VirginiaTech
VIRGINIA POLYTECHNIC INSTITUTE AND STATE UNIVERSITY

Computer Science Seminar Series

National Capital Region

Crowdsourcing in Software Engineering: Models, Opportunities, and Challenges

Speaker: Dr. Thomas LaToza
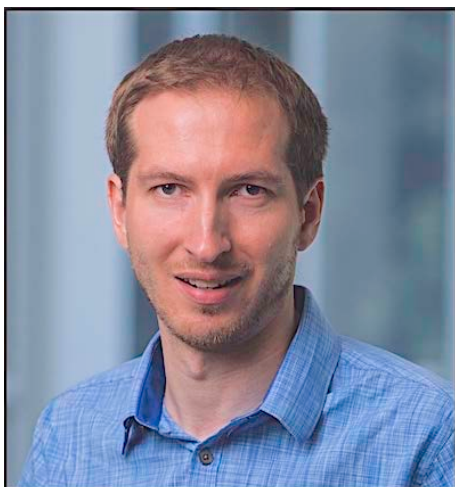## George Mason University
Friday, March 3, 2017
1:00PM- 2:00PM, NVC 325

Abstract

Software developers today take part every day in crowdsourcing, by using one of the over 16 million answers to programming questions on StackOverflow, participating in one of the 400,000 software design and development competitions hosted on TopCoder, or by freelancing for design, testing, or programming tasks. In this talk, I'll explore how crowdsourcing is reshaping how software developers work, play, and learn and the opportunities and challenges that crowdsourcing brings for engineering software. For example, could software be built through a crowd participating only through ten-minute contributions? A core property of software work is its complexity and interdependence, bringing new challenges for scaling crowdsourcing to knowledge intensive work. Our work also raises fundamental questions about the nature of knowledge and context in software development.

Biography

Thomas LaToza is an Assistant Professor of Computer Science at George Mason University. He works at the at the intersection of software engineering and human computer interaction, investigating how humans interact with code and designing new ways to program. He currently serves as a guest editor of the IEEE Software Theme Issue on Crowdsourcing for Software Engineering and serves as co-chair of the Fourth International Workshop on Crowdsourcing in Software Engineering. His work is funded in part through a $1.4M grant from the NSF on Crowd Programming. He holds a Ph.D. in Software Engineering from Carnegie Mellon University.