

<b>Project</b>	<b>Research field</b>	<b>Six Crowd Characteristics</b>
<b><i>Galaxy Zoo</i></b>	<b>Astronomy</b>	People anywhere in the world; general knowledge to classify galaxies, specialized knowledge to deal with difficult cases; small or large amounts of time per person; access to computer and internet; large crowd; diverse in many dimensions (but diversity not necessary)
<b><i>Tell Us! Mental Health</i></b>	<b>Medical science</b>	People anywhere in the world; experiential knowledge as patients, caregivers, medical professionals; small amounts of time per person; access to computer and internet; medium-sized crowd; diverse with respect to experience with accidental injuries
<b><i>Curieuzen-Neuzen</i></b>	<b>Climate science</b>	People in Antwerp; general knowledge to setup measurement devices; small or large amounts of time per person, recurring; access to physical measurement locations and transportation; medium-sized crowd; diversity with respect to locations within Antwerp
<b><i>Epidemium ORL/IA</i></b>	<b>Medical science</b>	People anywhere in the world; specialized knowledge related to data analysis, cancer research, graphics design, legal/economic/sociological issues, experiential knowledge as patients; medium to large amounts of time per person, recurring; access to computer and internet, specialized materials such as analysis tools; small crowd; diversity with respect to knowledge specializations
<b><i>eBird</i></b>	<b>Biology</b>	People anywhere in the world; specialized knowledge to observe and classify birds; small or large amounts of time per person; access to smartphone or computer and internet; large crowd; diverse with respect to geographic location and time of participation
<b><i>Profs-Chercheurs</i></b>	<b>Education science</b>	People in France; specialized knowledge and expertise as teachers; medium time per person, recurring; access to classrooms to perform experiments; small crowd; diversity with respect to relevant prior experience
<b><i>Quantum Moves</i></b>	<b>Physics</b>	People anywhere in the world; general knowledge to play a game; small or large amounts of time per person; access to computer and internet; large crowd; diverse in many dimensions (but diversity not necessary)
<b><i>Glyph</i></b>	<b>Linguistics</b>	People anywhere in the world; specialized knowledge and visual skills to identify patterns in scripts; small or large amounts of time per person; access to computer and internet; medium-sized crowd; diverse in many dimensions (but diversity not necessary)