



Center for
**LifeLong
Learning
& Design**

University of Colorado at Boulder

Wisdom is not the product of schooling
but the lifelong attempt to acquire it.
- Albert Einstein

Introductory Remarks for the Discussion Session

“Cultures of Participation”

Gerhard Fischer

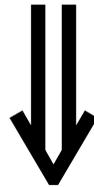
Symposium, CU Boulder, August 29+30, 2011

Cultures of Participation

— Fundamental Challenge and Opportunity

consumer cultures

focus: produce finished goods to be consumed passively



cultures of participation

focus: provide all people are with the means to participate actively in
personally meaningful problems

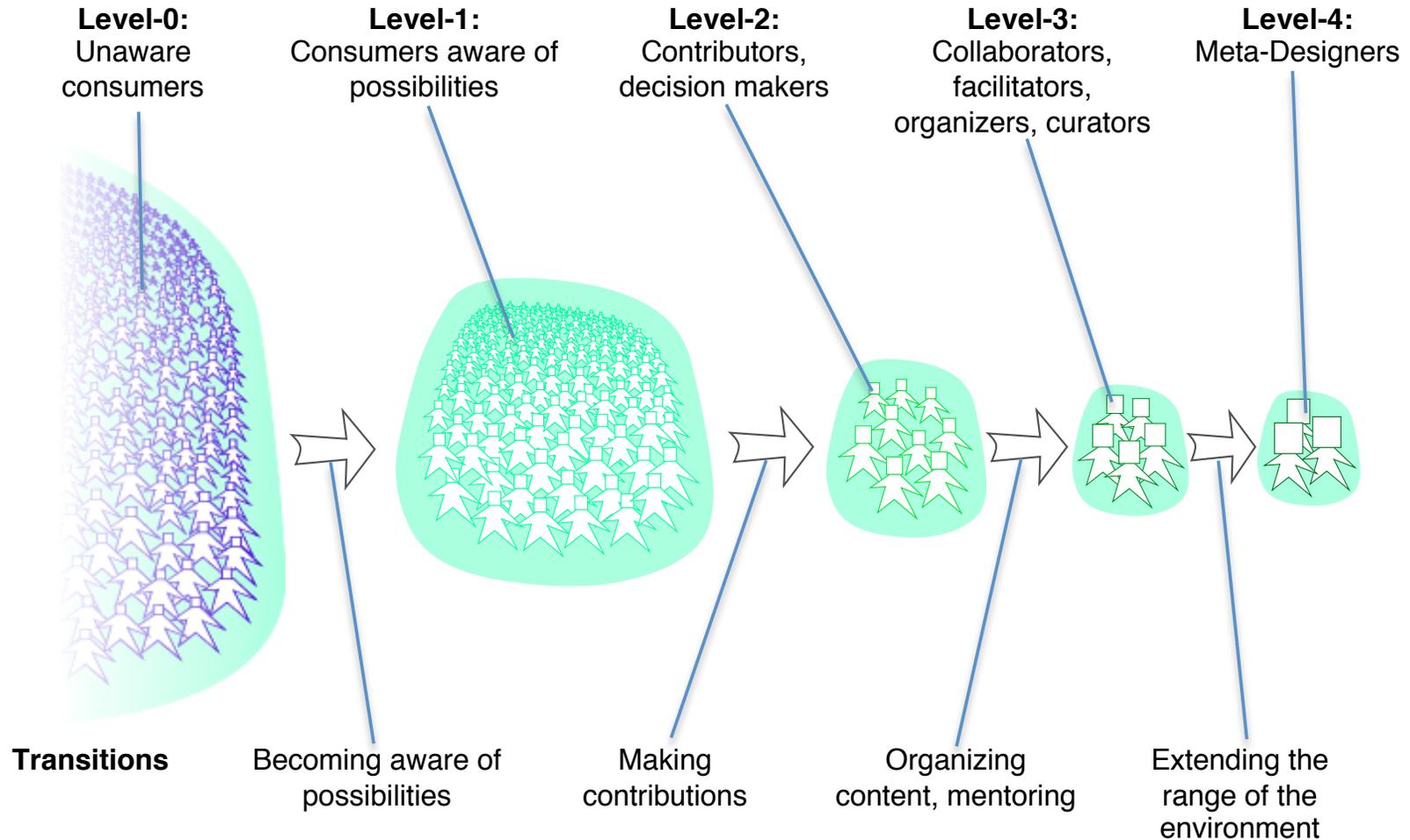
Comments about Cultures of Participation

- *“The experience of having participated in a problem makes a difference to those who are affected by the solution. People are more likely to like a solution if they have been involved in its generation; even though it might not make sense otherwise” [Rittel, 1984]*
→ **ownership**
- *“The hacker culture and its successes pose by example some fundamental questions about human motivation, the organization of work, the future of professionalism, and the shape of the firm” [Raymond & Young, 2001]*
→ **intrinsic motivation beyond financial incentives**
- *“Users that innovate can develop exactly what they want, rather than relying on manufacturers to act as their (often very imperfect) agents” [von Hippel, 2005]*
→ **ill-defined problems can not be delegated**
- *“Not only do we like things that we make more than similar things made by others—but we think other people should value them more as well.” [Ariely, 2010]*
→ **IKEA effect**

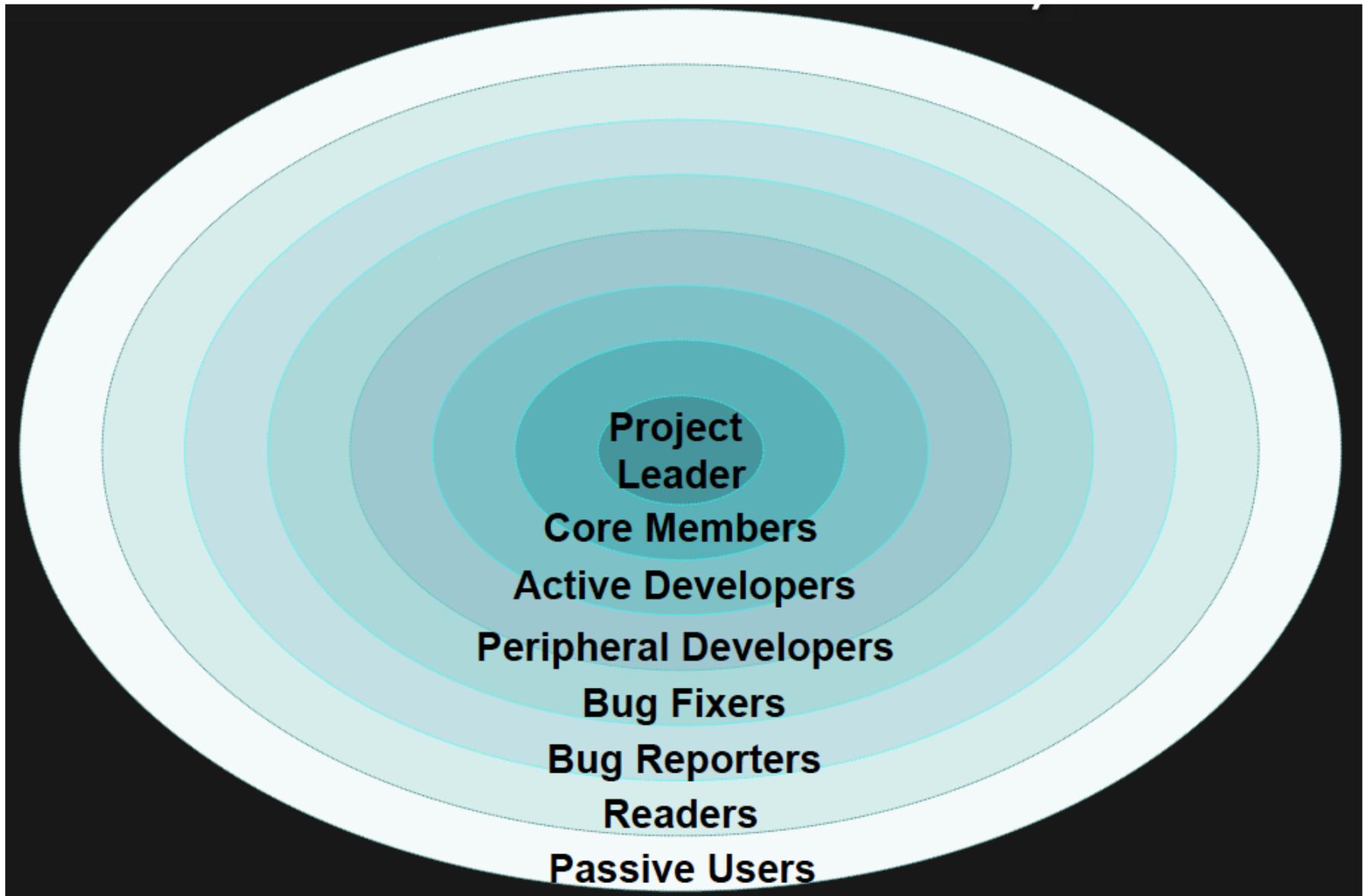
Fundamental Transformation: New Social Realities

- **public and private media blend together**
 - Hollywood and YouTube
- **professional and amateur production blur**
 - pro-ams
 - crisis informatics
- **voluntary public participation has moved from nonexistent to fundamental**
 - cultures of participation
 - prosumers
- **Internet:**
 - Not stifled by elitist gatekeepers: **Model Authoritative** → **Model Democratic**

Richer Ecologies of Participation



Ecologies in Open Source Communities

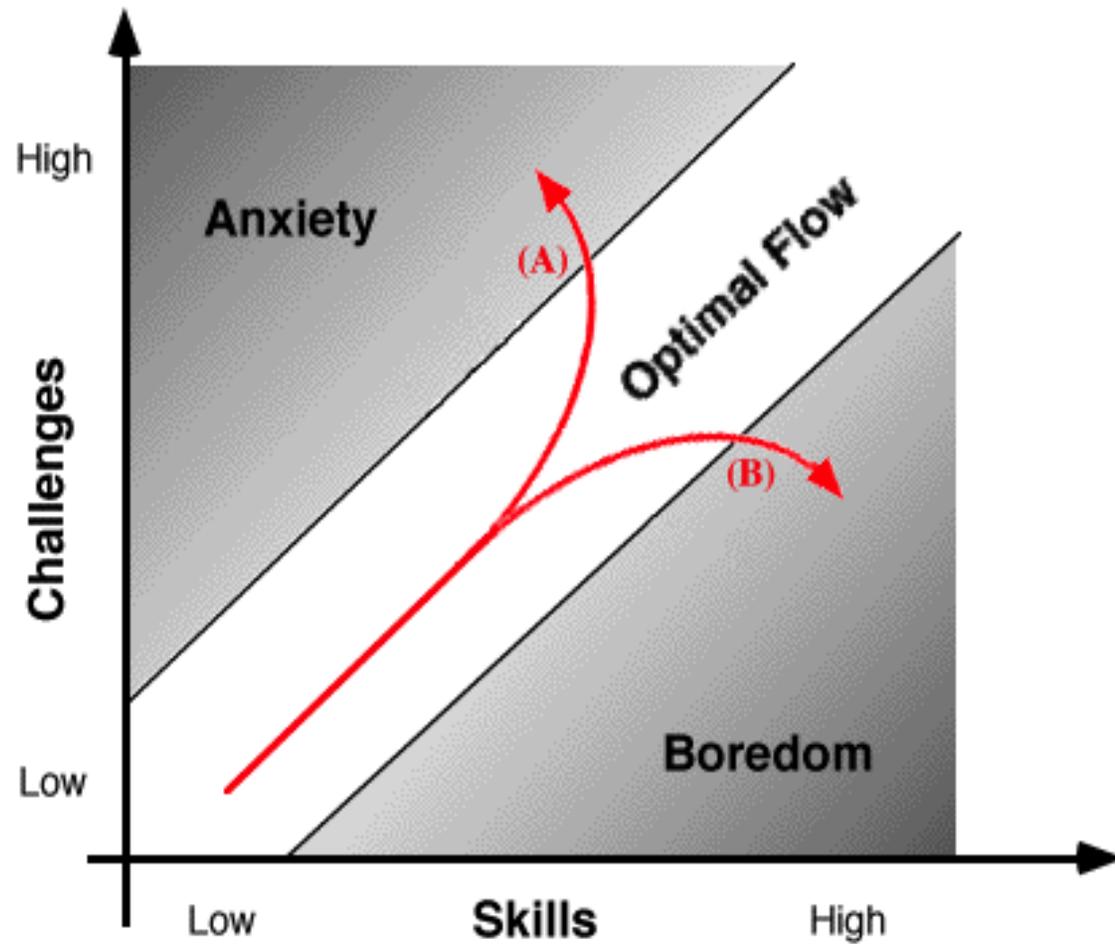


A few more possible Topics for Discussion

- Problems caused by “**Participation Overload**”
- Difference between Cultures of Participation and **Cultures of Collaboration**
- Participation = **f{value, effort}**
- An example (of changing value and effort): **Fun Theory**
<http://www.youtube.com/watch?v=sf9SaySaQZA>

Finding the Right Challenge

—
“From Usable / Useful” → “Low Threshold / High Ceiling”



The Envisionment and Discovery Collaboratory

