



Crowdsourcing

Florence, 14th February 2013

What is crowdsourcing?

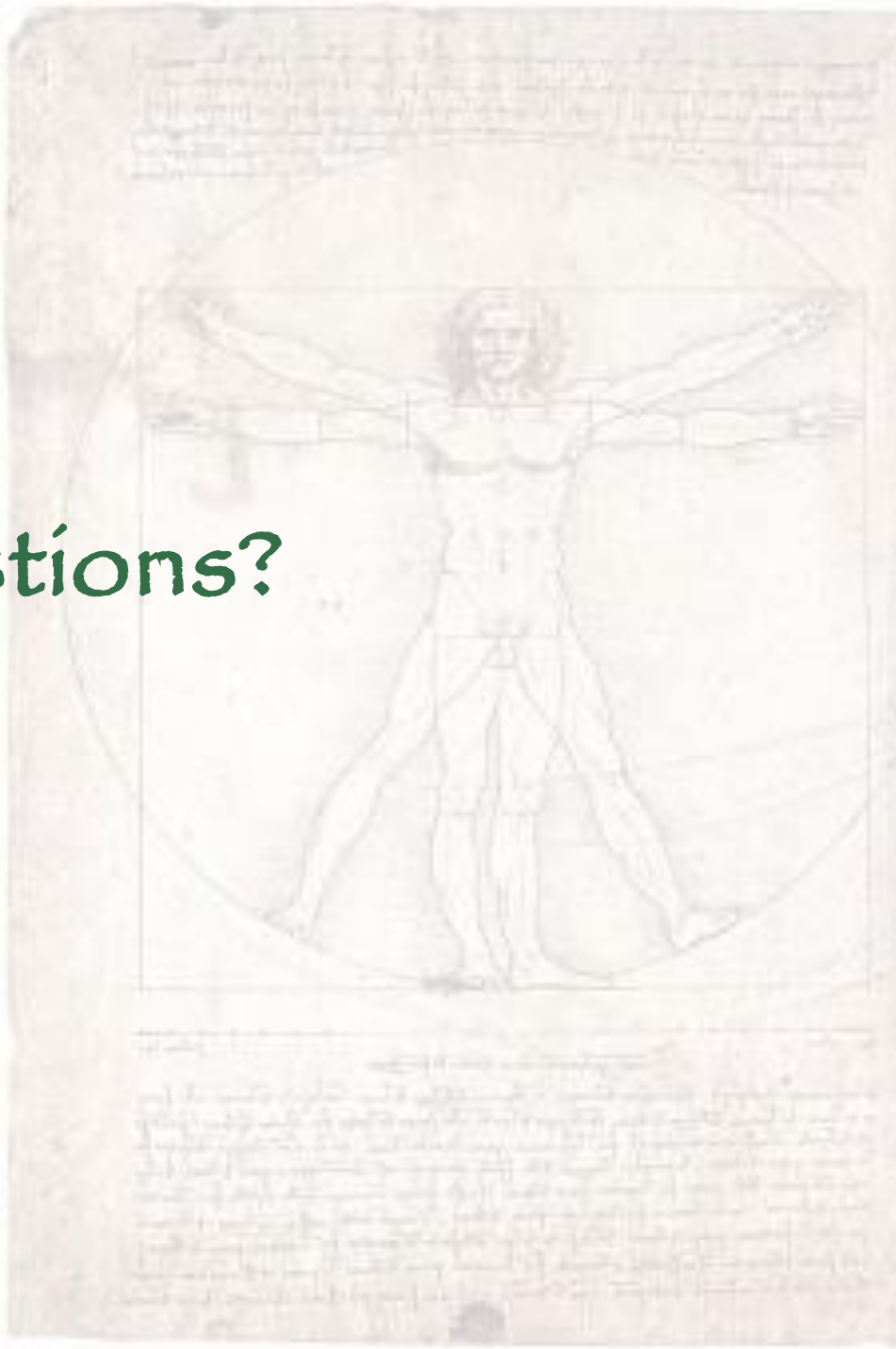
- subdivision of work into a number of separate bits (modules);
- offering these bits to a virtual group of individuals, “the crowd” by means of technology (e.g.: the Internet);
- the person who comes up with the best solution, the quickest and the lowest price, wins the competition;
- only the winner will make money;
- continuation of existing globalization trends (outsourcing, offshoring, etc.);
- examples of crowdsourcing platforms: [TopCoder](#), [Elance](#), [Guru](#), [Odesk](#), [Proz](#).

Consequences

- applicable in different sectors: ICT, finance, consulting, graphical sector, etc.;
- employees in Europe have to compete with “colleagues” in countries like India, Malawi and South-America;
- the risks, linked with employment, are extensively circumvented and are for the employee’s own account;
- no more permanent employment, training costs, pensions, care obligations, etc.;
- large ICT companies (e.g. IBM) are currently busy experimenting with this phenomenon.

Actions until now

- presentation in network meeting (March 23rd 2012): forming of a working group;
- conversation with 2 members Dutch parliament (May 30th 2012);
- publication manifesto (press, political parties, trade unions, etc.; June 27th 2012);
- conversation with member European parliament (November 14th 2012).



Questions?