – 4:00pm	<b>Paper Sessions Wrap up &amp; Panel Introduction</b>
4:00 – 5:45pm	<b>Discussion Panel</b>
5:45 – 6:00pm	Workshop Wrap up, conclusions & follow-up plans