Document	BG-1-1 Governance
Doc purpose	Fundamental governance document for Breathing Games.
Governance	To have your work surfaced, log contributions in Value Accounting System.
Licence	Creative Commons Attribution-ShareAlike 4.0
	Source code must be updated on GitHub under GNU General Public License.
Contributors	Tiberius Brastaviceanu, Fabio Balli
Related links	- Vision for Breathing Games - ...

In order to ensure congruence, access is limited to comments. Suggestions will be discussed.
As soon as the document will be validated,a versioning page will be created.

- Constitution
  - Purpose and goals
  - Partners
  - Relations
  - Activities and tools
- Membership
  - Inclusion
  - Termination
    - Procedure
    - Contributions and fluid equity for expulsed individuals
- Decision making
  - Broad-scope decisions
  - Incremental decision making and individual initiative
- Planning
- Contribution logging
- Reputation
- Revenue sharing
- Background
- Justifications for rules and norms
- Financial redistribution

Constitution

Go to BG-1-5 Constitution discussions.

Purpose and goals

Go to BG-0-2 Strategy

Partners

Go to BG-1-4 Partners

Relations

- An **active contributor** is an individual who is taking part to the initiative and who either has been contributing or has joined the team during the last three months.
- A **former contributor** is an individual who has taken part to the initiative for at least five hours, who has not been contributing during the last three months or who has not shown his willingness to further contribute.
- A **partner** is an organization who is taking part or has taken part to the initiative.
- An **observer** is an individual who is not involved with the project directly, but knows about the project and can add value indirectly to the project.

Activities and tools

- A **contribution** is an addition to a value stream of something recognized as being valuable by active affiliates. It must be logged into VAS, which is the registry of all contributions.
- **VAS** or Value Accounting System is a web-based tool used to capture contributions to the project, in time, cash or physical resources (space, equipment, materials).

Membership

Admission

Can be a member the natural or legal person who creates, tests, distributes, uses or supports the activities of Breathing Games.

Membership 8. Membership applications should be addressed to the committee via the Internet form. The admission of candidates must be approved by the committee on presentation of membership form. 9.

Termination

Core contributors : according to investment in the last meetings

Inclusion

- Anyone can join the project, at any time, from anywhere in the world. Anyone who joins the project must fill this form.
- An individual who joins the project has access to all the information about the project and to all the project's activities. An individual who has made a contribution to the project is an active affiliate. Active affiliates have access to governance and to the reward mechanism (revenue).
- An individual who hasn't contributed for two weeks to the project is considered an inactive affiliate.

Termination

- Membership is lost by resignation, exclusion, death or the dissolution of Breathing Games. Any contributor may leave Breathing Games.
- Violence in every form (abuse, vandalism, theft, harassment, intimidation, harassing recording, sustained disruption of events, inappropriate physical contact, unwelcome sexual attention, inappropriate comments) may bring to definitive exclusion.

Procedure

Expulsion must be documented and discussed among active affiliates.The expulsion decision is made by a voting among active affiliates, majority wins (50 % + 1).

Contributions and fluid equity for expulsed individuals

For non-criminal offenses, the existing contributions will not be taken away from the expulsed individual, however, any material damage will be recuperated from these contributions, if possible. The reputation score of the expulsed individual will be reduced to 40%, which will affect the fluid equity of the individual. The expulsed individual can reintegrate the project after 6 months.

For criminal offenses, the contributions of the expulsed individual will be transferred to SENSORICA's Custodian. The expulsed individual can reintegrate the project only after it has been

recognized by the justice system as non guilty or after serving a sentence as prescribed by the justice system.

Decision making

Affiliates in this project have access to decision making, based on the project's Governance Equation.

Broad-scope decisions

The broadest scope is project-level in this context, since this is a project governance agreement. See more on OVN structure.

These decisions concern the project governance (the subject matter of this document), the Value Equation agreement, and the Custodian agreement.

All affiliates are called to participate in broad-scope decision making.

Description of the decision making process

Announce the initiative to all affiliates and engage them in a consensus building process (socialization of the decision drafting). When the formulation of the decision is mature enough, it is submitted to a lazy democracy voting process, from which majority rules. The lazy democracy voting process has a start date and an end date (allow 4 days), during which everyone can get support for or against the measure.

Temporal aspects

Some decisions can be proposed with an expiry date. The implementation of the decision as an evaluation process attached to it, and it is meant to be revised at some future date. Active affiliates can be part of the evaluation process, revision and adaptation of the decision.

If the group cannot make a decision we will include other trusted SENSORICA affiliates to participate.

Incremental decision making and individual initiative

Anyone can take initiatives, or "take the lead", but all initiatives need to be announced to the group, and if someone strongly opposes an initiative it is halted for a group discussion that can get resolved by a consensus building followed by a lazy democracy voting process (majority rules). [1]

Planning

Active affiliates have access to planning. The project is open, anyone can join by filling this form. See more on OVN structure.

The planning for the project is handled by two parallel Workflow recipes, the R&D plan for PV characterization and the Conditions for PV characterization. You can see both of them on the PV characterization VAS page. These workflow recipes are subject to change during the course of the project, as needed, in a transparent manner, applying a mix of consensus building and lazy democracy.

The project is separated into 4 milestones: Design Characteristics, Design, Prototyping, Production. The project is also separated into types of activities (with associated roles):

- Coordination and facilitation
- Electronics design
- Mechanical design
- Software development
- Prototyping
- Manufacturing
- Documentation
- Outreach

We define deliverables for every milestone. See the list of deliverables in the Budget spreadsheet. Every deliverable has a development time and a budget allocated to it. This determines how rewards are allocated (see more on Revenue Sharing below and on the Value Equation Agreement document).

Any modification to this planning needs to go through the following process:

explain the process…

Contribution logging

It is strongly encouraged to log contributions as they happen. At most, the group can tolerate bulk logging for an entire week. A penalty is applied to late logs: 2 % is subtracted from the total. [2].

A contribution is a claim for revenue. It must be accompanied by a documented deliverable, apart from contributions in the role of Project Responsible, Coordination and Facilitation. See deliverables by role below.

A deliverable must be verified by at least 2 project participants knowledgeable in the domain and by the Project Responsible. Deliverables are described in the planning, with their desired characteristics. Only verified and accepted deliverables are rewarded financially.

List of all deliverables

Find the list of deliverables on the budget spreadsheet.

Reputation

Reputation scores must be applied to the value equation, at least 2 types: commitment and behaving.

Commitment is an objective dimension of reputation and is related to delivering value within the time the individual promises to deliver [note that the engagement is made by the individual based on his/her capacity to deliver].

Behaving is a subjective dimension of reputation, assigned by members of the group. Cases [1] and [2] made us understand that a venture needs mechanisms of exclusion, and reputation linked to the value equation offers such mechanism.

Revenue sharing

Go to BG-1-2 Revenue Redistribution

Background

This document was created by Tibi and communicated to ALL the affiliates of the PV Characterization project on May 14th 2015, on the SENSORICA general mailing list with the subject line “PV characterization project - initiation” [open message]. All participants were invited to contribute to it. Other calls for participation were made subsequently.

Justifications for rules and norms

[1] Serge was acting alone for outreach and he was setting up dates for the course with potential customers without communicating with the group. Serge’s outreach approach was not well-planned, it didn’t lead anywhere and it presented a risk for the venture, since our reputation and the brand of our 3D course was on the line. We noticed that in order to give a course, we needed to orchestrate an outreach campaign very well, at least one week in advance, to have the critical number of students to the course, which was 10. Tibi sent an email to the group asking Serge to stop acting alone and in a non-planned and non-coherent way. Serge had a strong reaction to Tibi’s intervention, but he finally ceded to the pressure of other members of the group.

[2] Serge didn’t log the time he spent on setting up the course, he did his logging all at once, after the exchange event (i.e. after we got payed from the course). The preparations for the course took a few weeks, and during this time everyone forgot how things were done. Serge ended up entering the highest number of hours spent to prepare the course. Everyone else had a feeling that Serge overestimated his time contributions and that caused a bad atmosphere within the group. People decided to let it go, since Serge was not the most cooperative person within the group, with an explosive way of dealing with discussions that concerned his behavior. After the first event we

decided to create a rule related to logging in order to avoid problems for the group in the future and to pass the entire responsibility of not logging in time to the individual who doesn't do it.

Financial redistribution

Go to BG-1-2 Revenue Redistribution