



# CS 7460 Collaborative Computing: Reputation Systems

*Munmun De Choudhury*

[munmund@gatech.edu](mailto:munmund@gatech.edu)

Week 6 | February 10, 2015

Can reputation systems be gamed?  
What are ways to avert this?

Craigslist has no reputation system. Despite negative reports, it continues to thrive quite successfully. Why?

Reputation is often equated with trust. This is a problem for newcomers. Also is high reputation always to be taken to be trustworthy?

Resnick raised the issue of changing usernames in reputation systems. Sometimes people may want to choose different pseudonyms. Is there a way to allow “importing” historical reputation without compromising privacy?

Lampe and Resnick talk about moderation practices in Slashdot. While moderation ensures high quality, it has limitations. What are they?

To what extent is transparency important?  
E.g., will making the reputation algorithm or moderation details apparent to users help drive better participation?

Likely moderation, and the design of several of Slashdot like websites, has a tendency to attract attention to those comments which are highly rated. Interesting, peripheral information may be lost because they are not rated enough. Is that a limitation of reputation systems?