

ICT & Social Epistemology

T1. Building a Ranking System

Management of Organisations
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Distributed ranking systems

Issues in the design of distributed ranking systems:

1. radically distributed evaluation
2. bottom-up definition of authority
3. control exerted through aggregating algorithms
4. risks of gaming and free-riding

Questions

- How to build an **effective** distributed ranking system on the basis of available information?
- How to make a distributed ranking system “**interesting**” (preserving diversity)?
- How to make a distributed ranking system **game-resistant**?

Briefing

1. Think of a collaborative system you are familiar with and you use on a regular basis, e.g. social networking (*Facebook*), social media (*Flickr*, *Last.fm*), online gaming (*EVE Online*), peer production (*Wikipedia*)
2. Describe how you would build a ranking system to:
 1. identify interesting information or interesting users
 2. minimise gamingon the basis of information available in the system.
3. Discuss benefits and potential limits of the proposed system.