**Motivation**

End-user elicitation studies are a popular research and design method. In such studies, end-users themselves are shown the outcomes or state changes of specific interactions, and end-users propose actions that would cause such outcomes. To date, however, end-user elicitation studies have been run only in laboratory settings. If more end-users were involved in such studies, more representative data could be collected.

**Work**

We are creating methods, processes, and a platform for conducting end-user elicitation studies online using crowdworkers. Crowdworkers will also help aid in the data analysis of such studies, considerably reducing the burden on researchers and designers. Our platform, called Crowdlicit, will aid researchers and designers to quickly deploy an end-user elicitation study in the crowd for designing such things as gestures, voice commands, and icons, to name a few.