

Internet of Things

| Jaromil

Institute of Network Cultures,

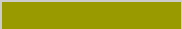
October 2008, Amsterdam

“Free” market lies

- ▶ When you purchase an object you own it, no strings attached
- ▶ Competition is the base for evolution, enhancing quality
- ▶ Monopolies are the enemies of market efficiency



Figure 1.1

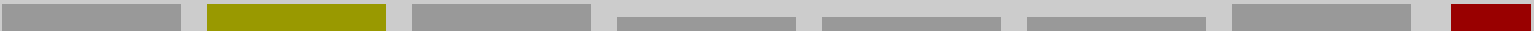


Historical failures

- ▶ Digital copy-protection
- ▶ Fear based societies
- ▶ Equal opportunities
- ▶ Democracy and Education



Figure 2.1

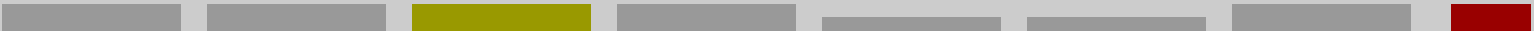


Hypocritical attempts

- ▶ Intellectual property
- ▶ Creative Industries
- ▶ Corporate service providers
- ▶ Semi-public research funds
- ▶ Corporate responsibility
- ▶ Philanthropic bubbles



Figure 3.1



Viability alternatives

- ▶ Empower content producers
- ▶ Peer to peer service provision
- ▶ Local ownership of production means
- ▶ More how-to, less manifesto



Figure 4.1

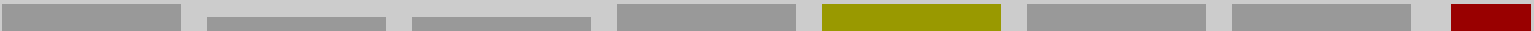
“A global platform to investigate the new **loop of open content, software and hardware for community applications**, bringing people together with new technologies and distributed connectivity, unlike the dominant focus of IT industry on security, surveillance and monopoly of information and infrastructures.”

Success stories

- ▶ TV repair shops
- ▶ Free VOIP telephony
- ▶ Micro breweries
- ▶ Free Software (where **free is for real**)



Figure 5.1



Design for Commoning

It is important to recognise that the end goal of our work is not the creation of novel devices, new markets, or emergent forms of communicative activities. Instead, our goal is the development of a **generic information infrastructure** - and the tools and knowledge required to use, appropriate, rework, and innovate it.

We see such a resource, created, maintained, and owned by no one individual, institution, or company, as a necessary part of a **digital territory** in which a global, informed, and socially engaged citizenry has the potential to develop and grow. Such a terrain is not just about the technology; equally important is the development of the **critical making** skills that allow this citizenry to engage with their information landscape, to make educated political and economic as well as technical decisions.

The coming decade worldwide will be determined by the *strained relationship between formal and informal structures and environments*. A **design for commoning** one that views **uncommon ground as a resource**, rather than a threat is the way towards living together locally in a globally connected world.

(Matt Ratto)



Salaam/Shalom/Shanthy/Dorood/Peace



Figure 7.1

More musings on <http://jaromil.dyne.org/journal>
R&D at the Netherlands Media Art Institute (NIMK)
Thanks, a thousand flowers will blossom!

