**Motivation**

-- Discover why editors of Wikipedia stop contributing.
-- Design incentives to motivate content creation.

**Method**

Statistical analysis of Wikipedia server data, which look like:

**The Wikipedia Population**

-- We took a simple random sample of the population, sample size = 1000.
-- We ran a logistic regression, predicting if an editor stays for more than a day based on the edits they made on their first day.

**Result #1:** Creators tend to stay beyond their first days, compared to preservers. (1.35 > 1)

**Result #2:** Destroyers are more likely to leave on their first days, compared to preservers (0.55 <1).

**Note:** destroyers are defined by whether their edits are subsequently reverted by other editors. That is, it is defined based on others' opinions.

**Summary**

Among active editors, earlier adopters tend to stay for longer. Higher edit frequency leads to higher likelihood of quitting.

For new users, on their first day, creators are more likely to stay than preservers, and destroyers are more likely to drop out.

**Future Work**

Why does high edit frequency lead to active editors’ departure? Are they burnt out? Or because they have completed editing the pages they are interested in?

How do editors’ talk behavior affect their likelihood to stay?

Is there peer influence on an editor’s decision to leave?

**Related work**

Bryant et al (2005) found from interview data that small starter tasks help new users become experts.

Kittur et al (2007) found Wikipedia is becoming democratized over time. The workload shifted from a small number of elite editors to a large number of “common” editors.

Priedhorsky et al (2007) found a small number of elite editors create most value on Wikipedia. They measure “value” by the number of words viewed.