Crowdsourcing and Gamification

Story of how to make a boring task fun

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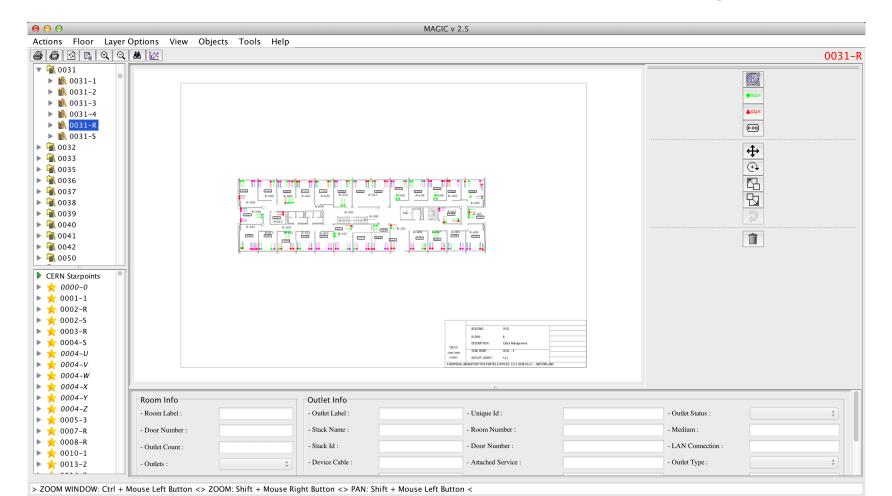
MAGIC – Software for network outlets and starpoints geo-localization

10 years old Java Web Start client

Use modern Web technologies

Integrate with GIS portal

SVG plans with custom coordinates system



106,579 outlets

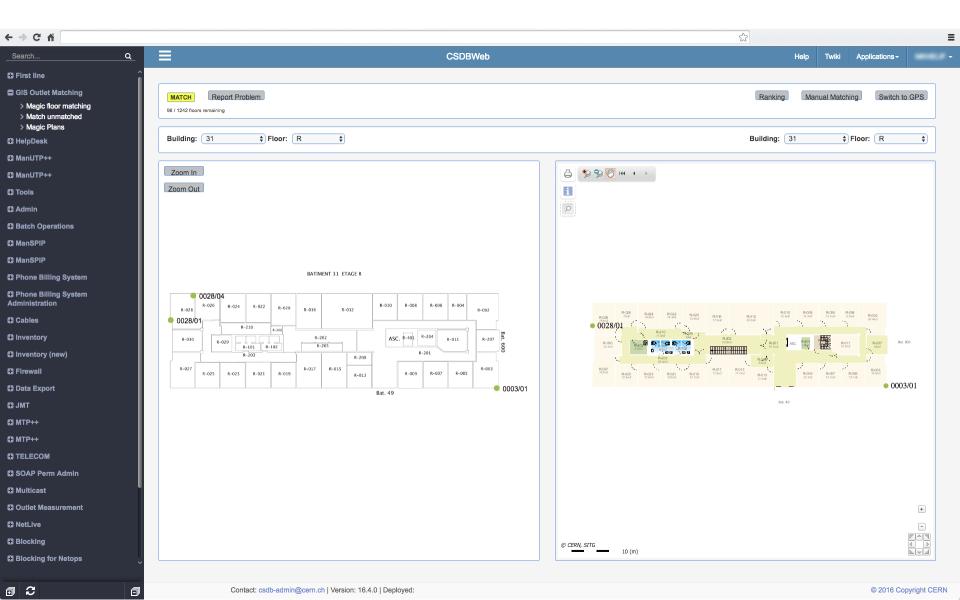
651 starpoints

1,242 floors

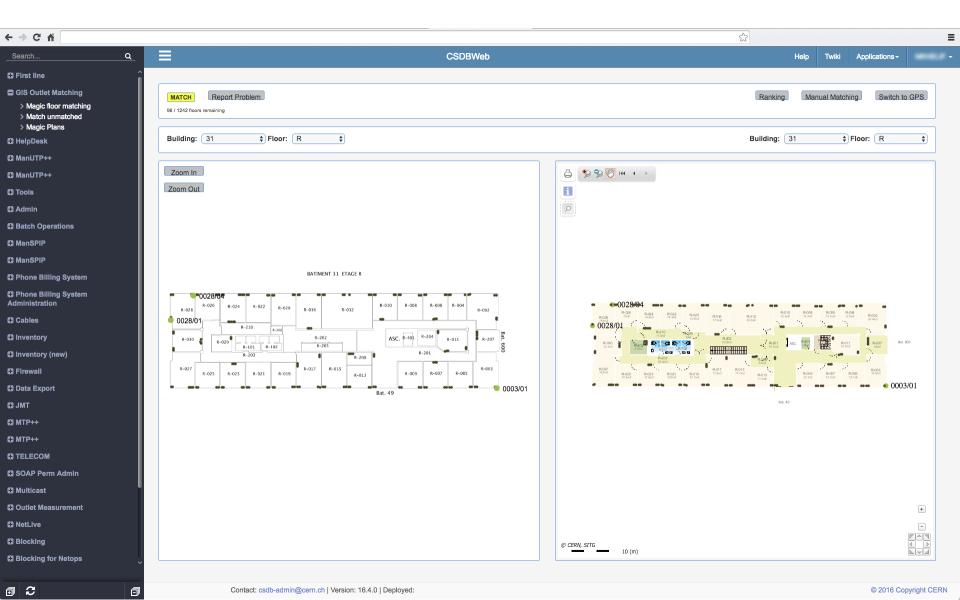
GPS with standard coordinates system



Conversion



Conversion



Conversion

75% of simple floors ~5 min

20% of problematic floors ~20 min

5% of unknown floors ~1 h

13,351 minutes

222 hours

28 days

6 weeks

1 huge boring task!

Crowdsourcing?

The process of obtaining needed services, ideas, or content by soliciting contributions from a large group of people

Dictionary

Gamification?

Gamification is the application of game principles in non-game contexts in attempts to improve user engagement

Wikipedia

Gamification

Contest with a mystery prize for the winner

Rank	User	Number of Floors
1		234
2		204
3		201
4		139
5		132
6		85
7		69
8		30
9		21
10		19
11		18
12		15
12		15
13		14
14		13
15		12



Crowdsourcing and Gamification

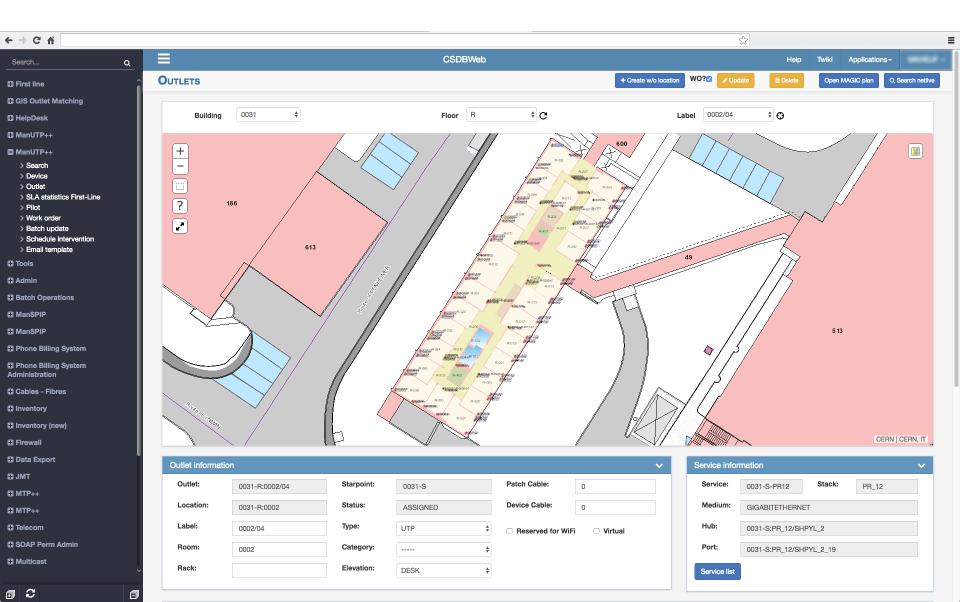
25 people participated

Involved operational teams

Convert floors when needed

or when overtook by someone!

Result



Conclusion

Very effective way to get things done

Make tedious tasks fun

Complete integration with GIS portal

https://gis.cern.ch/gisportal/IT_Equipment.htm (fibres trunks, Wi-Fi & telecom coverage, ...)

What's in the letter?



What's in the box?

Secret

We might need your help in the future!