



# The sustainability of online collaborative commons

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# Education and Previous Works

- 2005 MA Philosophy – University of Bologna
- 2008 MA European Studies in Science and Technology – Ålborg/Maastricht
- 2013 PhD Sociology and Social Research – University of Trento
  - *Making Sense of Users Participation in Open Source Projects: The case of a Mature Video Game*
  
- 2013-2016 University of Trento, Dept. of Inf. Engineering and Computer Science
  - *CIVIS - Cities as driver of social change* - <http://www.civisproject.eu/>
- 2017 University of Bergen, Centre for the Study of the Science and Humanities
  - *PARENT - Participatory Platform for Sustainable Energy Management* - <http://www.parent-project.eu/>
  - *CANDID – Checking Assumptions and Promoting Responsibility In Smart Development Projects* - <https://candid.w.uib.no/>

# Research Interests and Profile

## Co-production and co-design of/in Information Technology

- Peer-production (FOSS, Wikipedia)
- Collaborative game development
- Energy management platforms and Energy as commons

## Theoretical foundations

- Science & Technology Studies
- Organization Studies
- Ethnography of Information
- Co- / Participatory Design

## Constructivist epistemology and methodologies

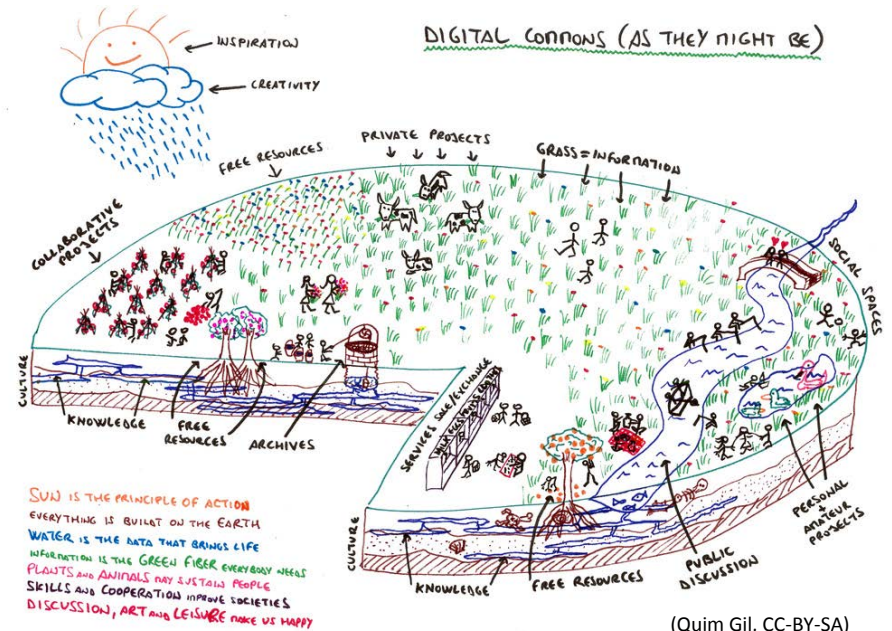
- Ethnographic, interpretive observational research
- Intervention based research grounded on Participatory Design



**ISSP – Infrastructuring SuStainable Playbour**  
*H2020/MSCA-IF-2016 – Poderi, Dittrich, ITU*  
*01/2018-01/2020*

# Online collaborative commons

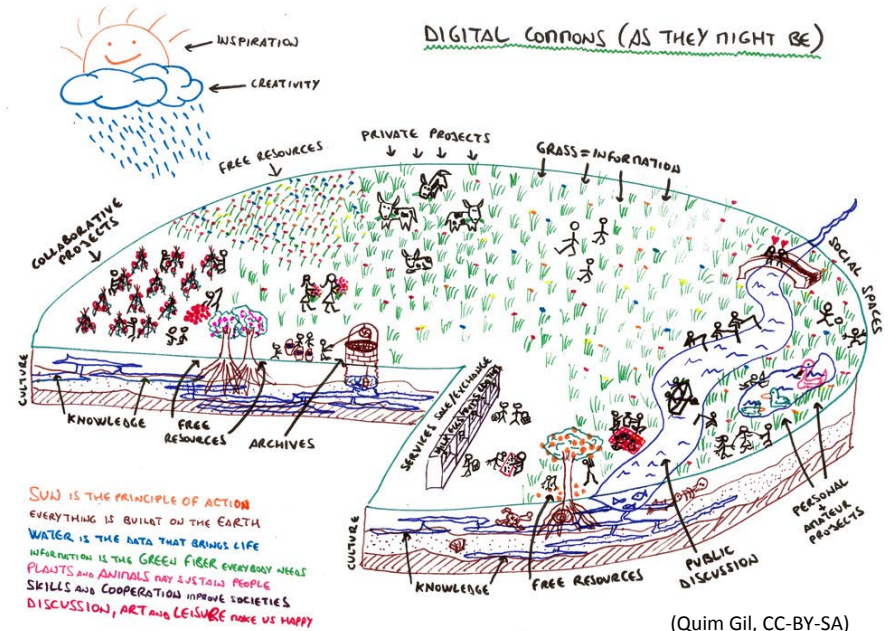
Information and knowledge resources that are **collectively created and owned or shared** between or among a community and that tend to be non-exclusive [...]. Thus, they are **oriented to favor use and reuse** [...]. Additionally, the community of people building them can **intervene in the governing** of their interaction processes and of their shared resources. (Fuster Morell, 2010)



# Sustainability

The ability of an organism or ecosystem to maintain its activity and productivity over time.

(Chengalur-Smith et al. 2010)



# Research Motivation

## 1. From participatory culture to ‘playbour’

- *E.g.* Gig economy & platform capitalism; Commoning & Platform Cooperativism; Citizen Science & Engagement; EU frames: Collective Awareness Platforms, Open and Participative Innovation

(Lund 2015, Rey 2015, Poderi and Hakken 2014)

## 2. Participation in online commons: temporary & unpredictable

- Studies of participants limited to type of contributions and motivations *for* participating

## 3. Main perspectives on sustainability

- Evolutionary (alignment between govern. and contributions)
- Innovation & business perspective (scalability through hybridization)
- Legal (role of licensing)

# Research Question and Objectives

*RQ: How is the subjective dimension of participation (e.g. fun, self-fulfilment) mediated by the participative infrastructure of online commons and how can this be adapted over time to prevent aspects such as alienation or exploitation to emerge?*

Aim: To develop empirically grounded design principles that can support the sustainability of online collaborative commons, while accounting for the subjectivities of participants



## Sustainability of online collaborative commons

Three cases in Free and Open Source Software:

1. Game development → Turn-based strategy video game
2. Activism → Charity NGO for promotion of Free/Open Source Software
3. ...*tbd*

Ethnography of infrastructures through

- '*Infrastuctural inversion*': focus on breakdowns
- Participant Observations & Interviews

(Star, 1999; Garcia et al. 2009)

# Current and future activities

## Empirical research work plan

Mar-Apr 2018

- Selection of the three cases
- Negotiations for field access

May 2018-Apr 2019

- Fieldwork

Feb-Sep 2019

- Sorting and analysing data
- Writing empirical insights into principles/design guidelines

Sep-Dec 2019

- 'Validation' with cases

## Research output

- “Participatory Design and Sustainability--a literature review of PDC Proceedings” – *Participatory Design Conference* – Short paper submitted
- “Co-design and the sustainability of online collaborative commons” – Special Issue in *CoDesign* – Extended abstract submitted
- “Articulating assemblages of playbour to question participation in ICT-based collaborative platforms” – *EASST Conference 2018*, Lancaster – Abstract submitted

# References

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