The User-Centered Commons track comprised 12 sessions, spanning topics such as 3D printing to collaborative zines to the future usability of CC tools. A few common themes emerged: first, that we really need to start with the people we're designing for, which means getting into the mindset of a real creator or user of content; second, that we need to look at existing ecosystems where sharing and collaboration are thriving, whether in the real world or in online communities; third, we must seek to develop and test new models or ways of doing things, such as a decentralized system for sharing scientific research.

The following sessions centered on the people behind the content (research, data, photography, zines, you name it):

- Starting With the User: User Experience Methods as a Framework to Assess and Improve the Usability of CC Licenses + For the Users, by the Users
- The Campaign Game: Learn to Think Like a Creator of Open Content
- CC for Real Users: Improving the Ways We Share Content on the Web
- Making Free Culture With Free Software, and Designing for Remix: Digital + Analog Workshops to Make CC Movies & Collaborative Zines
- Makers Et Al at CC
- CC for Data Producers: What Does It Mean to Make Data Usable?
- Conversations With Real Users and Creators Across the Spectrum

In "Conversations with Real Users and Creators Across the Spectrum," for example, we gathered in groups of five shared our responses to questions such as:

- Tell us about a time you shared a work of yours online, or used someone else's work from the Internet. What was it? Why did you share it or what did you do with the work you found?
- Why do you share your work in the ways you currently do? What inspires you to create new works?
- Why do you use online content? What do you hope to achieve?
- What works well when you use CC? What do you wished worked better?

The following sessions spoke to existing ecosystems where sharing and collaboration were thriving, aka "commons" ecosystems we could learn from:

- 3D Printing and Open Innovation: Intellectual Property, the Creative Commons and the New Economy
- Arts Organizations and Commons-Based Practice

In "Arts Organizations and Commons-Based Practice," for example, members of theatre commons communities HowlRound, Double Edge Theatre, and Power House Productions shared their governance structure of their communities and practices that have led to greater participation and community health.

Lastly, the following sessions debuted some new models for sharing and distributing content online:

- Sustainable Science Cannot Co-Exist With the Scientific Article
- Between Marginalization and Mainstreaming: Copyright Alternatives in Cultural Industries Training

In “Sustainable Science Cannot Co-Exist With the Scientific Article,” for example, Chris Hartgerink demoed the new Dat protocol, a system for sharing research via a the peer 2 peer network.

To learn more, see the notes for each session collected at Sched!

Relatedly, if you would like to participate in CC’s new usability initiative, we are now conducting conversations with users working with images, text, or data. Please send recommendations for interviewees to Jane Park (janepark@creativecommons.org). Users may include current creators and users of CC content, in addition to potential users of CC tools.