

Code, Commons, Collaboration

Arbeitsformen der Zukunft

Wolfgang Wopperer, 10.10.2013

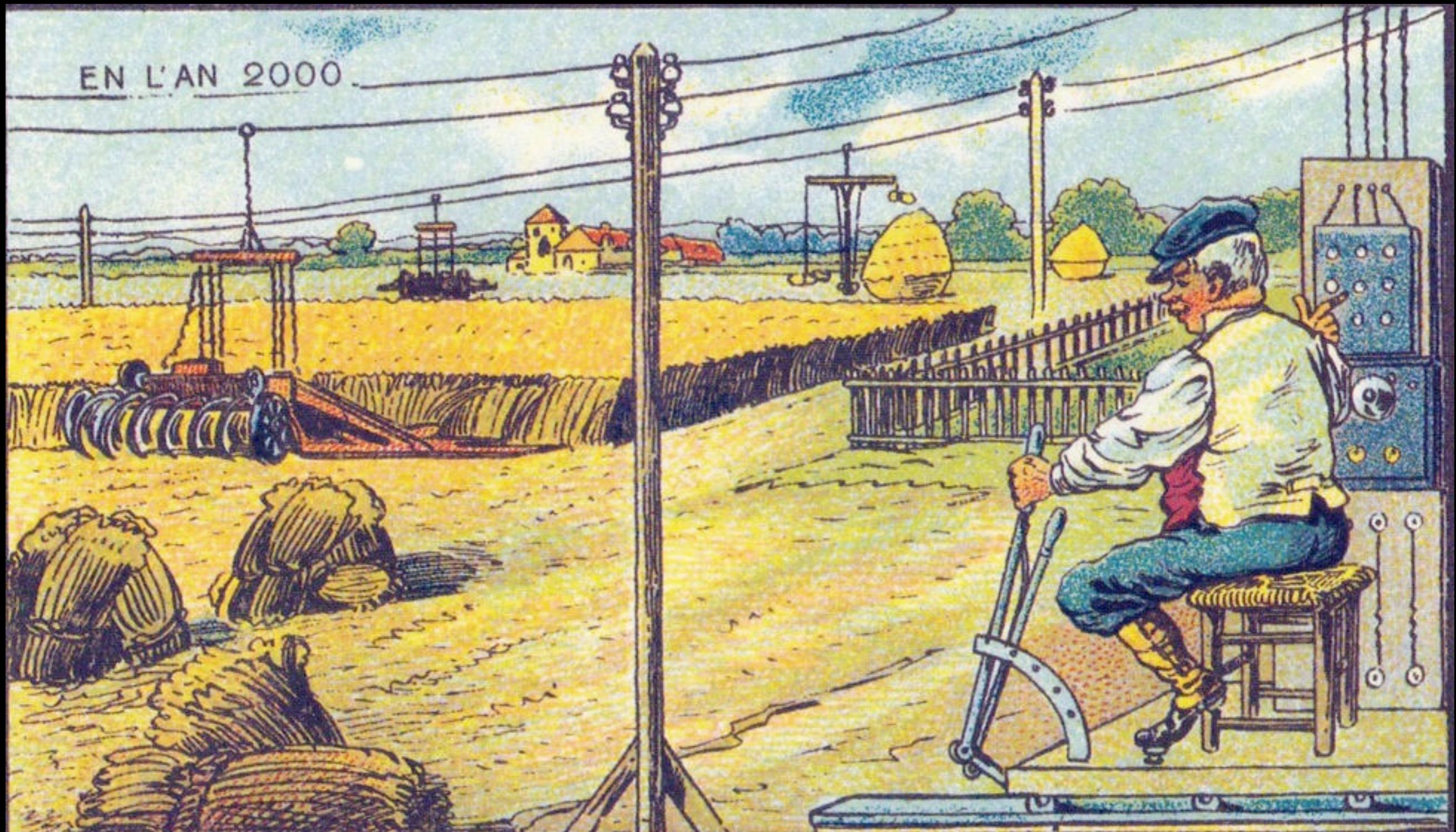
Paradigmenwechsel



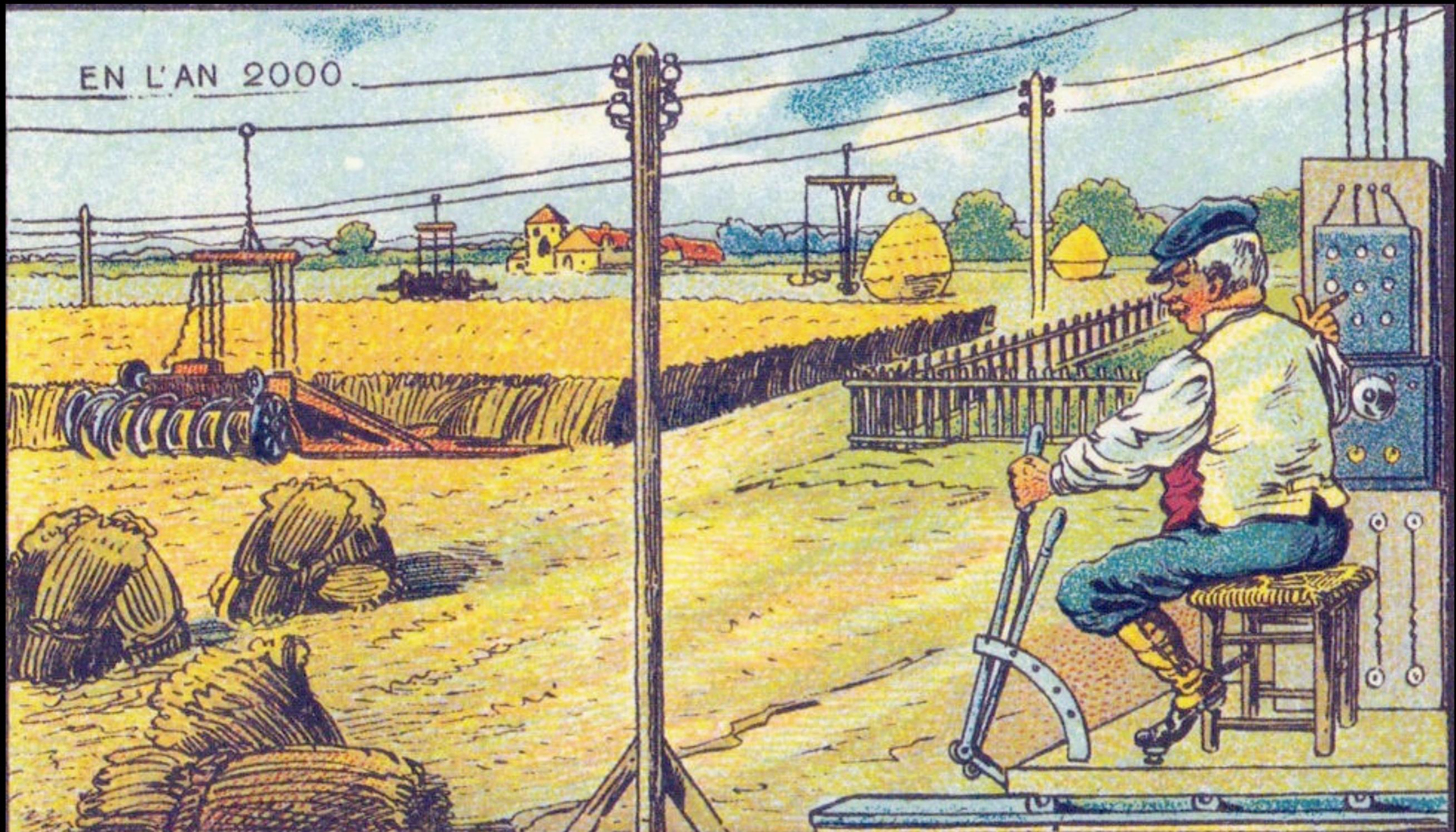


„What is a weekend?“

EN L'AN 2000.



EN L'AN 2000.



Zukunft (1899)





Zukunft (1985)

• PEOPLE IN
BETAFESTIVAL

CONNECTING PEOPLE

PROTOTYPING
& UPGYCLING



digital
DESIGN
ON

Street Art



Social Möbel Making
Berliner Hocker

designthinking

The Shirt Remake
Factory

AUS ALT MACH
NEU

OPEN
REDUCE
ELECTRIC

Opening
AUFBAU

HAUS

• PEOPLE IN
BETAFESTIVAL

CONNECTING PEOPLE

Opening
AUFBAU

HAUS

PROTOTYPING
& UPGYCLING



digital
design



designthinking

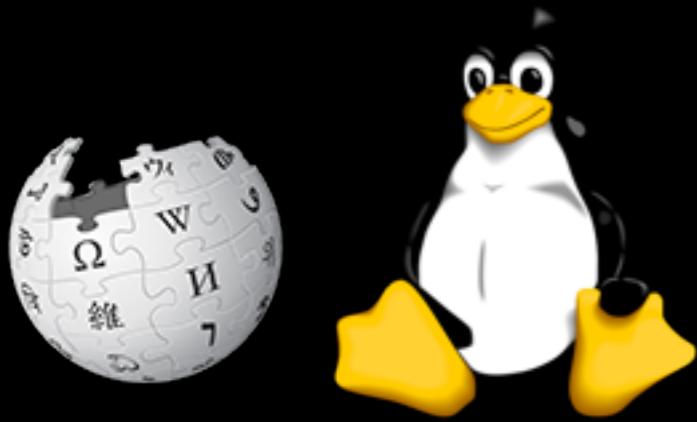
The Shirt Remake
Factory

AUS ALT MACH
NEU

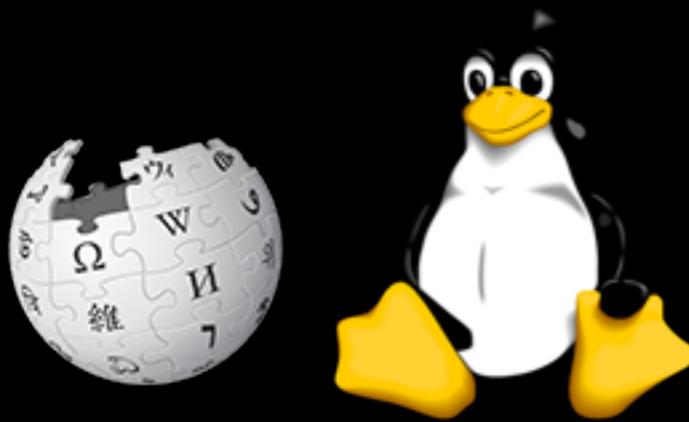
OPEN
REDUCE
ELECTRIC

Zukunft (2011)









Ushahidi

OMG, is fulla starz.



Paradigmenwechsel?

Material & Werkzeug

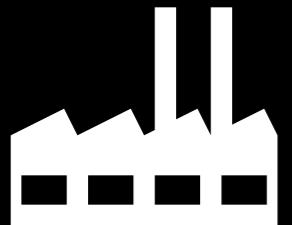
Material & Werkzeug

Eigentumsverhältnisse

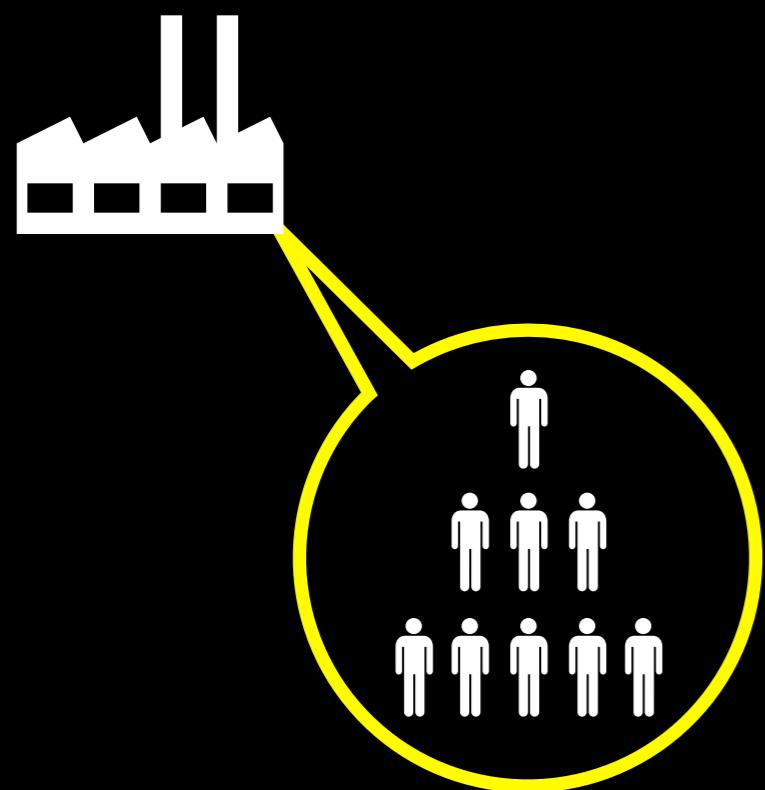
Material & Werkzeug
Eigentumsverhältnisse
Modus der Zusammenarbeit

Alte Wirtschaft

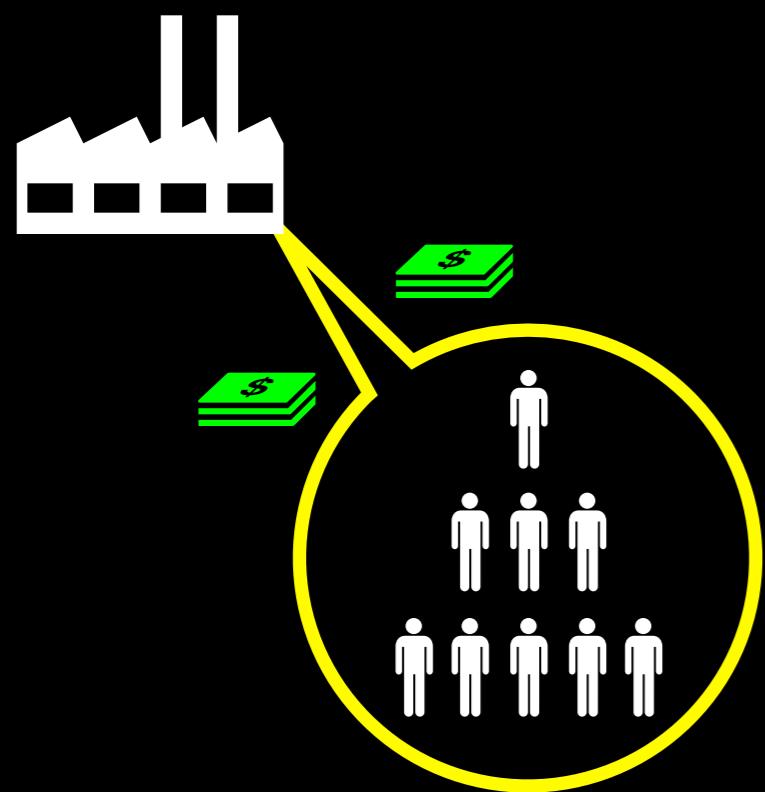
Alte Wirtschaft



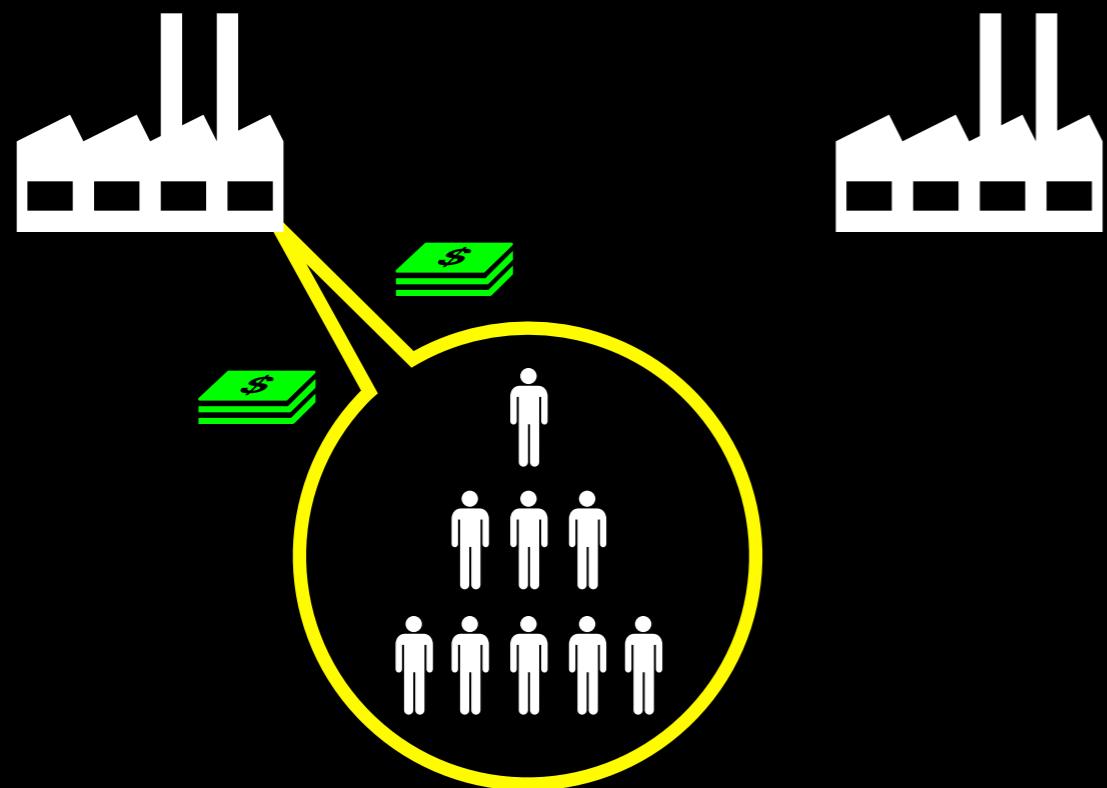
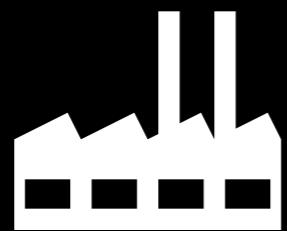
Alte Wirtschaft



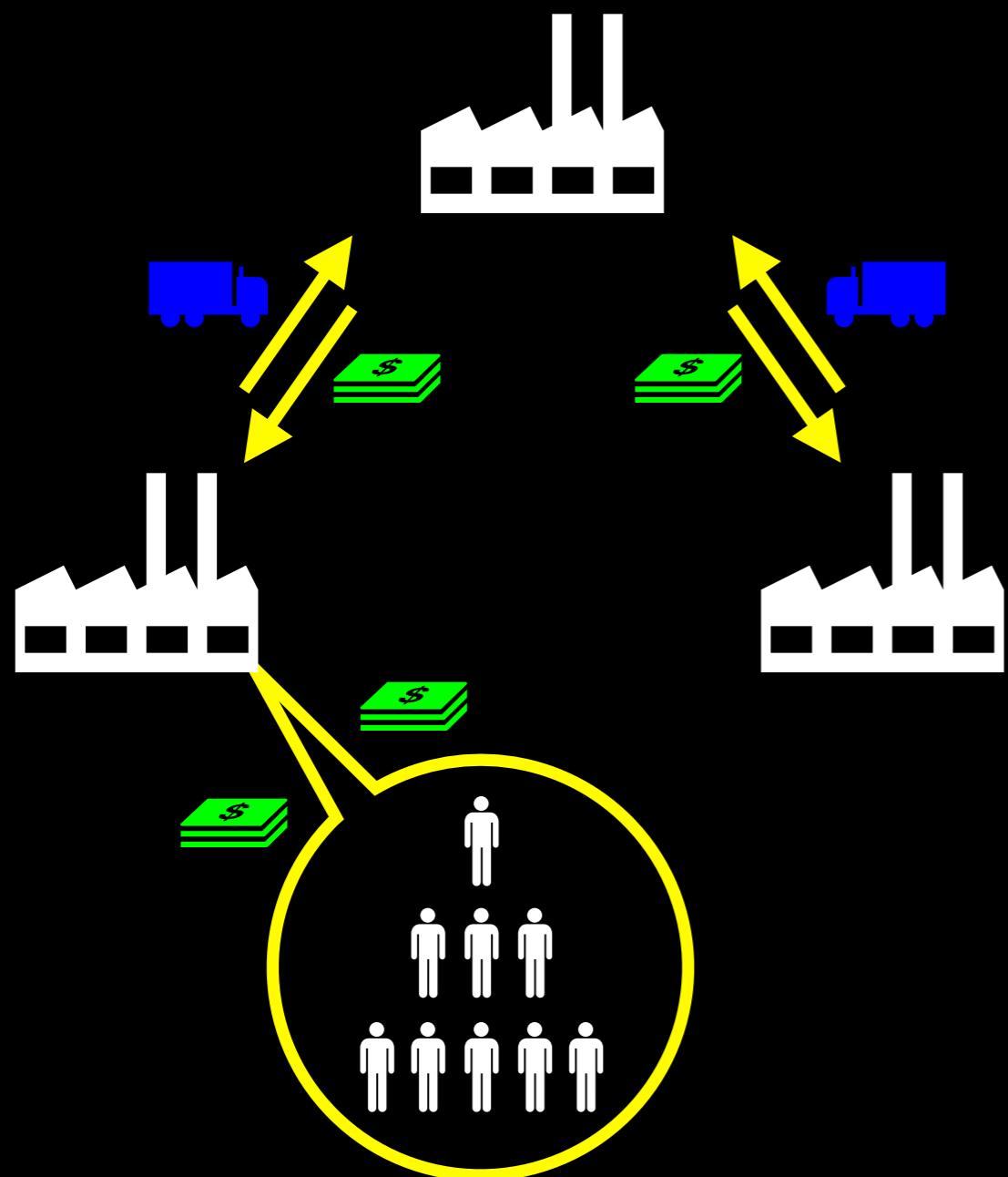
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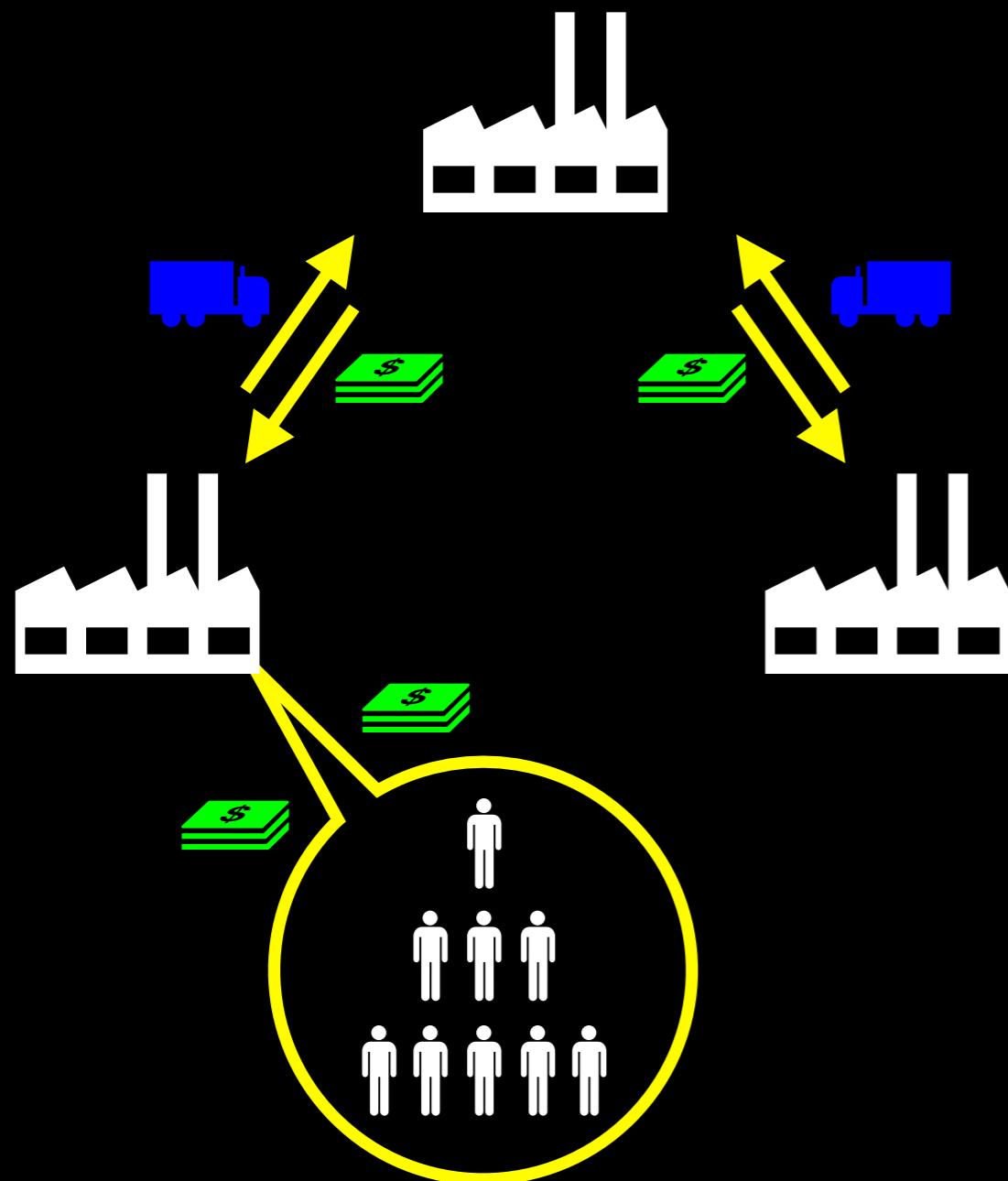
Alte Wirtschaft



Alte Wirtschaft

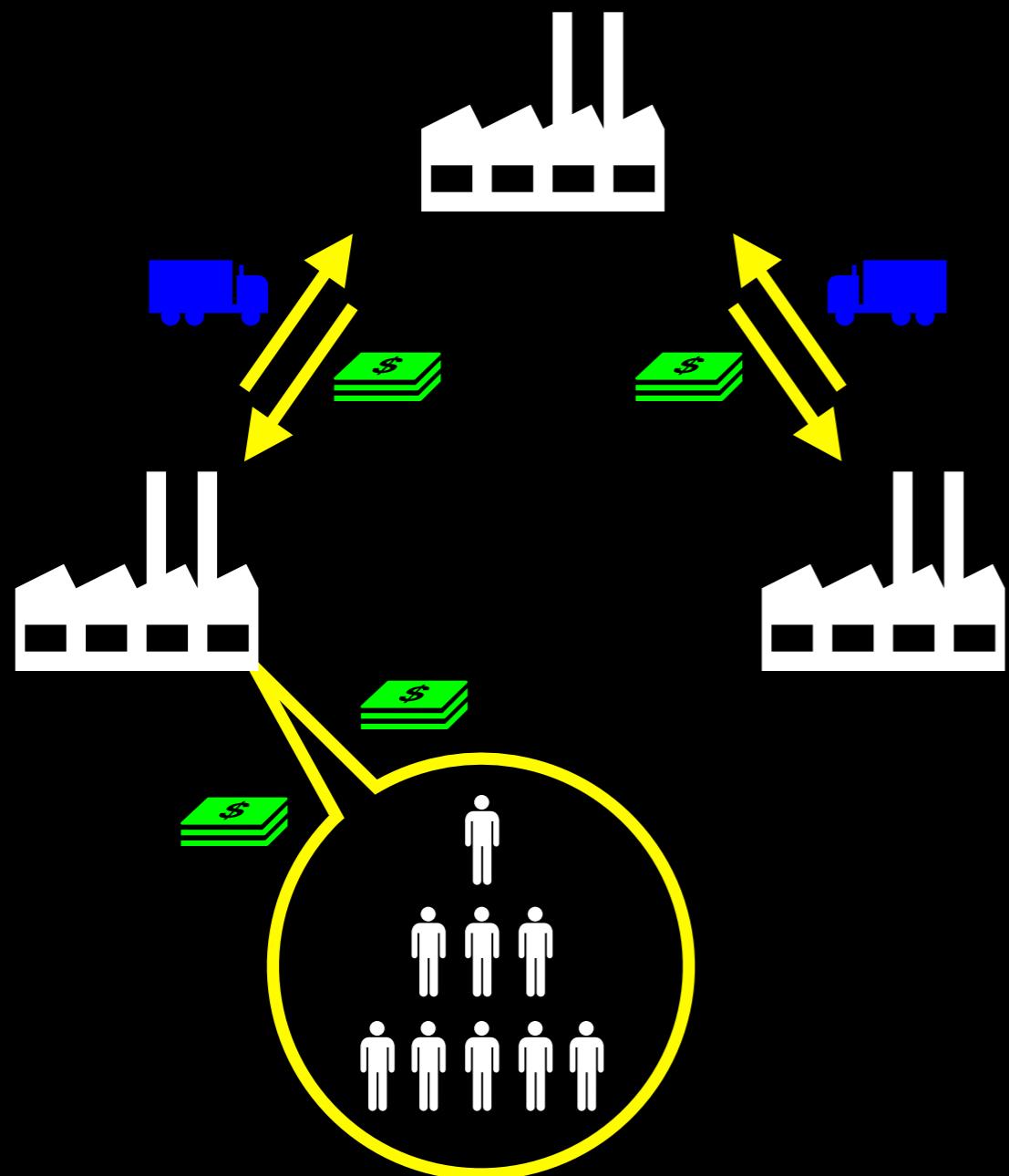


Alte Wirtschaft



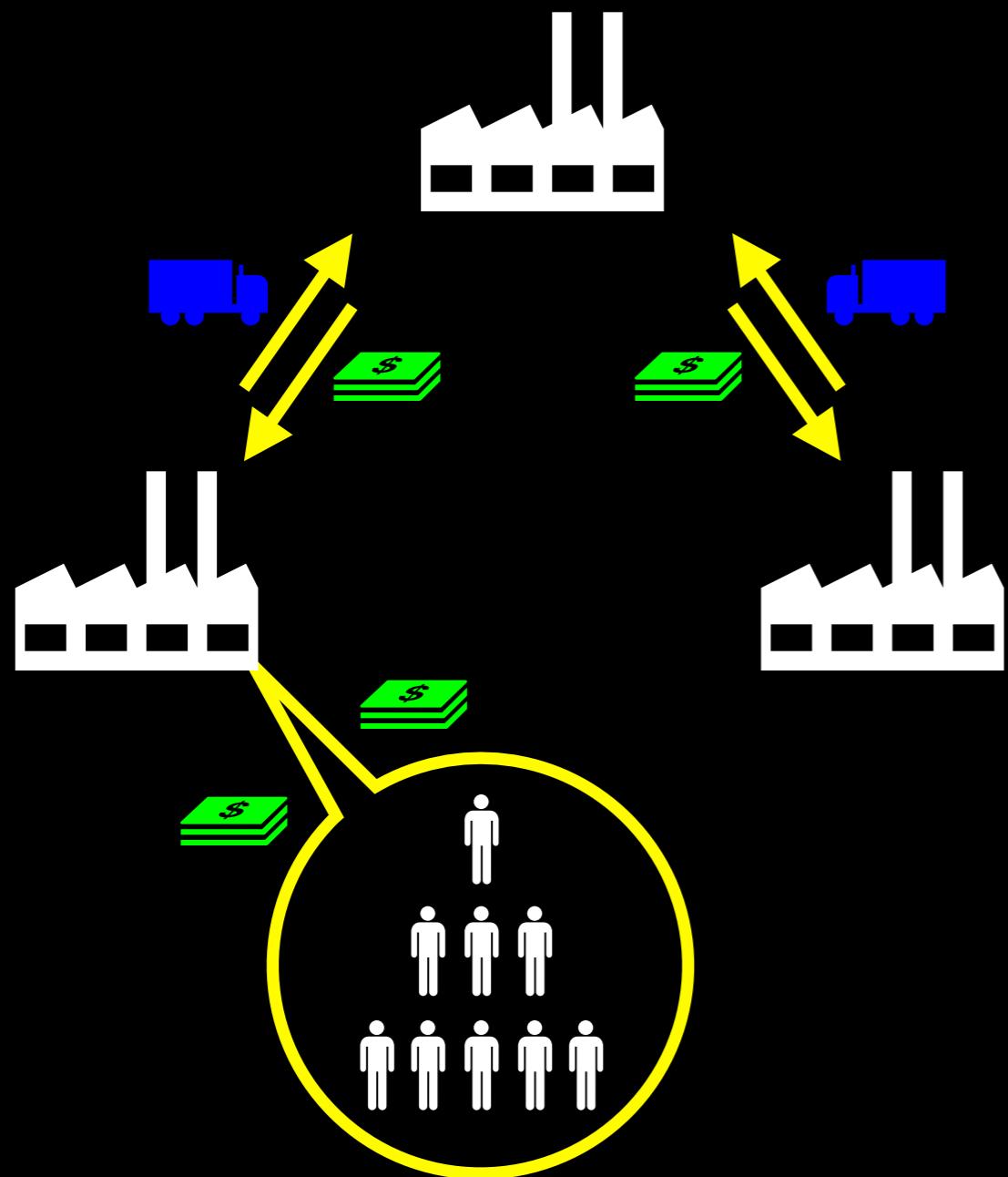
physische Produkte
investitionsintensive Werkzeuge

Alte Wirtschaft



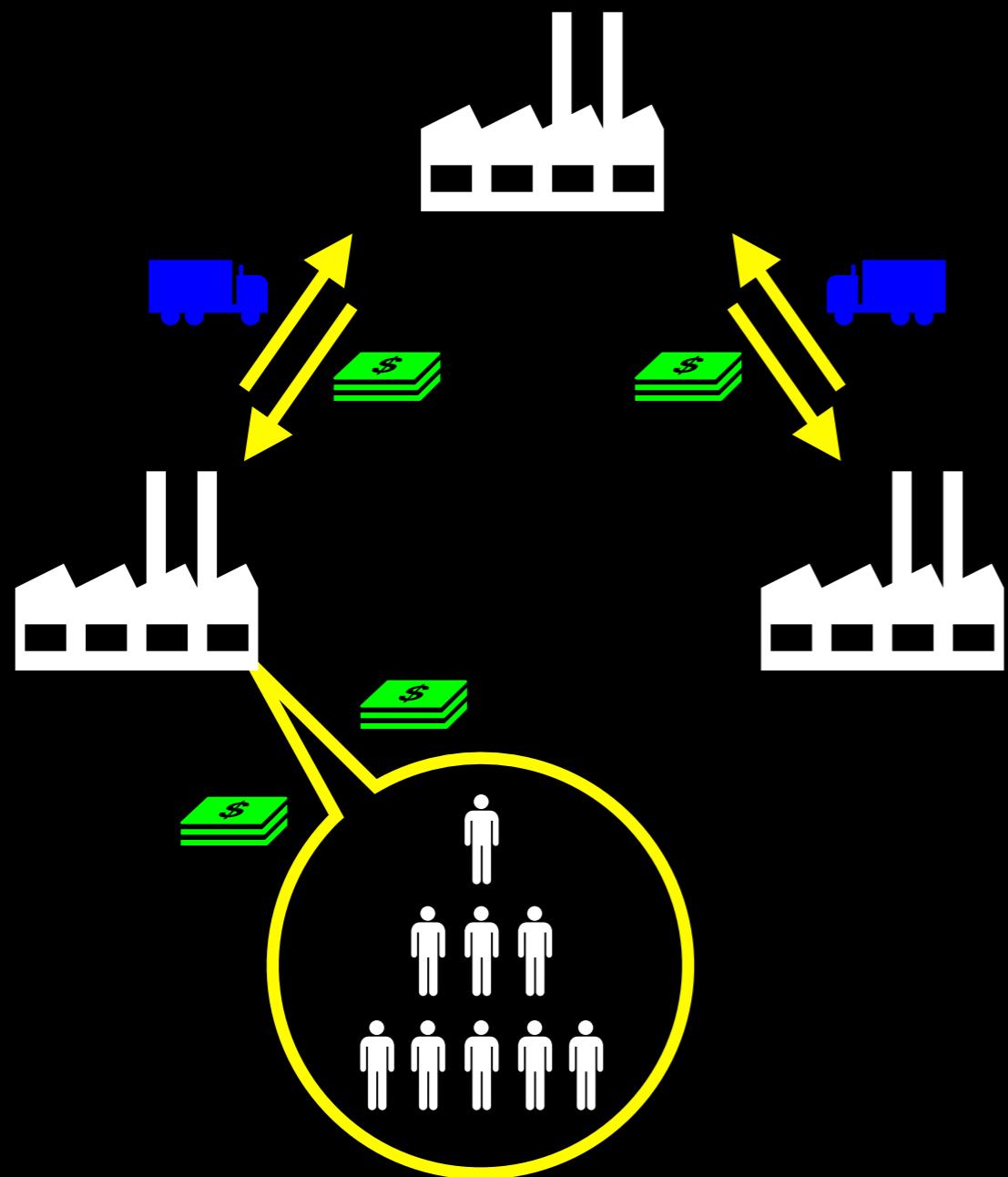
physische Produkte
investitionsintensive Werkzeuge
Privateigentum

Alte Wirtschaft



physische Produkte
investitionsintensive Werkzeuge
Privateigentum
Markt und Hierarchie

Alte Wirtschaft



physische Produkte
investitionsintensive Werkzeuge
Privateigentum
Markt und Hierarchie
extrinsische Motivation

Neue Wirtschaft

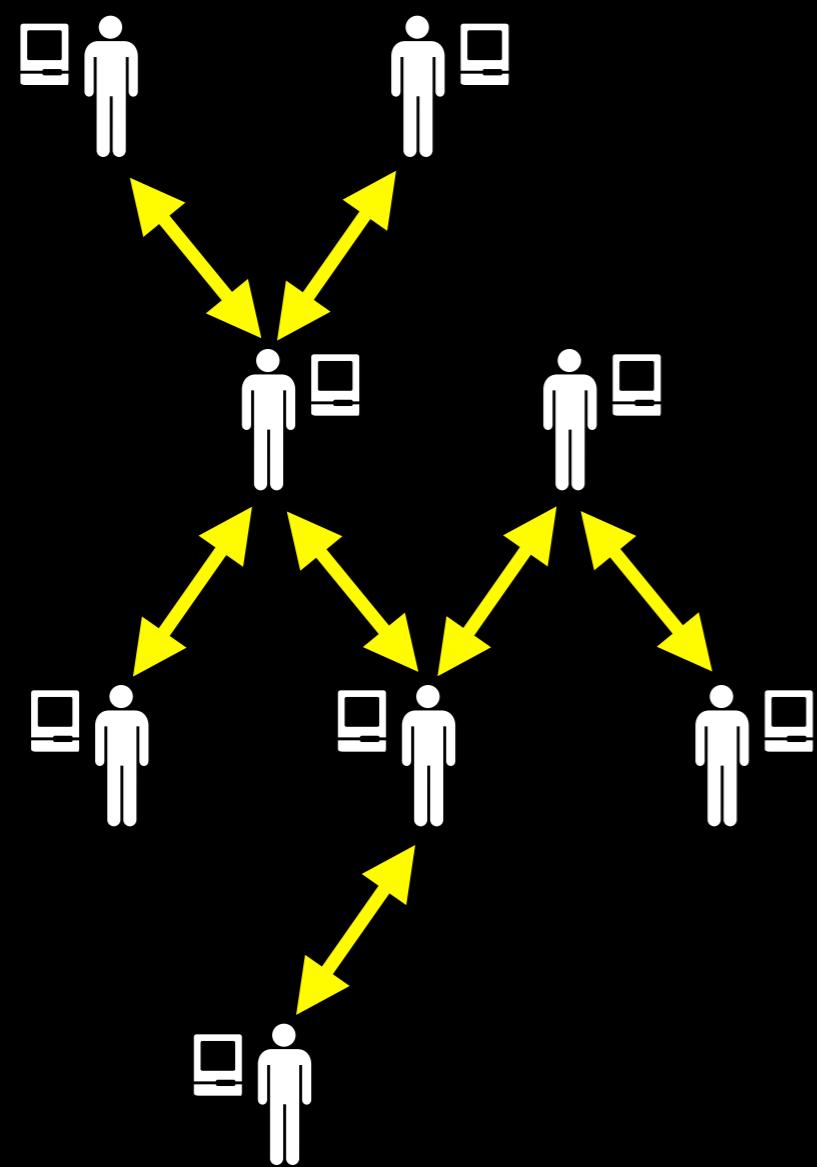
Neue Wirtschaft



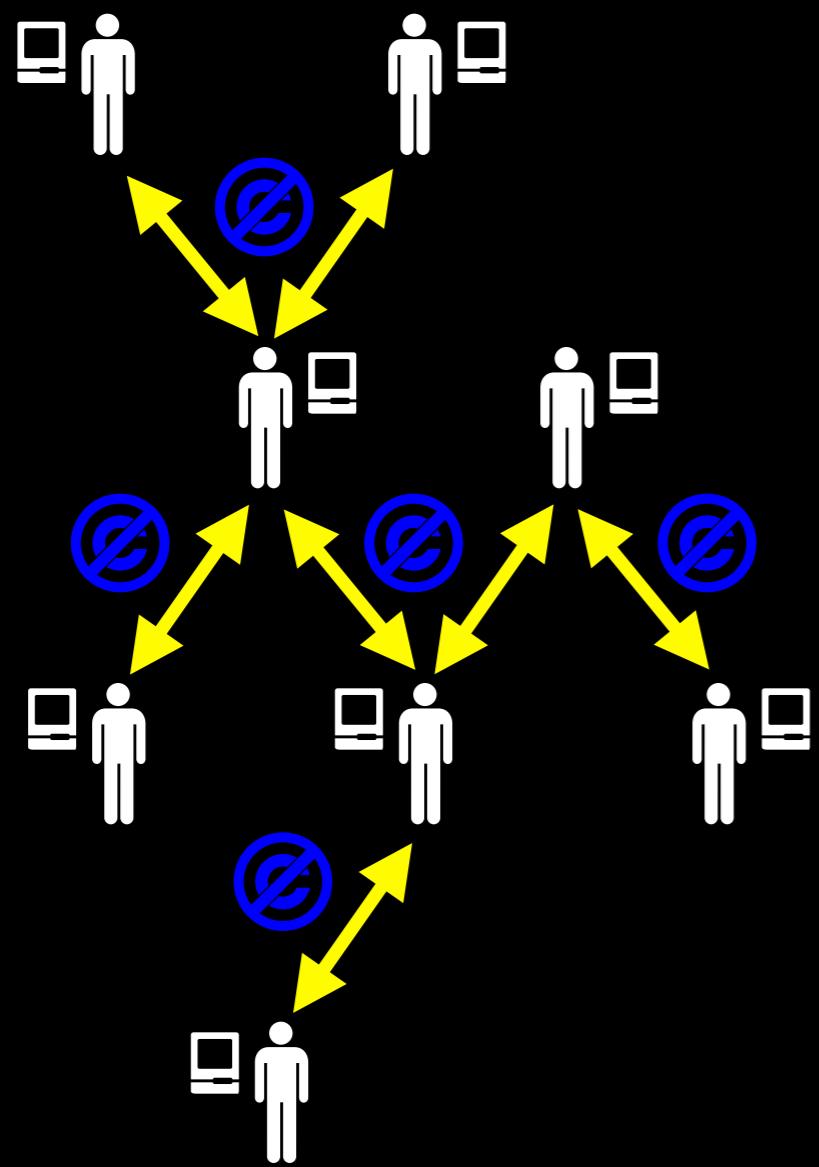
Neue Wirtschaft



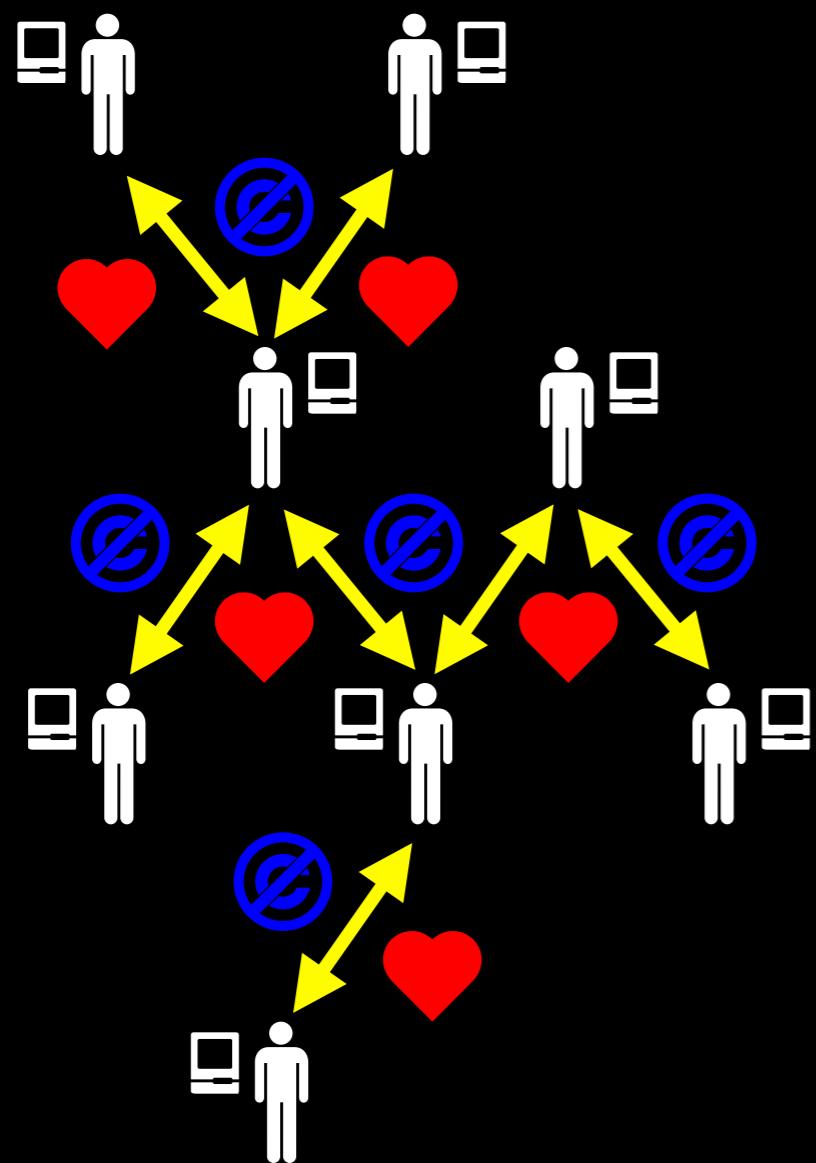
Neue Wirtschaft



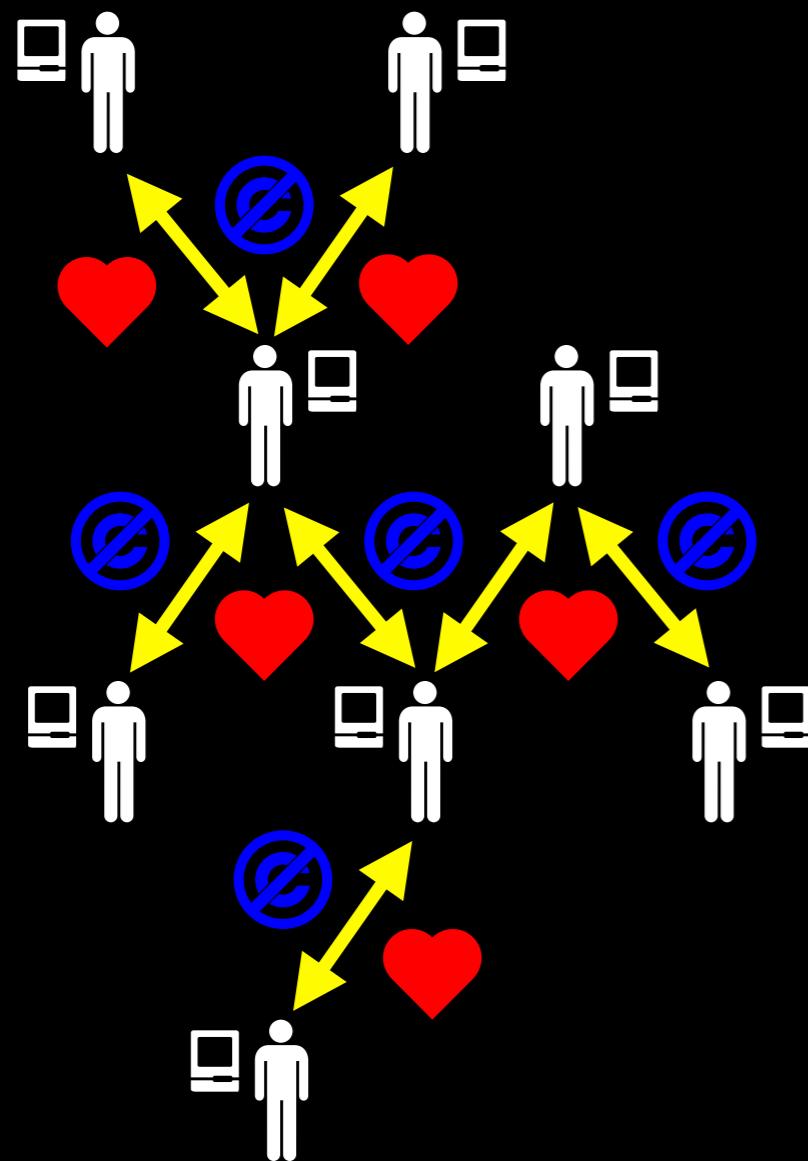
Neue Wirtschaft



Neue Wirtschaft

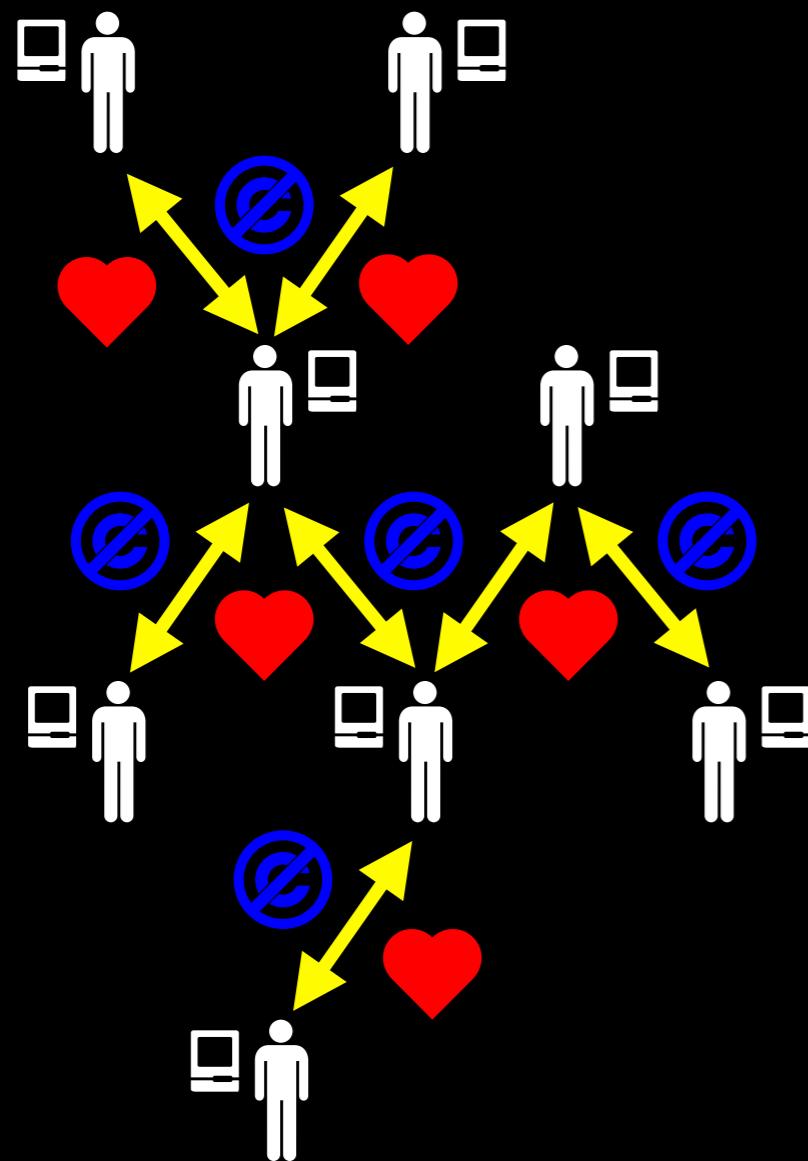


Neue Wirtschaft



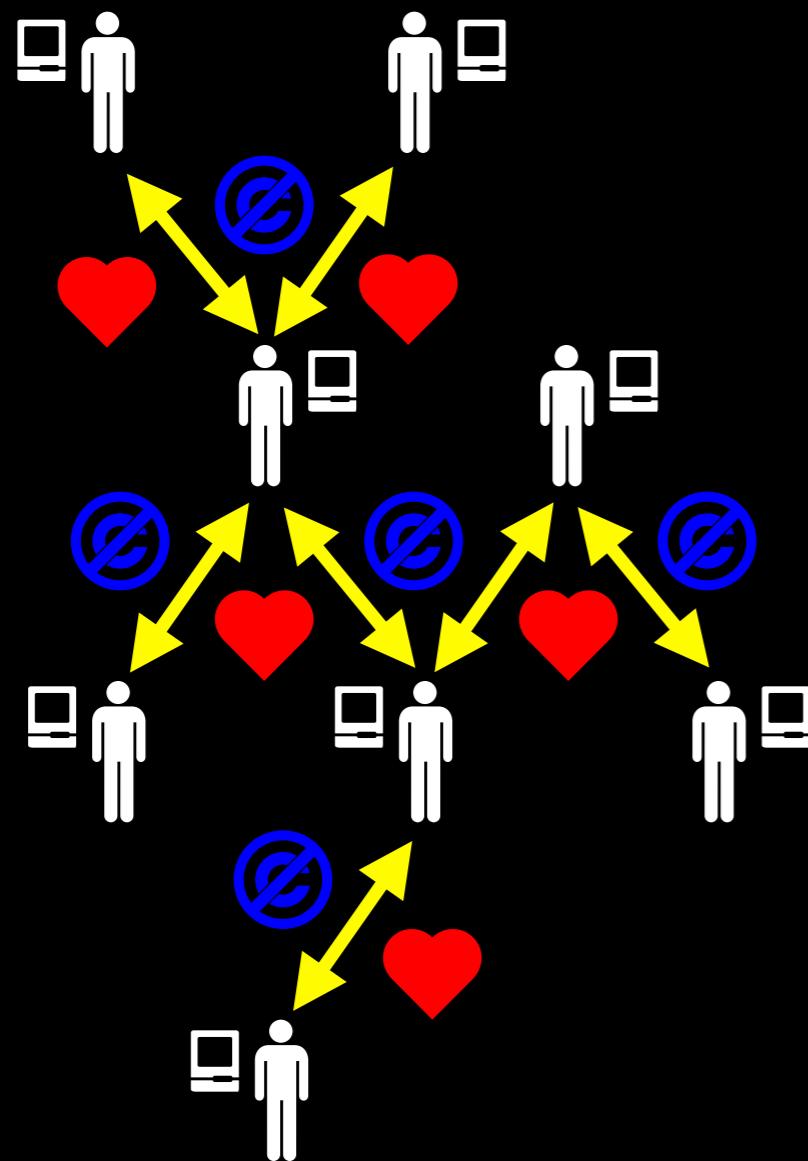
digitale Produkte
Werkzeuge für Jedermann

Neue Wirtschaft



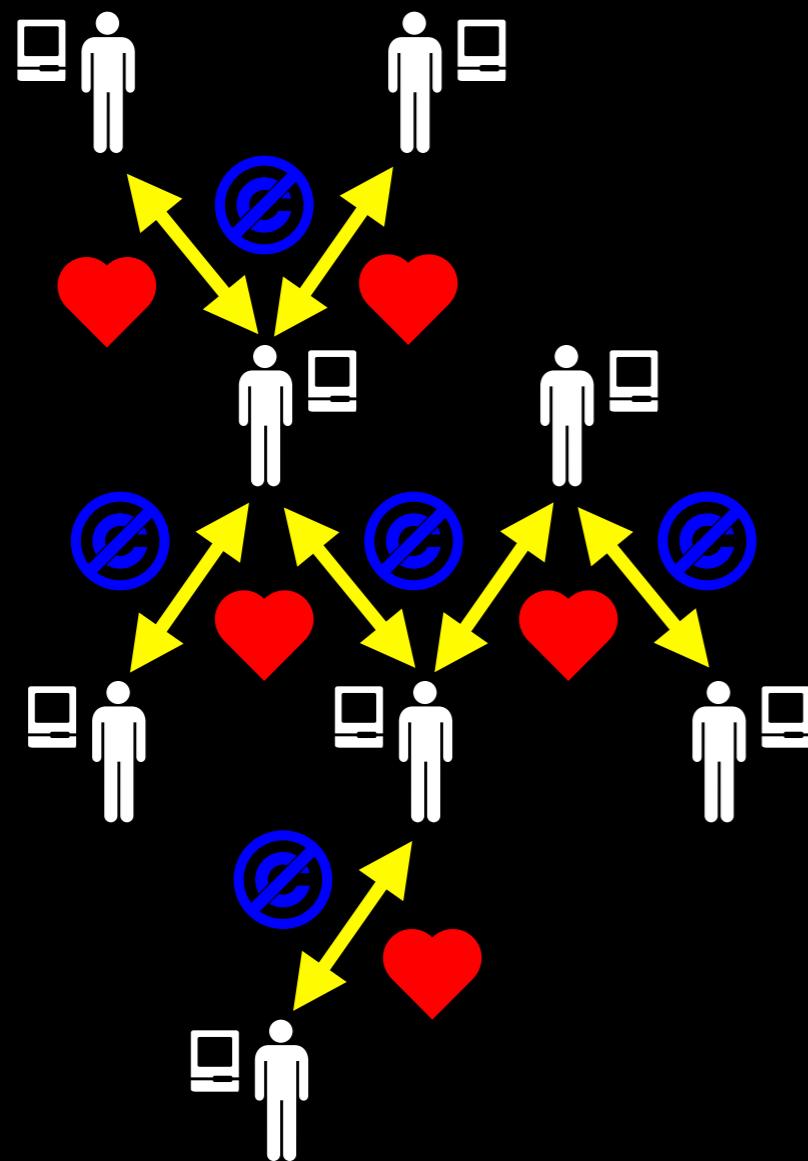
digitale Produkte
Werkzeuge für Jedermann
Gemeingüter

Neue Wirtschaft



digitale Produkte
Werkzeuge für Jedermann
Gemeingüter
Netzwerk

Neue Wirtschaft



digitale Produkte
Werkzeuge für Jedermann
Gemeingüter
Netzwerk
intrinsische Motivation

Material & Werkzeug: Code

Control



Abundancy

Eigentumsverhältnisse: **Commons**



Allmende



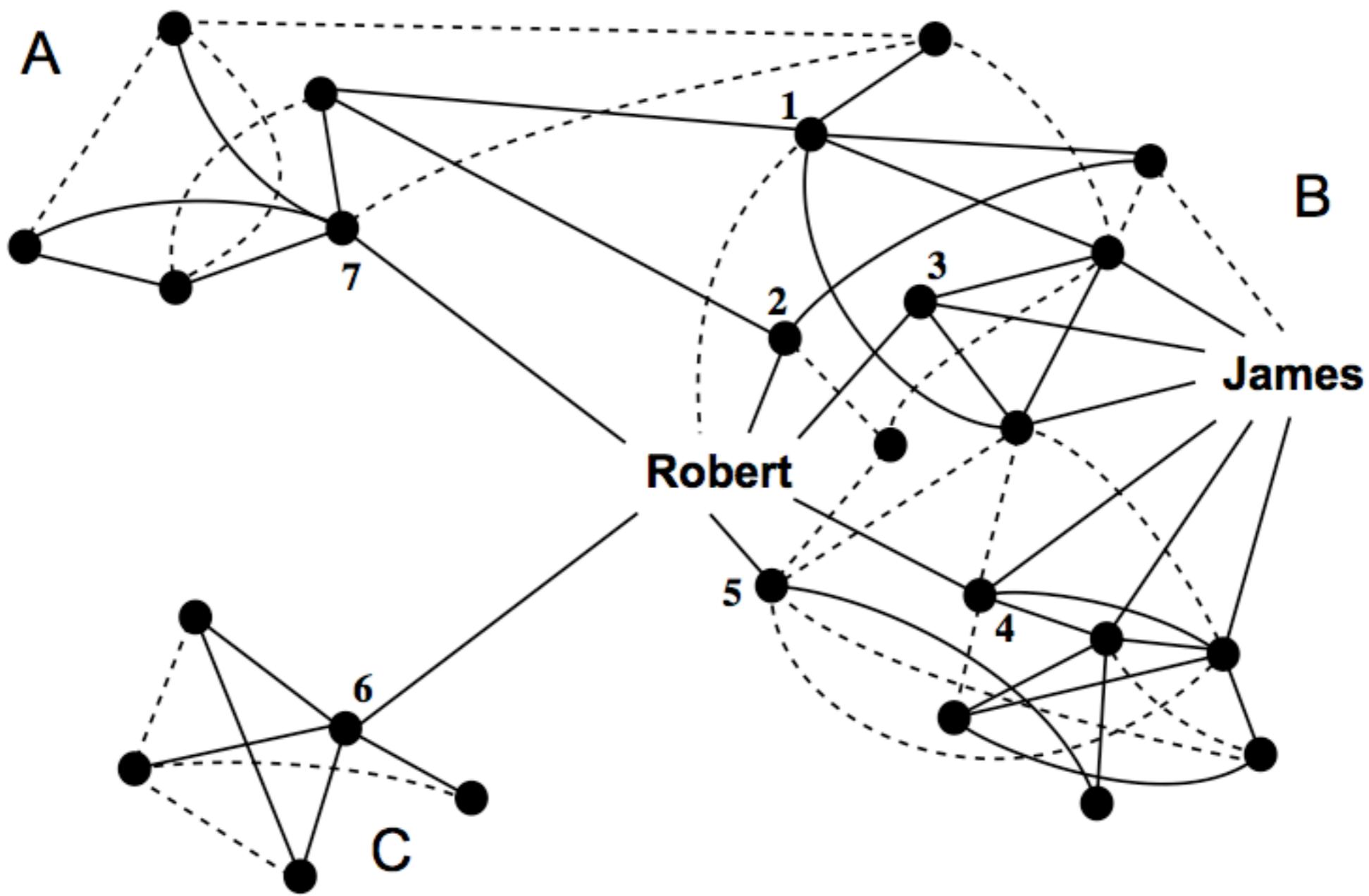
Open Source

Modus der Zusammenarbeit: Collaboration

OBAMICON.ME



TRANSACTION COSTS



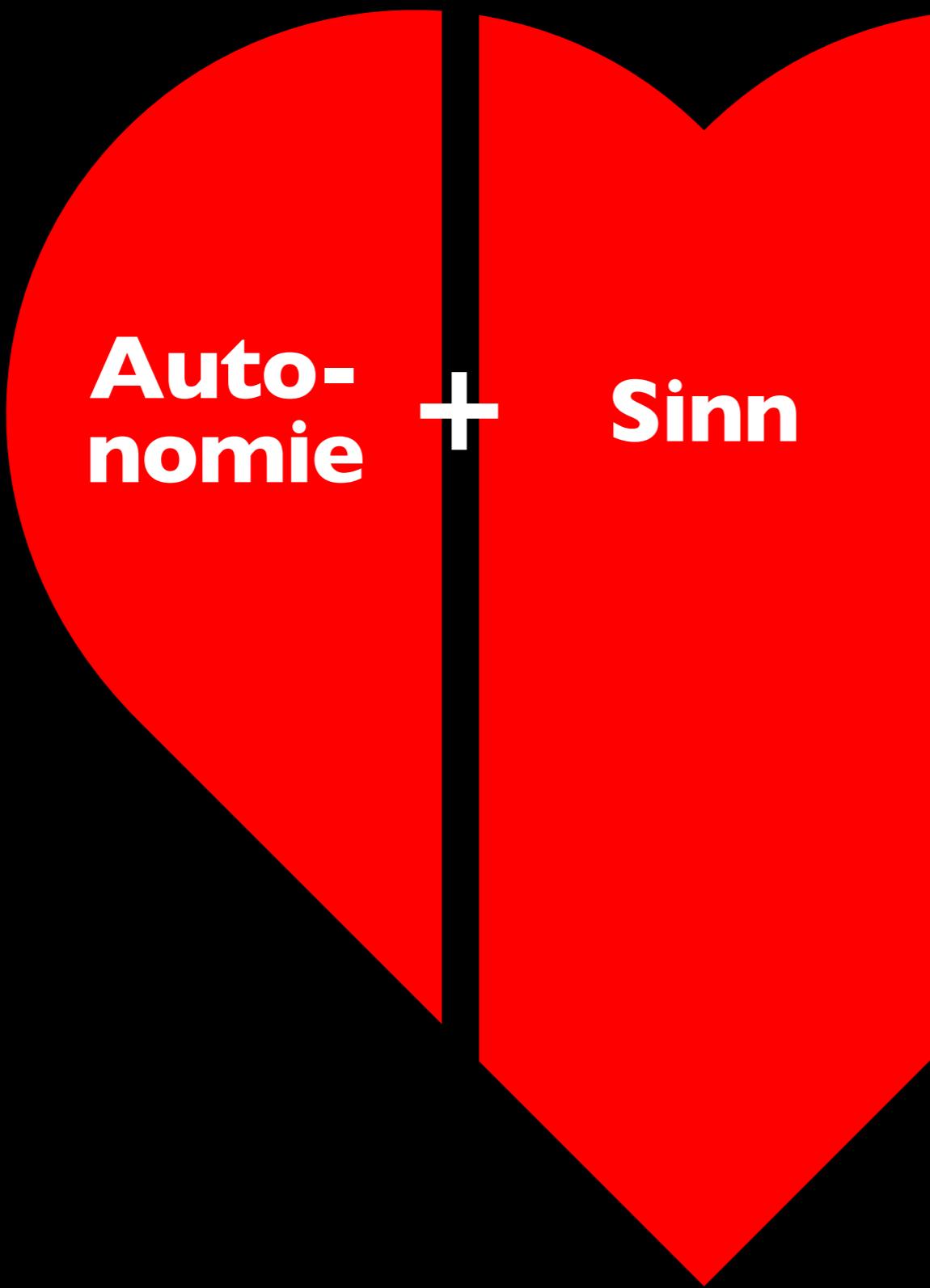
Social Capital

Intrinsische Motivation

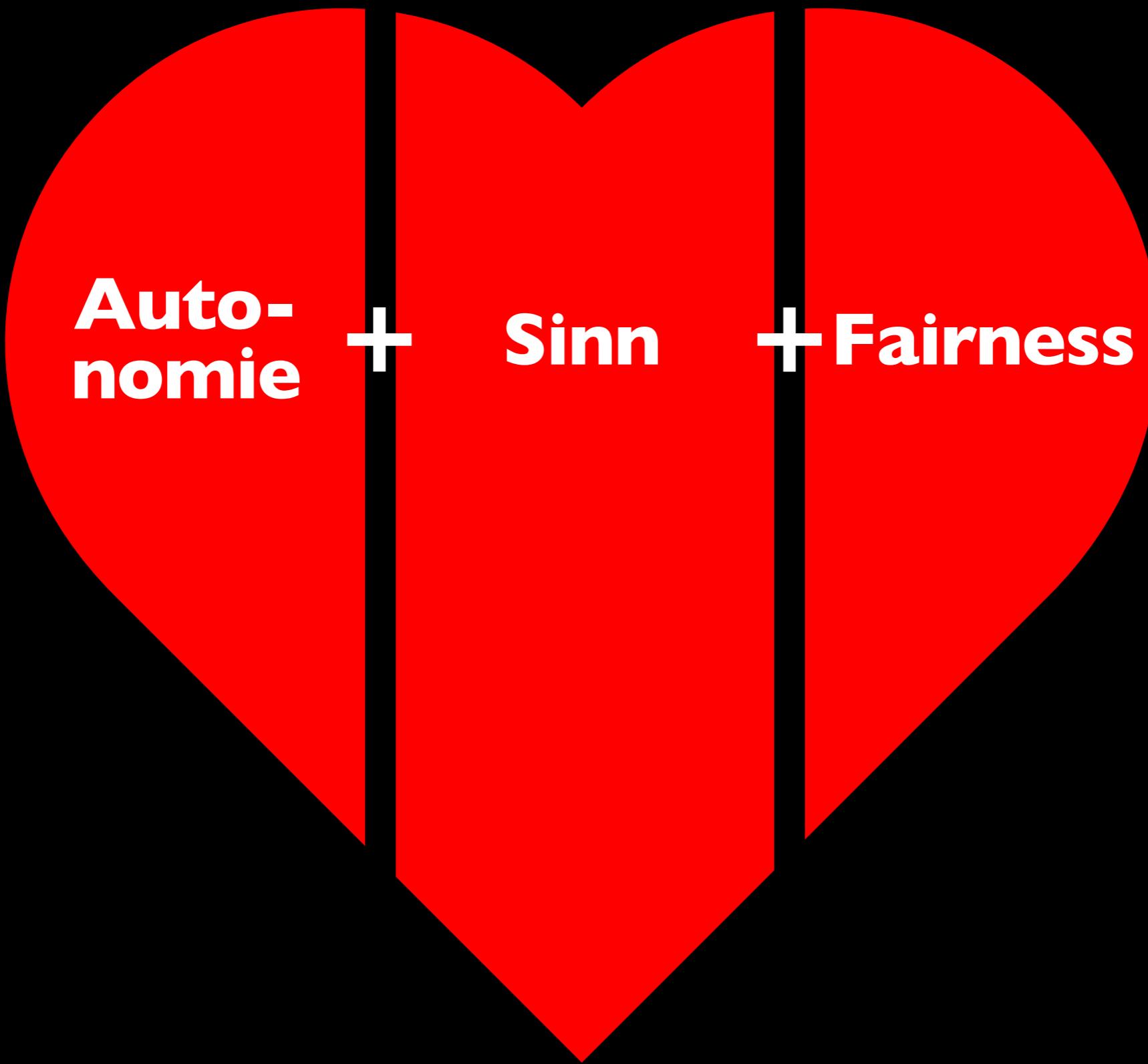
Intrinsische Motivation

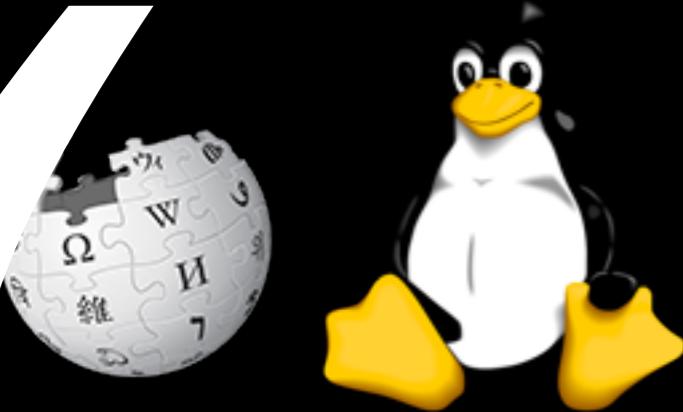


Intrinsische Motivation



Intrinsische Motivation





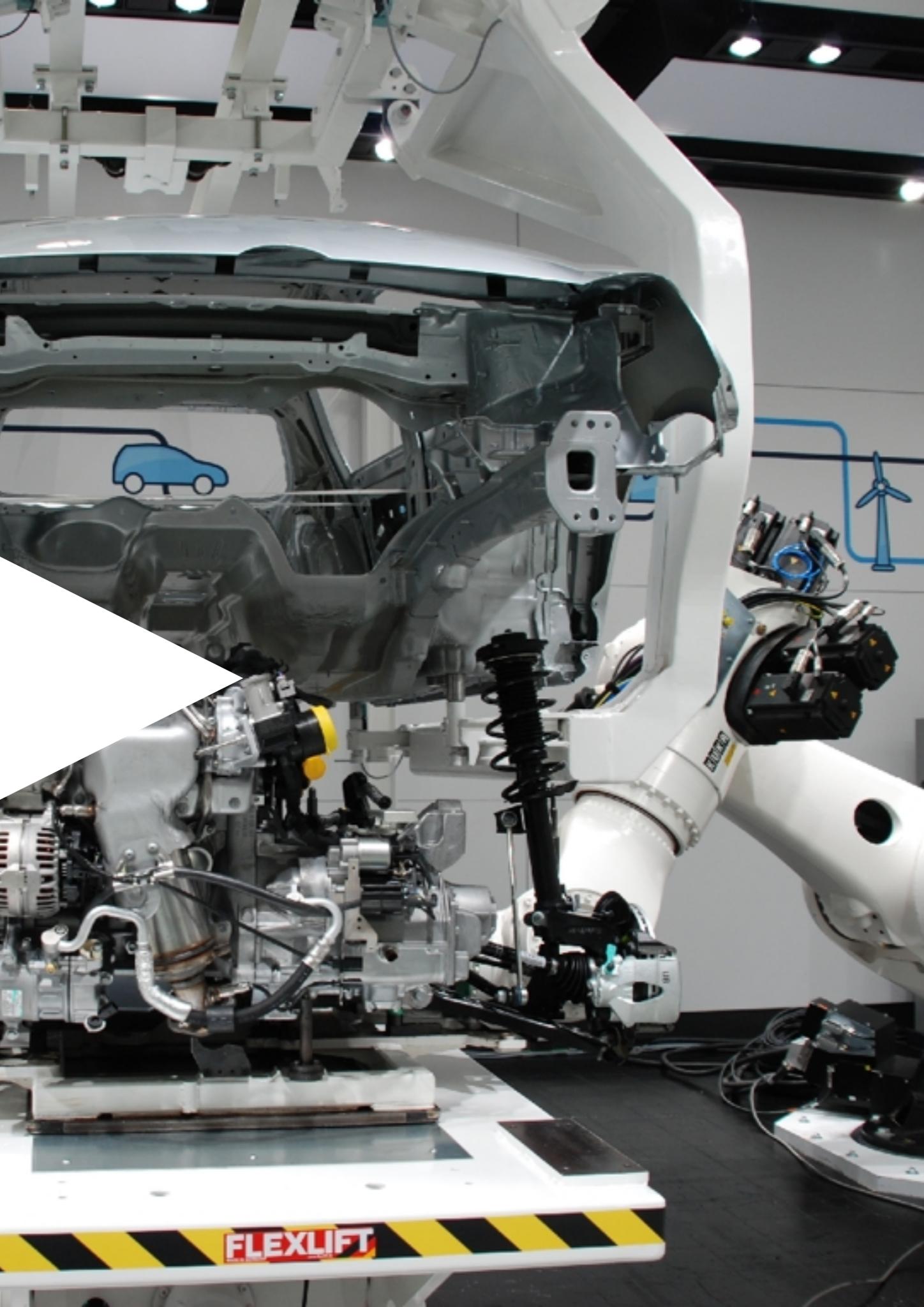
Ushahidi

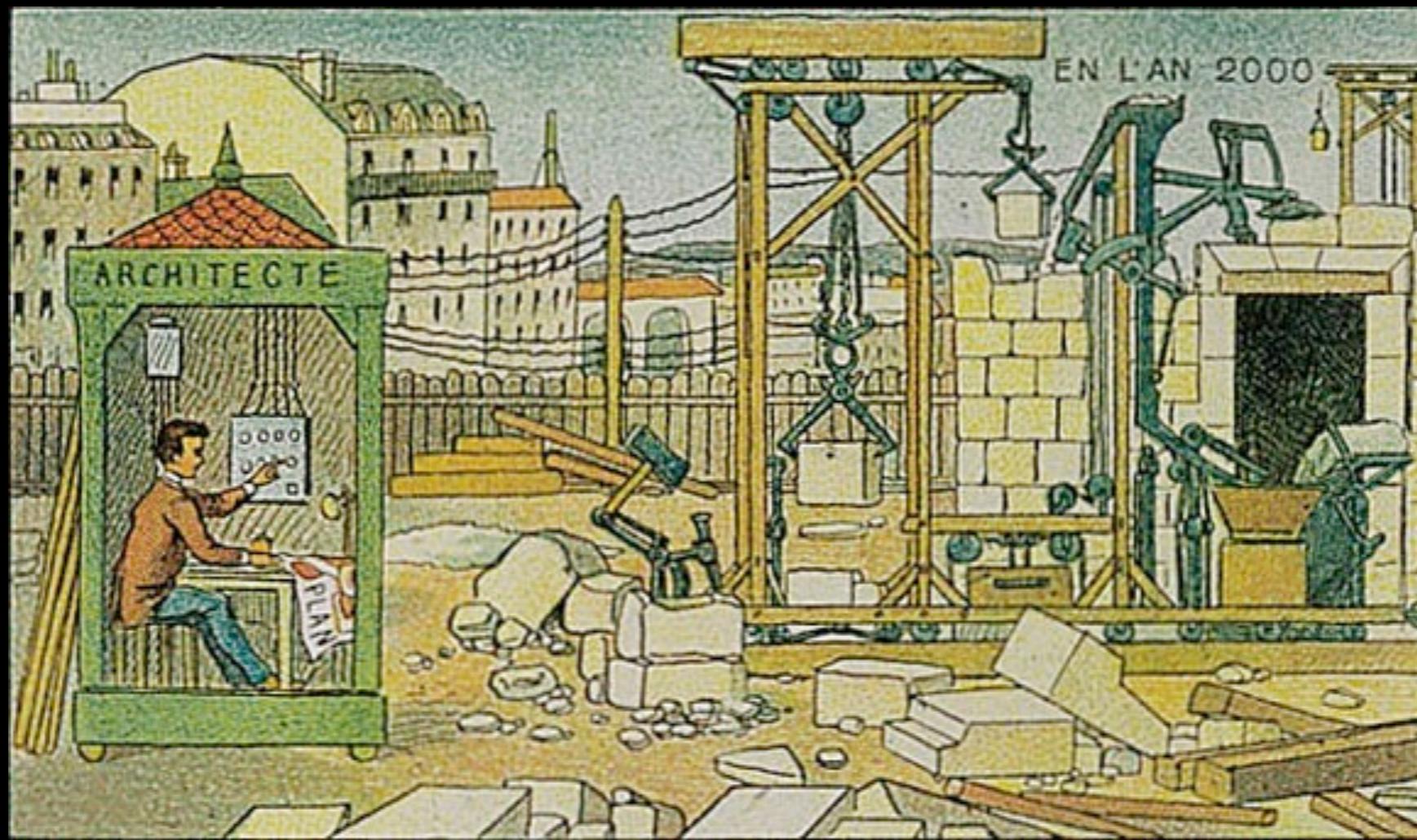
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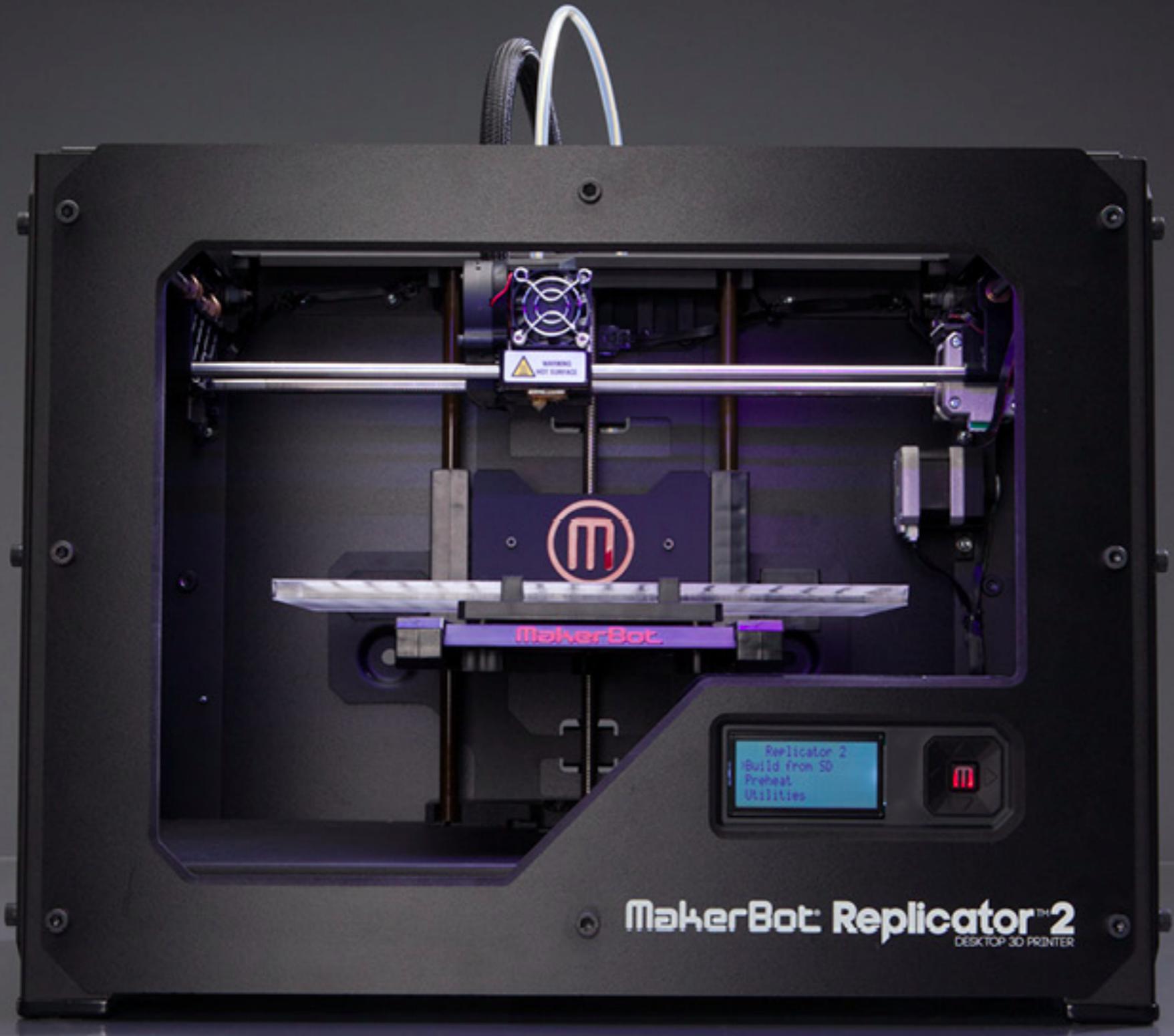


„The Third
Industrial
Revolution“



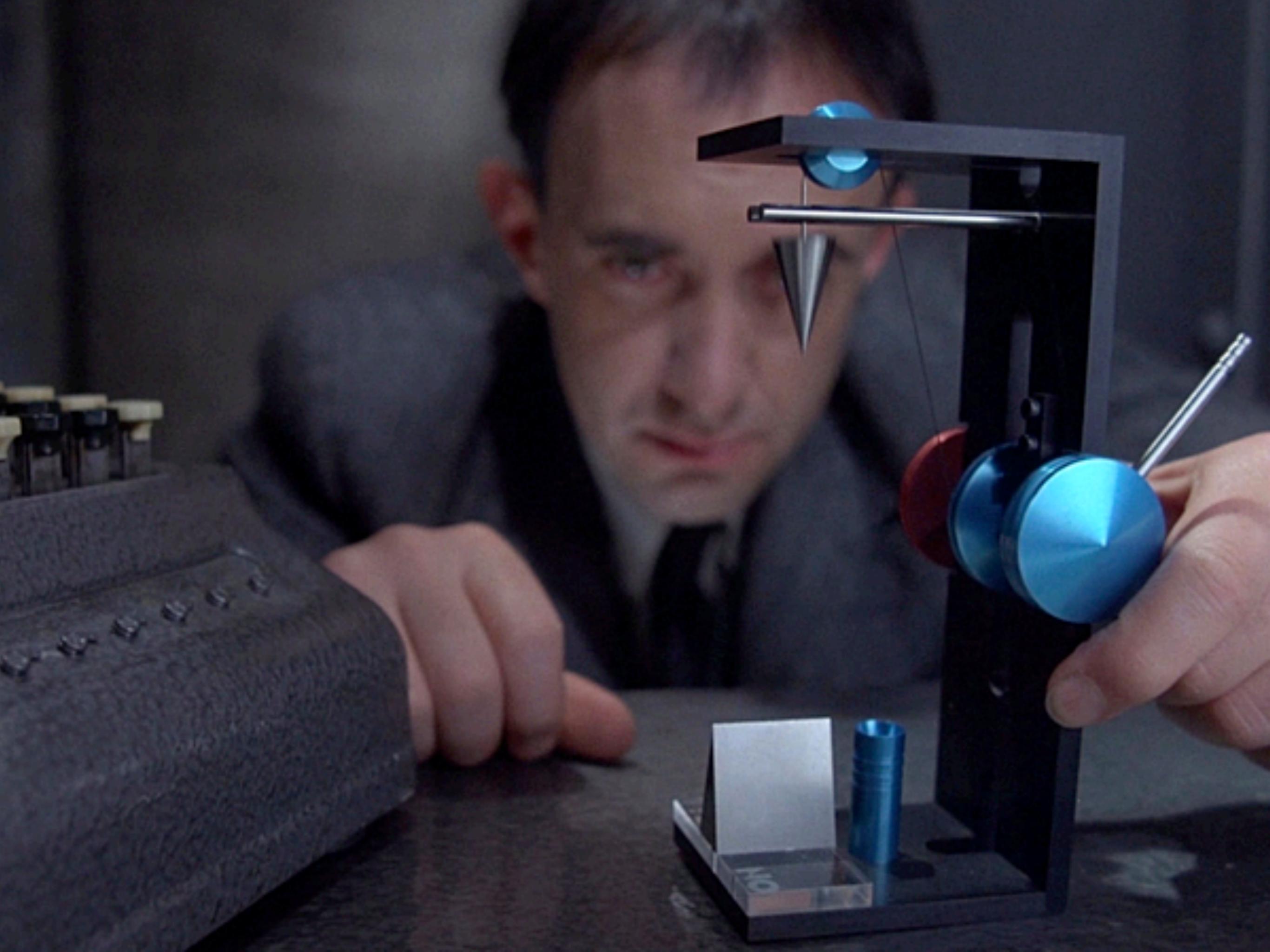






ШАХТЕВОГ Көбүлсатол

Paradigmenwechsel.



DREAM IT.
MAKE IT.
SHARE IT.

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<http://wolfgangwopperer.com>

Bildquellen

Slide 3: The Weeklings (<http://www.theweeklings.com/tgualtieri/2013/01/25/downton-abbey-innocence-in-the-age-of-irony/>)

Slide 4: YAHOO! News (<http://news.yahoo.com/photos/historic-visions-of-the-future-slideshow/postcards-from-the-future-photo-1347289263.html>)

Slide 5: Disruptomatic (<http://disruptomatic.tumblr.com/post/22187650554/journalists-replaced-by-robots-already-hacks>)

Slide 6: platoon.org (<http://www.platoon.org/dates/berlin-makerlab-at-makerplatz>)

Slide 7, 22: Wikipedia (<http://wikipedia.org>), Wikimedia Commons (<http://commons.wikimedia.org/wiki/File:Tux.svg>), Partecipactive (<http://partecipactive.com>), I CAN HAZ CHEESEBURGER? (<http://icanhascheezburger.com/>)

Slide 10, 11, 21: The Noun Project (<http://thenounproject.com>)

Slide 16: Antipodium (<http://www.antipodium.at/?p=380&lang=de>)

Slide 17: Wikimedia Commons (http://commons.wikimedia.org/wiki/File:Official_gnu.svg)

Slide 19: tomgpalmer.com (<http://tomgpalmer.com/2011/01/02/happy-101st-year-ronald-coase/>)

Slide 23: DYSTRYBUCJONIZM.PL (<http://www.dystrybucjonizm.pl/marcin-jakubowski-ekonomia-open-source-film/>)

Slide 24: recursion_see_recursion (<http://www.flickr.com/photos/hawksanddoves/1423312308/>), heise online (http://www.heise.de/ct/bilderstrecke_bilderstrecke_1221429.html?bild=14)

Slide 25: SingularityHUB (<http://singularityhub.com/2012/10/15/19th-century-french-artists-predicted-the-world-of-the-future-in-this-series-of-postcards/>)

Slide 26: MakerBot Industries (<http://www.makerbot.com/replicator2-press-assets/>)

Slide 28: The Criterion Collection (<http://www.criterion.com/current/posts/2583-brazil-a-great-place-to-visit-wouldn-t-want-to-live-there>)

Slide 29: Fab Lab Luzern (<http://luzern.fablab.ch/was-ist-ein-fablab>)