



CS 7460 Collaborative Computing: Wikipedia [Participation & Quality]

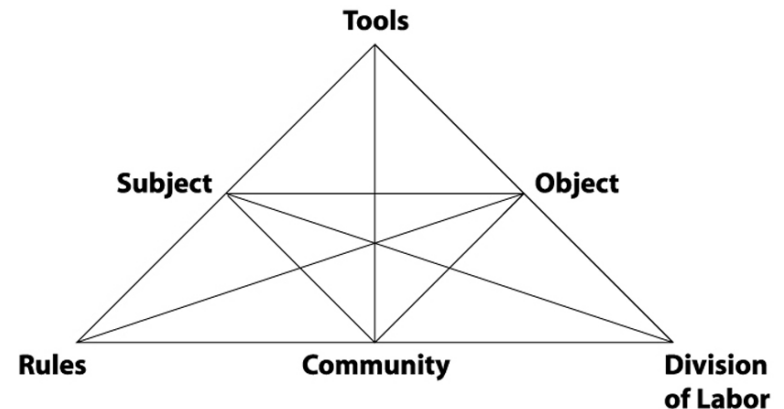
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Highlights

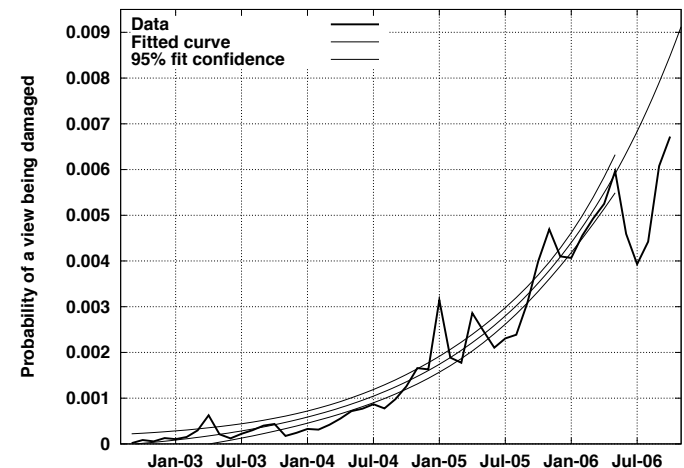
- **Bryant, Forte, & Bruckman:**
 - One of the early studies that examine the participation practices in Wikipedia content creation
 - Examine particularly how newcomers become members of the community of practice (in this case Wikipedia)
 - How the motivations and perceptions of newcomers change
 - Study through the lens of activity theory and legitimate peripheral participation (LPP).
 - 9 interviews of Wikipedia editors



Highlights

- Priedhorsky et al. 2007:
 - An early quantitative study of Wikipedia edits.
 - Examine the “impact of damage” due to edits.
 - Characterize types of damage.
 - Analysis of large logs of all article views.
 - Findings: probability of an article being damaged is small, but it is increasing.
 - top 0.1% contributed to 44% percent of edits

Feature	%	Agreement			Reliability	
		3v0	2v1	1v2	PF	Ja
Nonsense	53	108	56	70	0.66	0.46
Offensive	28	57	30	29	0.66	0.49
Misinformation	20	28	34	64	0.45	0.22
Partial Delete	14	35	7	20	0.83	0.56
Spam	9	25	3	6	0.89	0.74
Mass Delete	9	23	5	3	0.82	0.74
Other	5	1	15	21	0.06	0.27



Wikipedians (experts) had a broader sense of Wikipedia as a community – members of the tribe, in contrast to novices.

Consider other collaborative settings; is it common or unique to Wikipedia?

Bryant et al also talk about the role of the interface in supporting/precluding participation. Why do you think the novices did not use the discussion and the talk pages?

Bryant et al found that some novices used the anonymity feature to make initial contributions. By the same token, one could potentially vandalize articles. Why do you think this is less common?

In general Wikipedians were found to adopt a variety of roles – check help pages, answer questions; resolve disputes/conflicts; system administration. Consider FLOSS, do you think this type of role evolution exists there as well?

Bryant et al found that reputation is a strong motivating factor for Wikipedia participation. However ten years after Wikipedia was formed, the number of editors continue to be very small. What could be other ways to boost participation?

One of you mentioned how your friend got into an edit war with a self-proclaimed expert, although your friend was the *real* expert. This is a big limitation of Wikipedia.

How can a collaborative system create an environment where the novices are not intimidated by the experts?

One of you also raised the very valid concern of the small sample size in Bryant et al. It is worth wondering if the career choice may have an impact on the kind of participation. Would monetary incentives have made a difference to the nature of contributions?

Both policy recommendations from Priedhorsky's paper involve more eyeballs on edits/task routing. Given how Wikipedia is struggling to get editors, this increases their workload. What could be other ways to combat damage?

Can bots do a better job in preventing vandalism?