Commons-based Peer Production (CBPP)

An introduction

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Igopnet

Paradigm Shift

- Knowledge-based economy/society (OECD, EU)

- Informationalism (Castells)

- Cognitive Capitalism (Regulation school + Postworkerist)

- New Techno-social paradigm (Neo-Scumpeterians)

New exemplar

(T.S. Kuhn, The Structure of Scientific Revolutions, 1962)

Third sector:

Digital Social Innovation

Public goods/services provision

Extended and new notion of the Public

Co-production – Co-creation

Cooperation/Partnerships: with citizens, private sectors, and among Public Administrations

New Public Policies

Ioachi Benkler

- Coase's Penguin, or, Linux and the Nature of the Firm, 2002;

- The Wealth of Networks: How Social Production Transforms Markets and Freedom, 2006

New model of production

Vs

Markets and Hierarchies

(O. Williamson, The Economic Institutions of Capitalism, 1985)

New models of Property

New forms of collaboration (coordination, collective action, governance)

Digital Commons as part of a growing fauna of phenomena that challenge the Fordist duopoly: state and market

Third Worlds (Rullani)

Third dimension

Not static

Hybrid forms (more realistic)

Original examples:

Free and Open Source Software (FLOSS)

Wikipedia

P2Pvalue

www.p2pvalue.eu

Mapping CBPP

almost 400 cases in 30 areas

http://directory.p2pvalue.eu/

\<Type of CBPP\>

FLOSS communities

Community networks

Collaborative writing

Collaborative research

Hacklabs Collaborative spaces

Open technology

Free software social networks and platforms

Collaborative archive

Collaborative filtering

Open hardware

Collaborative mapping

Open data commons

Collaborative video

P2Pfile sharing

Collaborative consumption

Gaming communities

Open Science

Openeducation

Citizenscience

Urban commons

P2P currency

Peer funding

Citizen media

Open design

Internet of things

Internet protocol

P2P Economy

Sensor networks

Type of CBPP (Multiple check)

- Citizen media
- Citizenscience
- Collaborative archive
- Collaborative consumption
- Collaborative filtering
- Collaborative mapping
- Collaborative research
- Collaborative video
- Collaborative writing
- Community networks
- FLOSS communities
- Free software social networks and platforms
- Gaming communities
- Hacklabs Collaborative spaces
- Internet of things
- Internet protocol
- Open data commons
- Open Science
- Open technology
- Openeducation
- P2P currency
- P2P Economy
- P2Pfile sharing
- Peer funding
- Sensor networks
- Urban commons
- Open design
- Open hardware

New Property Models

Conditions

Not Rival nature/Zero Marginal costs

Anti-rival/Network effects

Intesive, impredictable, interdependent technological innovation

Re-usability/recombinability

New Property Models

Success/Spread despite public policies

- FLOSS (number of projects on Github or Forge; estimation of value)

- Creative Commons (2015: 1 billion of works licensed)

- Networks

- Hardware

- Data

New Models of Collaboration

- Governance – collective action -

- Beyond pyramidal / centralized / monopolistic – comand and control – planification

- Beyond markets, prices, property, exchange value, contracts

New Models of Collaboration

Heterarchy (Stark)

Forks

Jimmy Wales

Redundant (Benkler)

Value

- Value of sharing
- Public goods
- Public value
- Paradoxes
- Dark matter

Value

- Overlapping of value regimes
- Tensions and Hibridisms
- See FLOSS

Productive ecosystems

- Netscape -> Firefox

- Linux -> IBM

- Android -> Google

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Competitive Strategy

Catch up a dominant player

IBM-Linux

Napster-Firefox

Google-Android

Pursue of network effects

Generation of an ecosystem around your platform/technology

Development of expertise and absorptive capacity

Income generation

Selling services on the top of a CBPP

Customization

Training

Certification

Documentation

Dual licensing

Open Core / Proprietary add-ons

Adjacent markets - products

Hardware

Two-sided markets

advertising

data

Financing

Crowdfunding

VC

Public funding

Cooperative / Stakeholder

Methodology - Statistical analysis

SAMPLE 302 cases

Not high difficult to find cases

Case selection

Non-proportional quota sampling

Control variables (year, country, scope)

Heterogeneity

Sampling

1) Fulfillment of the criteria of delimitation of CBPP

2) Exclusion for methodological constraints (language of ICT limited activity)

3) **Variability of the independent variables**:

i) Elements that generally describe the case: Year of foundation of the case and scope (local, national, and international)

ii) Elements connected to the type of collaborative production (independent variable): Area of activity, type of collaboration involved, and type of common resource

iii) Elements connected to governance (independent variable): Type of legal entity, type of license of the content generated by the user, and license of the software

iv) Element connected to sustainability (independent variable): Type of legal entity

4) Failure cases - "**variability of the dependent variable**"

Bias:

* More known areas easy to find cases

* Country bias