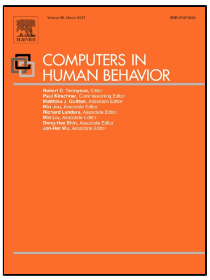
Accepted Manuscript



Perceptions of Virtual Reward Systems in Crowdsourcing Games

Dion Hoe-Lian Goh, Ei Pa Pa Pe-Than, Chei Sian Lee

PII:	S0747-5632(17)30006-7
DOI:	10.1016/j.chb.2017.01.006
Reference:	CHB 4701
To appear in:	*Computers in Human Behavior*
Received Date:	08 August 2016
Revised Date:	23 December 2016
Accepted Date:	02 January 2017

Please cite this article as: Dion Hoe-Lian Goh, Ei Pa Pa Pe-Than, Chei Sian Lee, Perceptions of Virtual Reward Systems in Crowdsourcing Games, *Computers in Human Behavior* (2017), doi: 10.1016/j.chb.2017.01.006

This is a PDF file of an unedited manuscript that has been accepted for publication. As a service to our customers we are providing this early version of the manuscript. The manuscript will undergo copyediting, typesetting, and review of the resulting proof before it is published in its final form. Please note that during the production process errors may be discovered which could affect the content, and all legal disclaimers that apply to the journal pertain.

ACCEPTED MANUSCRIPT

Virtual rewards were compared against no rewards for crowdsourcing tasks.

Badges and points enhanced enjoyment in crowdsourcing tasks.

They also increased perceptions of output quality.

They better satisfied the motivational needs for autonomy and competence.

There were also significant differences in how these rewards were perceived.

ACCEPTED MANUSCRIPT

دریافت فوری ← متن کامل مقاله

ISIArticles
مرجع مقالات تخصصی ایران

✓ امکان دانلود نسخه تمام متن مقالات انگلیسی
✓ امکان دانلود نسخه ترجمه شده مقالات
✓ پذیرش سفارش ترجمه تخصصی
✓ امکان جستجو در آرشیو جامعی از صدها موضوع و هزاران مقاله
✓ امکان دانلود رایگان ۲ صفحه اول هر مقاله
✓ امکان پرداخت اینترنتی با کلیه کارت های عضو شتاب
✓ دانلود فوری مقاله پس از پرداخت آنلاین
✓ پشتیبانی کامل خرید با بهره مندی از سیستم هوشمند رهگیری سفارشات