• ...

: ...

Key gains related to process and results in this particular stage of the project (e.g., identifying and selecting research questions), summarized from 4Q analysis:

Gain creators from involving crowds?

: ...

: ...

: :::

Segment 2: Strategic Design Choices

Crowd Science Paradigm Diamond (Why involve a crowd?)	AKRD Crowd Contribution Matrix (What does the crowd contribute?)	Six Crowd Characteristics (Who is the crowd?)
Crowd volume: Broadcast search:	Activities	Location: Knowledge and skills:
• User crowd:	Knowledge	• Time commitment:
Community production: Crowd wisdom:	Resources	• Resources: • Size:
	Decisions	• Diversity:

Segment 3: Implementation Challenges and Solutions

Key challenges and solutions specific to this particular stage of the project:	Organizational challenges and solutions that cut across all stages (see chapters 13–14):	Research integrity and ethical issues that cut across all stages (see chapter 15):
(See chapters 4–11)	Dividing and allocating tasks: Coordinating crowd members: Training and enabling learning: Increasing quality and evaluating contributions: Motivating crowd members: Recruiting crowd members:	Ensuring quality and preventing misconduct: Recognizing effort and sharing project outputs: Role of Al: Automation, augmentation, management: Privacy, safety, institutional oversight:

Feasibility check: Can the design really address the pains/gains you identified?

Opportunity check: Can crowd involvement address pains/gains not considered before?

Feasibility check: Is the design realistic?
What adjustments need to be made?