Collaborative creation and collective property
in the design practice

Laia Blasco Soplon

UOC Universitat Oberta de Catalunya   HANGAR.ORG

PIPES

Participatory Investigation of Public Engaging Spaces

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//////I<III zkm karlsruhe   CIQITT   HANGAR.ORG   brainz

ICONUU   investigation   communication

interface
visual creation
and collaboration

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ICONUU   investigation   communication

interface
visual creation
and collaboration

critical-design-art
interface manifesto

PhD

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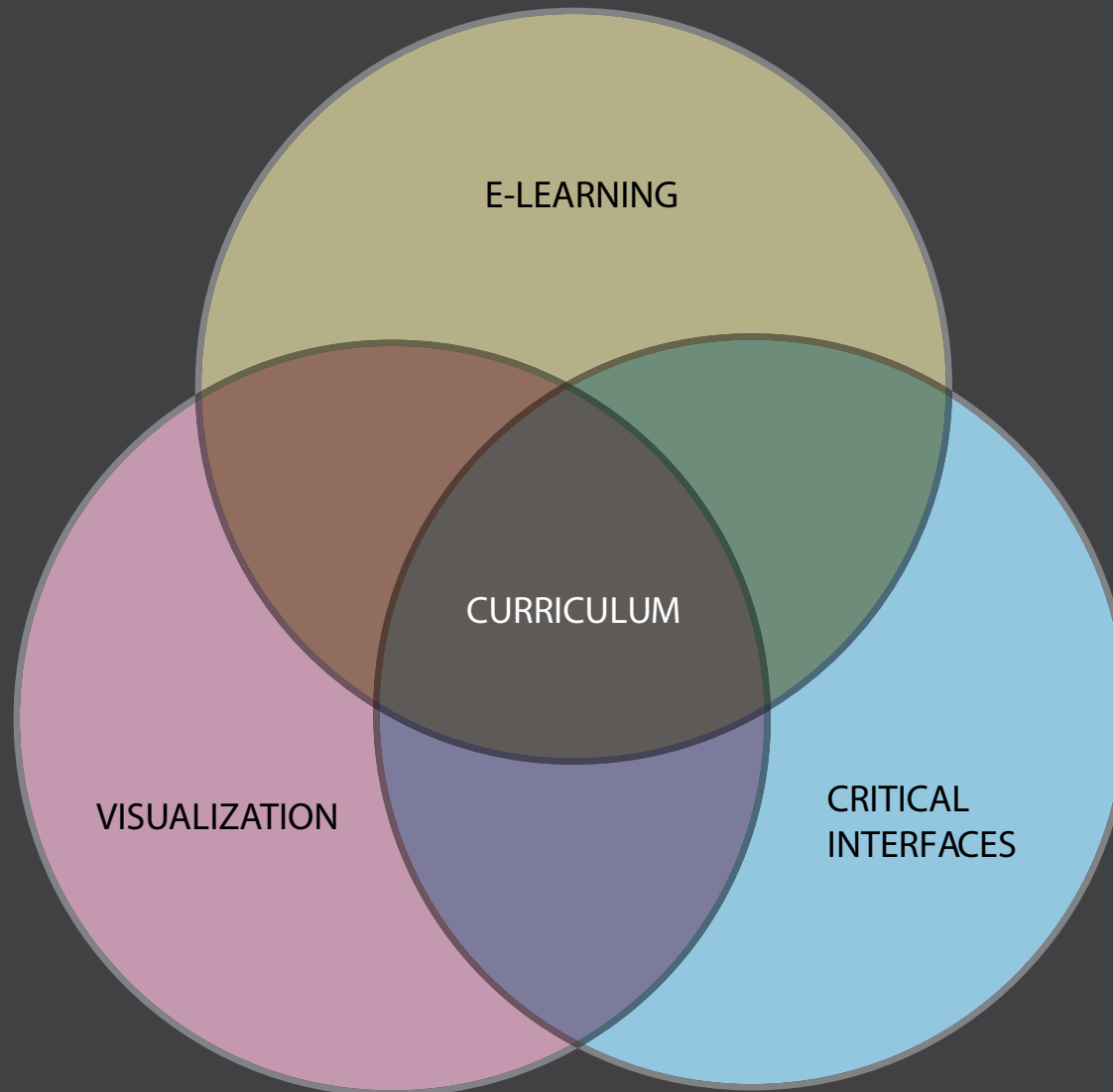
Research context

Research context

Creation process

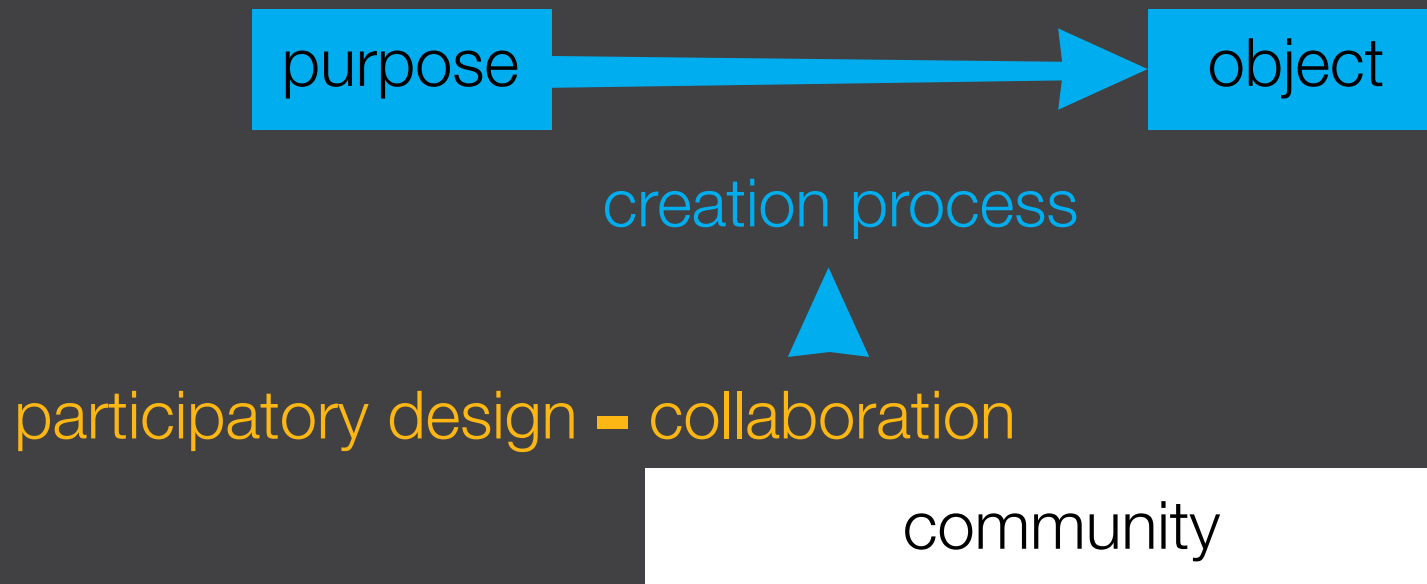purpose → object
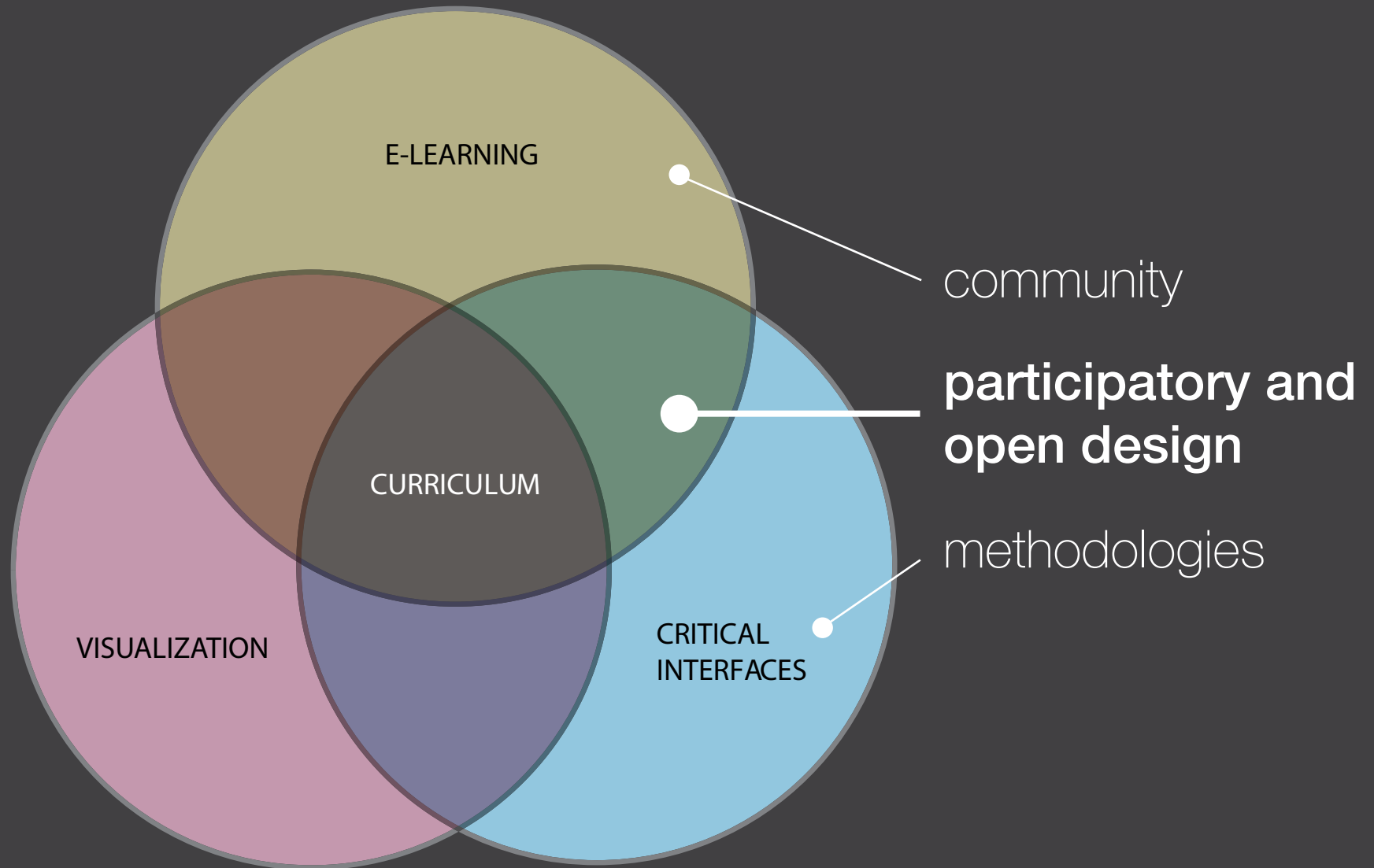
creation process

collaboration

community
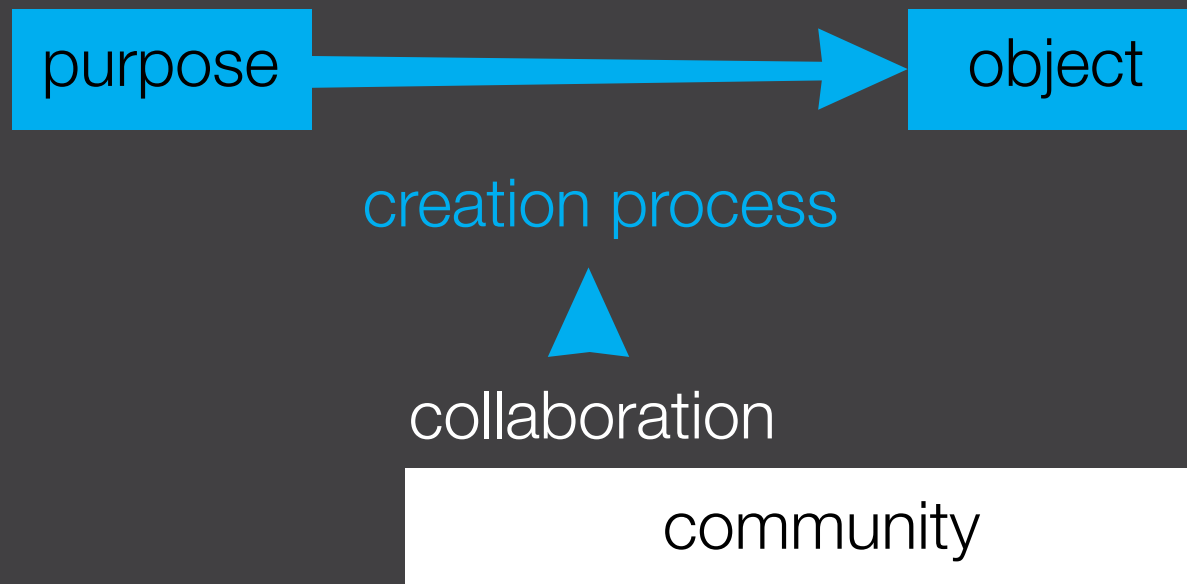
Participatory design > Definition

The Participtory design (known before cooperative design) is an approach to design attempting to actively involve all stakeholders (e.g. employees, partners, customers, citizens, end users) in the design process to help ensure the result meets their needs and is usable.

Participatory design > As a methodology

Participatory design is an approach which is focused on processes and procedures of design and is not a design style.

Participants (putative, potential or future) are invited to cooperate with designers, researchers and developers during an innovation process. Potentially, they participate during several stages of an innovation process: they participate during the initial exploration and problem definition both to help define the problem and to focus ideas for solution, and during development, they help evaluate proposed solutions.
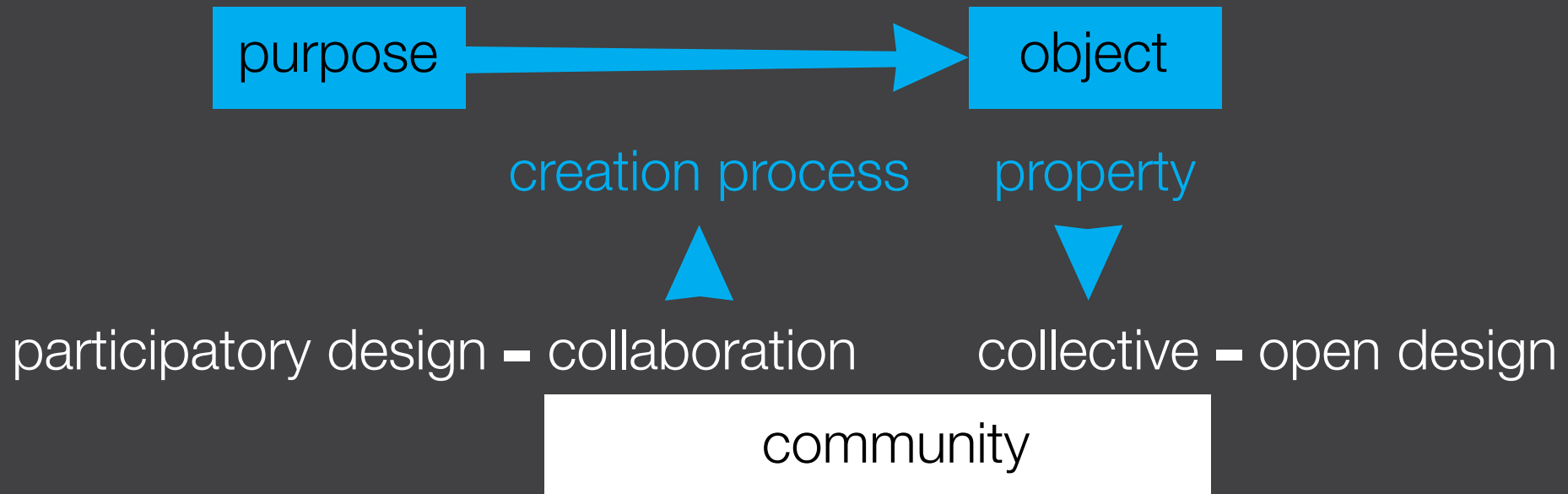
Participatory design > Questions

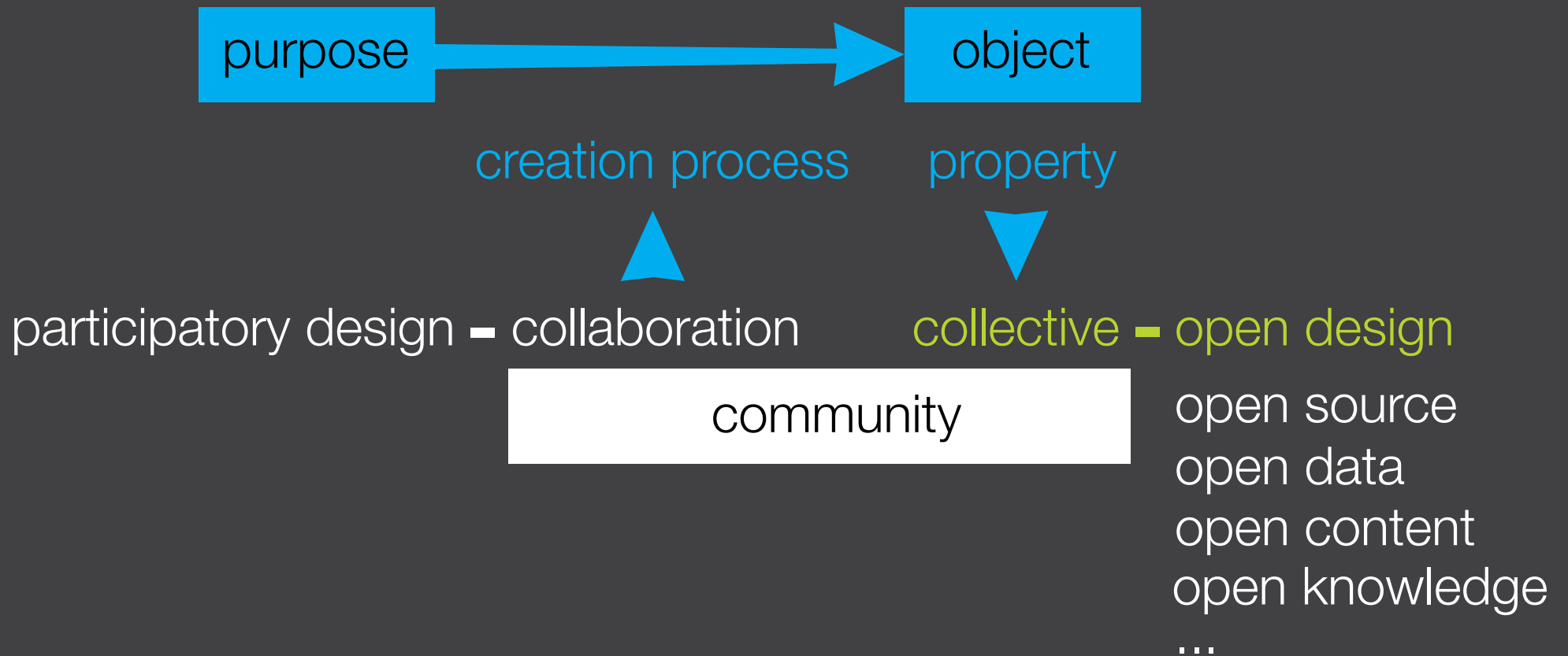For some, this approach has a political dimension of user empowerment and democratization.

For others, it is seen as a way of abrogating design responsibility and innovation by designers.

¿Who is the owner?

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Creation process and property

purpose → object

creation process   property

participatory design = collaboration   collective = open design

community

Creation process and property

purpose → object

creation process   property

participatory design — collaboration   collective — open design

community

open source
open data
open content
open knowledge
...

Open source > Open design

Open design is the application of Open source methods to the creation of physical products, machines and systems.

Open-source software (OSS) is computer software with its source code made available and licensed with a license in which the copyright holder provides the rights to study, change and distribute the software to anyone and for any purpose. Open-source software is very often developed in a public, collaborative manner. Open-source software is the most prominent example of open-source development and often compared to (technically defined) user-generated content or (legally defined) open-content movements.

Open source > Free software

Freedom to:

Run the program anywhere, for any purpose and forever.

Study and adapt it to our needs (open source).

Redistribution, which allows us to collaborate with neighbors and friends.

Improve the program and release their improvements (open source)

Open source > Motivations

Ethics
Software is knowledge, to hide the knowledge is antisocial.
The possibility of modifying the program is a form of free speech
(Free Software Foundation).

Pragmatics
There are technical and economic advantages
(Open Source Initiative).

Open source > Consequences

For the:

User (also the public administration): prevent monopoly, promotes competition and avoid the entirely dependency on the producer. It can be customized.

Developer and integrator: it is not necessary to decode "impossible" codes. Can leverage the work of others, and have the community support.

Maintenance and services: it is an opportunity to provide maintenance and services from others than the producer.

Open source > Sustainability

"Public" funding: financing entity can be a government, a public institution or a non-profit organization that works for scientific reasons, development of standards, social goals...

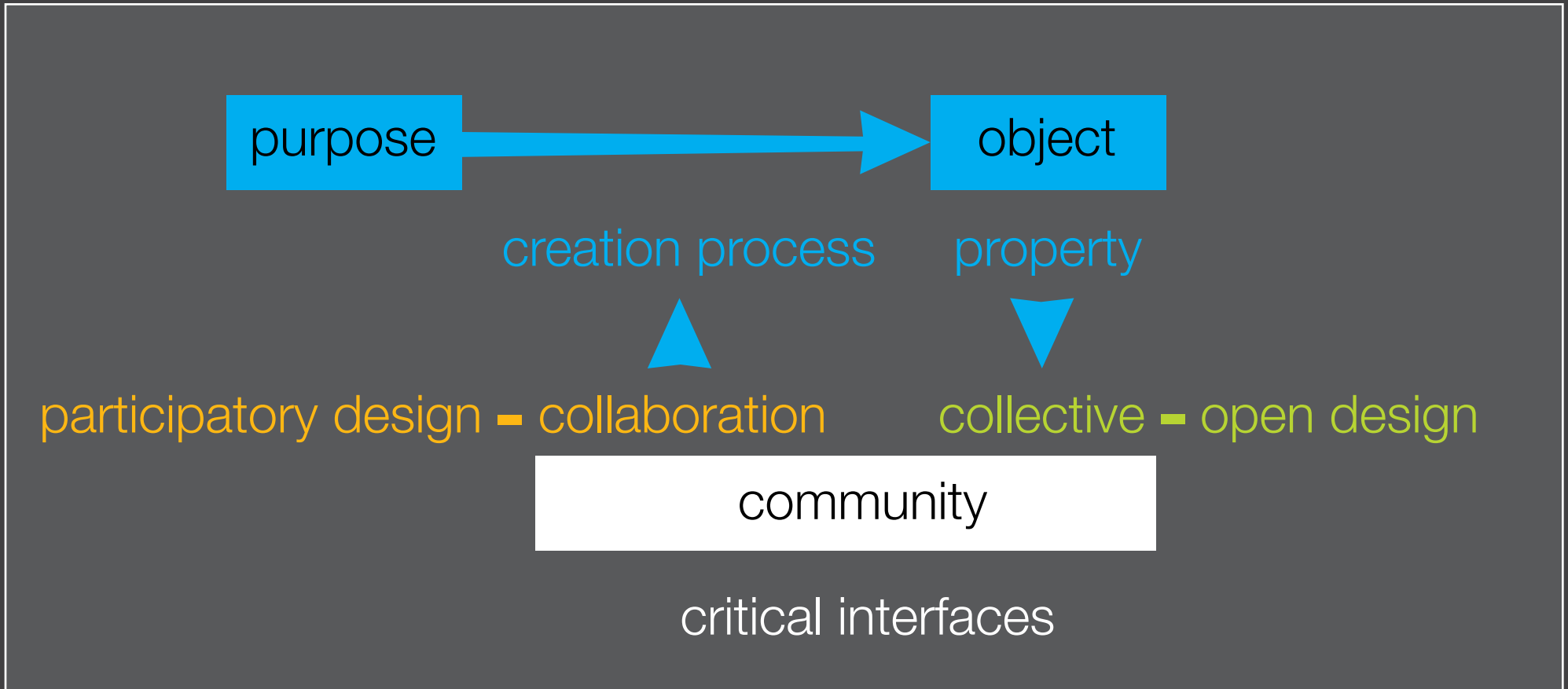Improvements needed: who needs improvements invests in the development or modification of the software.

Related products: free software is the claim to sell other products that are related to (books, hardware...)

Open source > Processes

"The Cathedral and the bazaar" Raymond

- In the Cathedral model there is a clear distribution of tasks and functions. This distribution highlights the existence of a designer who is on the top of the process controlling the development of the activity.

- In the bazaar model there is no maximum authority controlling the process that are developed, or strictly planning what should happen or not.

Creation process and property

purpose → object

creation process

property

participatory design — collaboration

collective — open design

community

critical interfaces

Some questions...

- Do we have to define the community?
- For whom is it? Whose is it?
- What kind of participation-collaboration? And How?
- How open?
- How to explain the negotiation and decision processes in the design practices?

Laia Blasco Soplon

Thank you!

lblascos@uoc.edu

References

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"Introducció al programari lliure", Jesús M. González Barahona, Joaquín Seoane Pascual, Gregorio Robles. Universitat Oberta de Catalunya. 2008

Wikipedia
- http://en.wikipedia.org/wiki/Open_design
- http://en.wikipedia.org/wiki/Participatory_design
Free Software Foundation http://www.fsf.org/
Open Source Initiative http://opensource.org/