Collaborative Literacy - Table of Contents 1

Summary – Here we explain a critical feature of collaborative development. The point to understand is that culturally, there are significant challenges to collaboration, and these must be addressed if the world is to transition to post-scarcity economics. **Applications** – We have the opportunity to enter onto a new level of human development by understanding the profound challenges involved in attaining true collaboration

Issues

Collaborative Literacy - Table of Contents 2

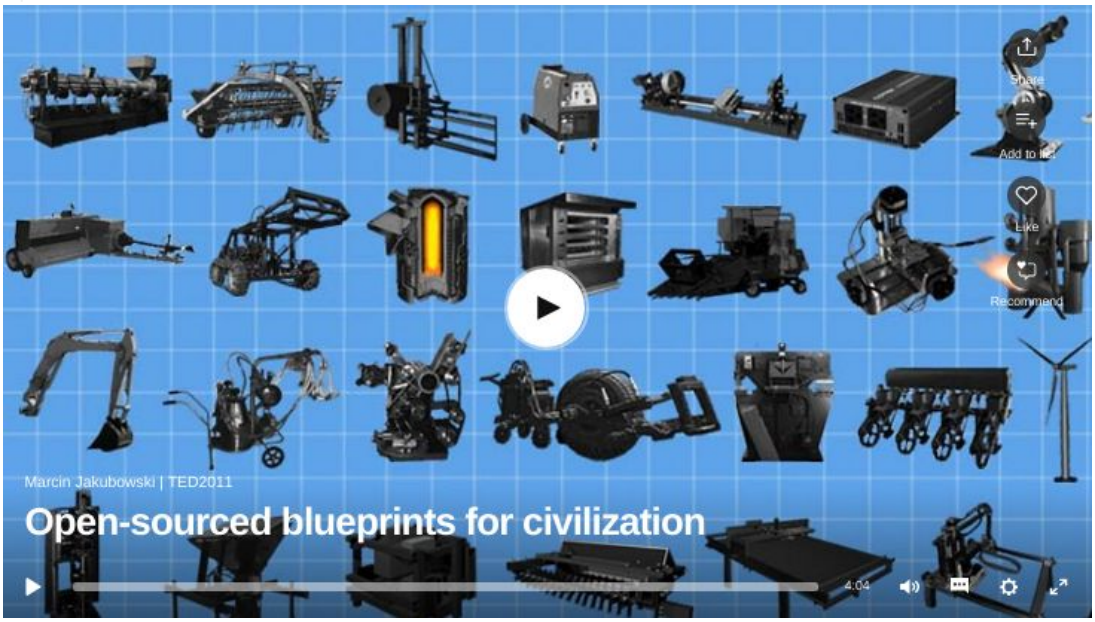
Collaborative Literacy - Table of Contents 3

Collaborative Literacy - Table of Contents 4

Implementation

Notes On Using this Guide

ABOUT: This is part of a design series on general machine design aimed at basic competency in the design of all 50 Global Village Construction Set machines.



HOW TO USE: You can use a QR code reader to scan the bar codes to access content online.

COLLABORATION: This is a collaborative effort. You are invited to help edit this guide. You can edit this document or make a copy, make your edits, and email us describing your proposed changes. To join our open source product development effort, join our Developer Team, or get hands-on experience in our Workshops. Email us at info@opensourceecology.org

This work builds upon these great open source projects:

1.1 The Obvious About Collaboration

Sharing is good.

Isaac Newton said - Isaac newton said: "If I have seen further it is by standing on the shoulders of *giants*"

1. Collaboration is sharing. Sharing creates good will. Sharing/collaboration on what?
2. The particular collaboration OSE has a particular goal: open information. Specifically, open information about products. OSE works on is open source product development.
3. That is because information is power. Economic power. Economics is 'housekeeping' - it's our livelihood. If we want to change the world, we can do so by power or influence. When we talk about power, we typically refer to economic power.
4. We are NOT talking about collaboration on frivolous things which do not have any economic impact - such as solving crossword puzzles. We are not talking about collaboration that leads to evil - because that does not lead to life.
5. Why products? Products are economic - they create livelihood. A product can be a product of any type.
6. For unleashed collaboration - information must be open.
7. Anything that restricts free flow of information is deemed wasteful.
8. Distribution of information is distribution of power.
9. We stand on the shoulders of giants.
10. To deny Isaac Newton's statement - to claim information as one's own - is arrogant. Each person contributes a small bit. Denying this is ignorant.
11. This is not to diminish one's esteem. It is to frame it in a healthy way that leads to high life satisfaction.
12. Hero worship (such as patents) is based on low self-esteem.
13. High self-esteem is a critical aspect that enables open collaboration.
14. Fearlessness is a critical aspect that enables open collaboration. Open collab requires that individuals override their reptilian brain impulses of fear.

1.2 The Obvious

Prerequisite: *Clear Common Goal. Blocks: Then Psychology of Non-Collaboration*

In my 15 years of helping groups reach peak performance, I've noticed that many collaboration challenges — from lack of trust to poor communication — have a deceptively simple root cause: a lack of alignment around a clear and specific set of goals. Addressing this root cause often has a dramatic impact on a team's performance. -

Eugene Kim, author of Faster Than 20

Psychology of Non-Collaboration

Introduction [edit]

These may be traps that people fall into, so they are worth noticing

General [edit]

1. "Nobody in my area is using Linux, therefore it must not work."
2. Use of exclusive tools - "I want to use expensive AutoCAD, because it gives me exclusiveness. Few people can afford it, thus it's a marketable skill (by exclusion)"
3. Or: "If everybody has it, I'm not special" - regarding FreeCAD.

Industrial [edit]

- **Complicated design** - companies will intentionally or unintentionally design things that are not easy to build - so that it is difficult for others to copy. If non-intentional, that is design ignorance - as simplicity (of build and use) is the genius of design. If it is intentional, that is evil. Recognizing this dynamic is an opportunity from the OSE perspective: by simplifying a design, we can build something more robust and valuable, thus gaining an advantage that facilitates widespread replication.
- **Design for obsolescence** - this is clear waste that diverts energy from human evolution by preoccupying producers and users with running on the treadmill

16 . Exercises

Attribution to [Eugene Kim]

Collaboration Muscles & Mindsets / Collaboration Workouts

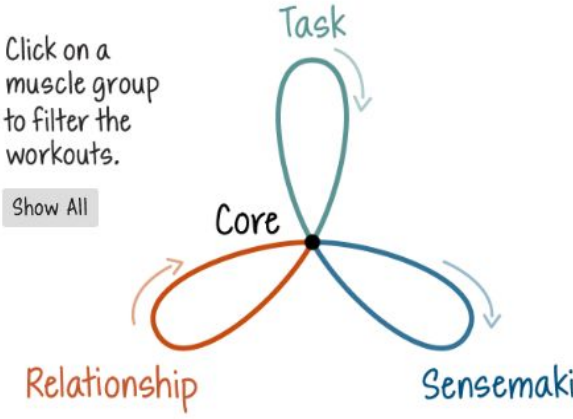
Collaboration Workouts

These workouts emphasize "collaboration muscle" awareness, development, and habit-building through repetition. They can be performed both face-to-face or remotely. The more regularly and often you do them, the more likely you are to embody the lessons from these exercises, to apply them without having to think about them.

You can filter the list of workouts below by clicking on the muscle group you'd like to focus on.

Click on a muscle group to filter the workouts.

Show All



Workout		Purpose	Participants	Time	Muscles
	**1-2-3**	Practice celebrating failure.		10 min	Working iterativ
	**100 Questions**	Practice thinking in questions.	+	15+ min	Pausing Asking generati questions
	**Asking for Help**	Practice asking for help, regardless of what the response might be.	+	10+ min	Listening activel Asking for help Synthesizing / validating
	Breathing Together				

10.1.1 . Scalability