Computer Science: Computer Engineering and Networks, Computer Communication Networks, Communications Engineering, Networks, Wireless and Mobile Communication, Data and Information Security, Mobile and Network Security

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Mobile Crowdsourcing

From Theory to Practice

- Exposes readers to the technical challenges in building a mobile crowdsourcing system
- 17 chapters in total complements several other topic related books that have recently emerged
- Each chapter starts with an introduction and overview of general crowdsourcing and mobile crowdsourcing

This book offers the latest research results in recent development on the principles, techniques and applications in mobile crowdsourcing. It presents state-of-the-art content and provides an in-depth overview of the basic background in this related field. Crowdsourcing involves a large crowd of participants working together to contribute or produce goods and services for the society. The early 21st century applications of crowdsourcing can be called crowdsourcing 1.0, which includes businesses using crowdsourcing to accomplish various tasks, such as the ability to offload peak demand, access cheap labor, generate better results in a timely matter, and reach a wider array of talent outside the organization. Mobile crowdsensing can be described as an extension of crowdsourcing to the mobile network to combine the idea of crowdsourcing with the sensing capacity of mobile devices. As a promising paradigm for completing complex sensing and computation tasks, mobile crowdsensing serves the vital purpose of exploiting the ubiquitous smart devices carried by mobile users to make conscious or unconscious collaboration through mobile networks. Considering that we are in the era of mobile internet, mobile crowdsensing is developing rapidly and has great advantages in deployment and maintenance, sensing range and granularity, reusability, and other aspects. Due to the benefits of using mobile crowdsensing, many emergent applications are now available for individua...

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