

Digital Commons Forum

Dimmons

Digital Commons: An historical phenomenon of the early decades of XXI?

Or how do we react to the second enclosurement of the commons?

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Models of resource management and provision

State

(Centralization)

Market

(Equal exchange)

Commons

(Pool of self-governed contributions)

Increasing in importance?

But does it have a future?

Historical development of digital commons

I. From the 1950s: Cultural roots of OCCs: pioneer online communities

- * Hacking culture
- * Hippies contraculture
- * Action-participation methodologies & popular education

II. The appearance of the first digital commons: Free software projects

III. From 2001: From free software to free culture: The expansion of OCCs to other immaterial content

- * Creative Commons licenses (promoted by Lessig)
- * Wikipedia
- * Alternative media (Indymedia)
- * Peer-to-peer file sharing architectures
- * Open access of scientific research

IV. 2006: The explosion of commercial Web 2.0 after the dot.com crisis

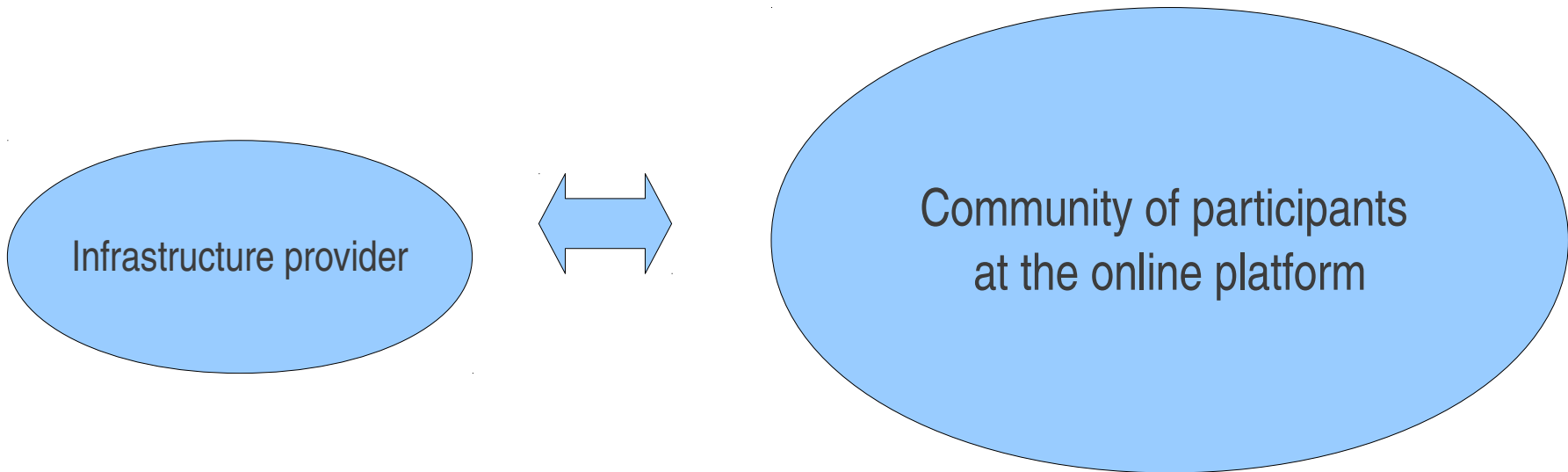
The development of a **new economy based on information access and sharing** contributed to the popularization of the multi-interactive infrastructure of the web.

However, it is **based on a different model of infrastructure provision.**

Digital Commons

Two components

Example: Wikimedia Foundation - Wikipedia



A) Platform of participation online

Main organizational principles

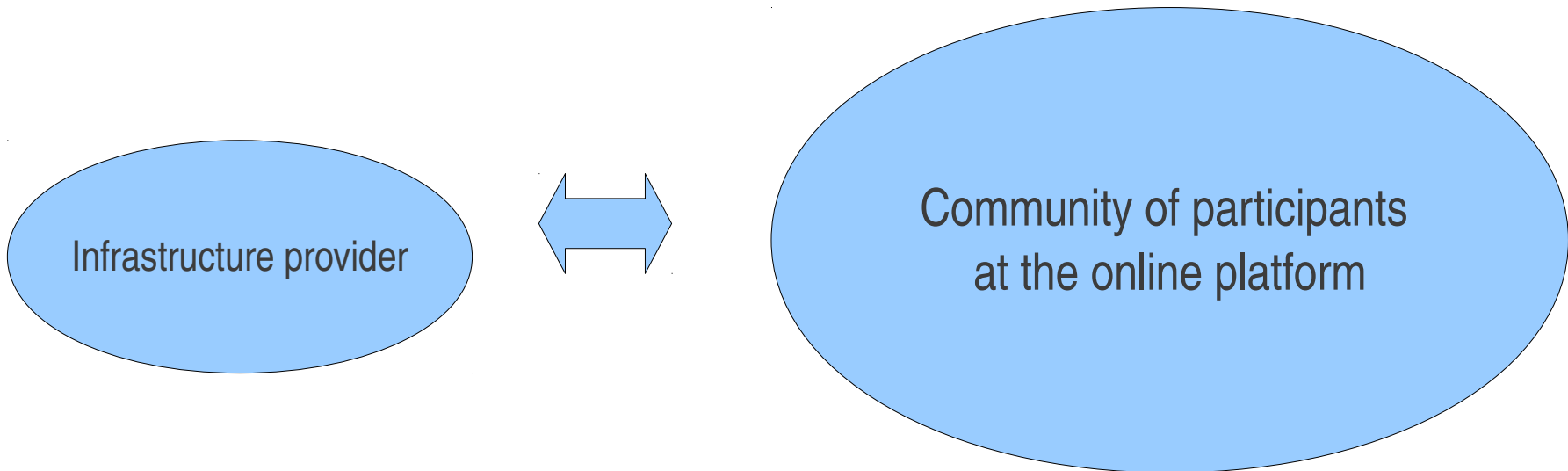
- + Fragmentation into subgroups
- + Hybrid solutions
- + Uniquel distribution of the participation
 - 1% Strong participation
 - 9 % Weak participation
 - 90 % Non-participation
- + Volunter autononomous contribution >>> “Participation as a cost”
 - Ecosystemic participation:** Different forms and degress of participation integrated

Digital Commons

Two components

Example: Wikimedia Foundation – Wikipedia

Example: Yahoo! - Flickr



Infrastructure provision
one of the key sources of **power**
in **network society**

Axes of order of infrastructure conditions

(Empirical analysis 50 cases)

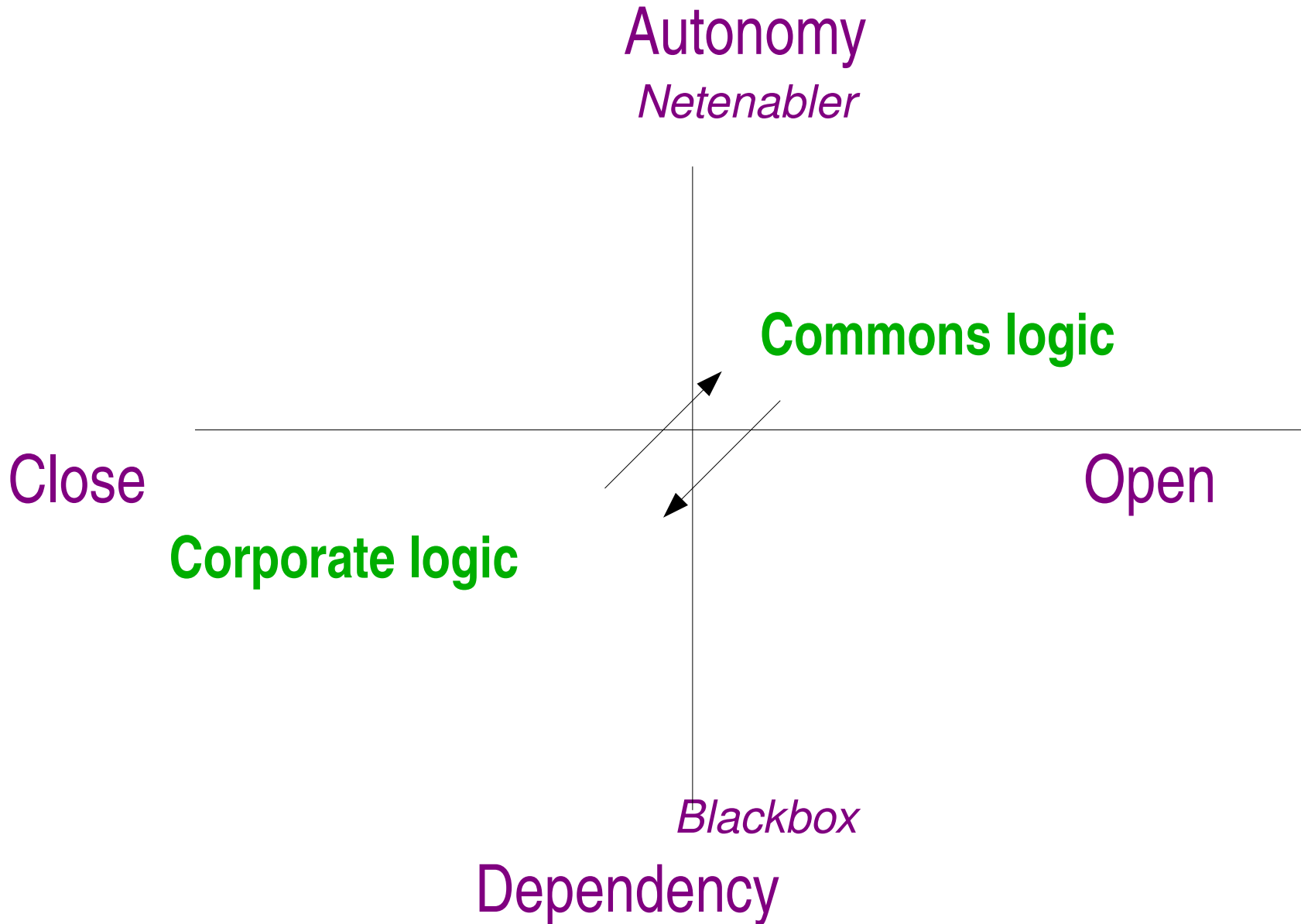
- 1) Level representation of the interests of community of creators in the infrastructure provision **decision-making and provision transparency**
- 2) Level of **freedom and autonomy** of the content generators or creators in regard to the infrastructure

Black-box: Proprietary software & copyright license

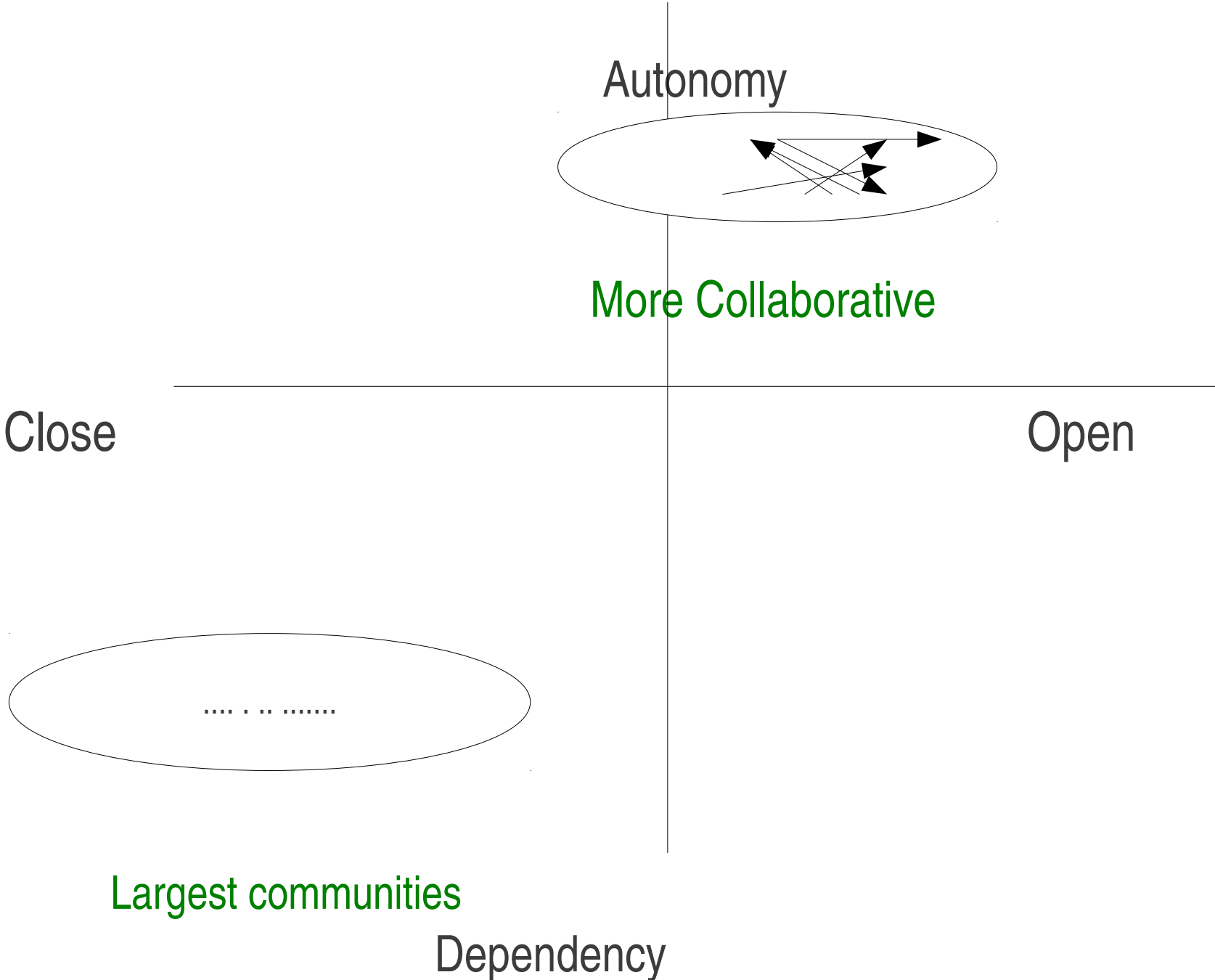
versus

Netenabler conditions: Free software & free license

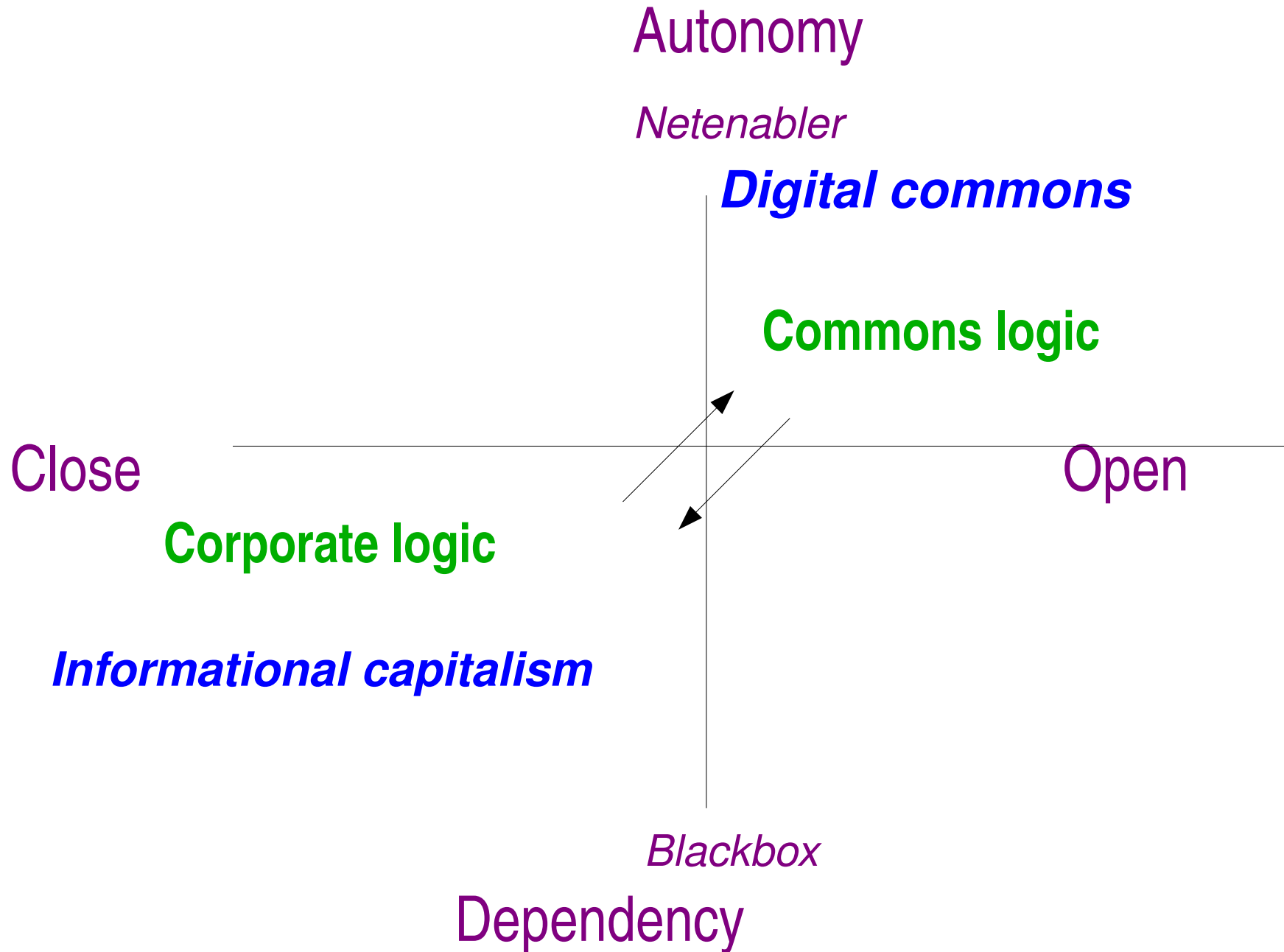
Conflictual logics



Infrastructure conditions shapes communities



Infrastructure governance: Type of outcomes



Digital Commons definition

Information and knowledge resources that

- * is **collectively created and owned** or shared between a community*
- * is (generally freely) **available to use and reuse** by third parties.*
- * the **community** of people building them can intervene in **governing** their interaction processes and the shared resources.*

Second encloure of the commons

What is increasing in importance is corporate forms of infrastructure provision

Will Digital Commons be an historical phenomenon of the early decades of XXI?

Or how do we react to the second enclouserment of the commons?

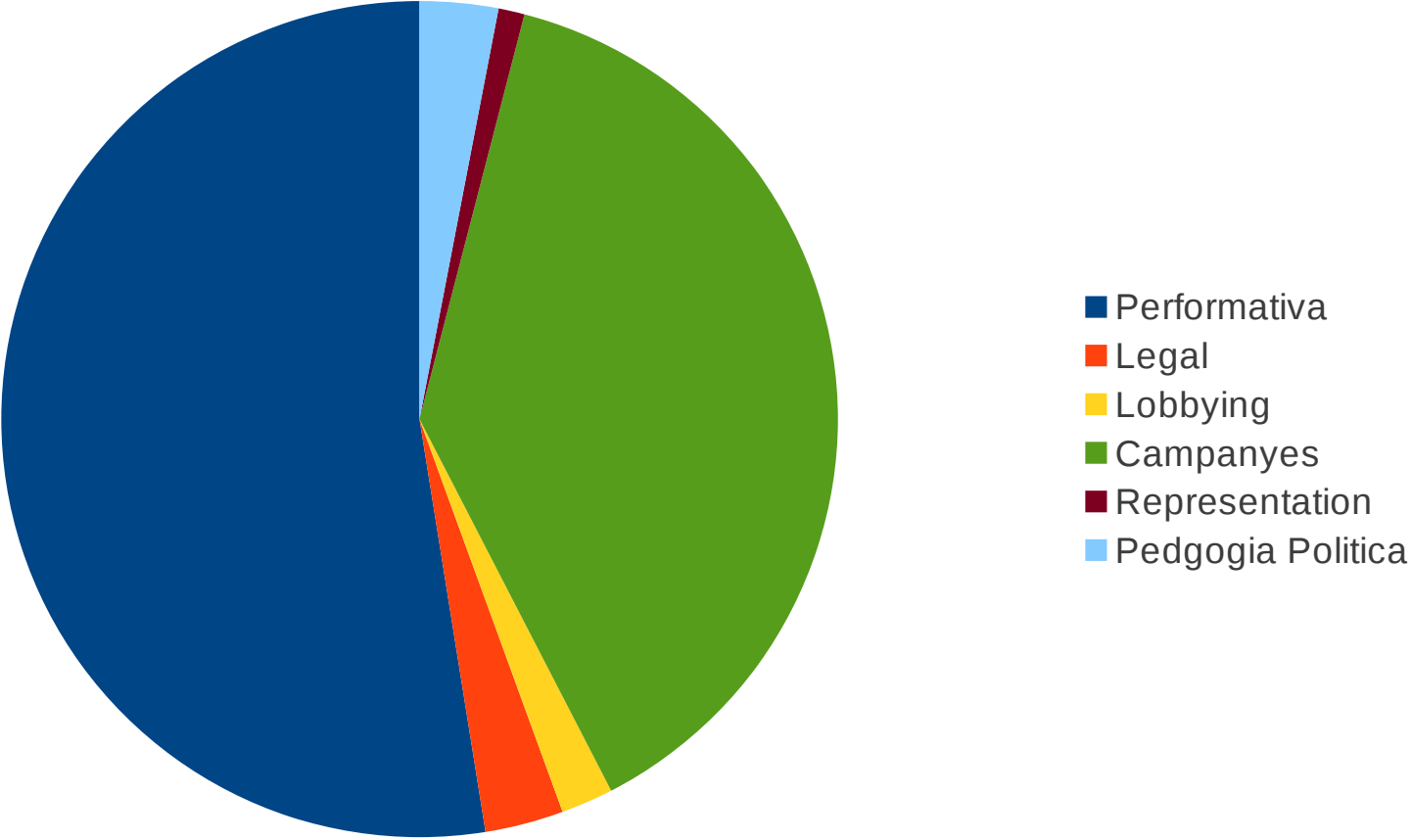
Conflict between commons versus corporate:

**Free Culture Movement and digital
rights movements**

Distribution of strategies

- i) Performative strategy: Change by making sustainable a different production common model (i.e. Wikipedia, FLOSS, etc)
- ii) Legal defense and offense (i.e. Electronic Frontier Foundation, Creative Commons, etc)
- iii) Lobbying (i.e. EDRI)
- iv) Citizens mobilization: Campaigning to impact in the policy making (i.e. Campaign Against Sine Lay)
- v) Institutional pedagogy
- vi) Political representation (i.e. new parties linked to free knowledge)

Distribution of strategies: How do we create an fruitful ecosystem between them?



How do we combine different strategies?

- * Performative strategy >>> To understand the need to stop also the enclosure by intervening in the public policies
- * Citizens mobilization strategy >>> To have present the existence of working field of the changes suggested

Ecology of change for (a positive) digital commons future

Commons

(Pool of self-governed contributions >>> But with limitations)

New type of institution

(Centralization)

Other market

(Equal exchange)