



Crowdsourcing: Cloud-Based Software Development (Progress in IS)

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This book presents the latest research on the software crowdsourcing approach to develop large and complex software in a cloud-based platform. It develops the fundamental principles, management organization and processes, and a cloud-based infrastructure to support this new software development approach. The book examines a variety of issues in software crowdsourcing processes, including software quality, costs, diversity of solutions, and the competitive nature of crowdsourcing processes. Furthermore, the book outlines a research roadmap of this emerging field, including all the key technology and management issues for the foreseeable future. Crowdsourcing, as demonstrated by Wikipedia and Facebook for online web applications, has shown promising results for a variety of applications, including healthcare, business, gold mining exploration, education, and software development. Software crowdsourcing is emerging as a promising solution to designing, developing and maintaining software. Preliminary software crowdsourcing practices and platforms, including Apple's App Store and TopCoder, demonstrate the advantages of crowdsourcing in terms of software ecosystem expansion and product quality improvement.

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