

# 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

1. Collaboration Psychology
  - 1.1. What is Collaboration? Sharing and Economic Implications
  - 1.2. The Obvious: what we learned in kindergarten
  - 1.3. Barriers - reptilian brain, fear, esteem, ego, vulnerability, and survival
2. Human Evolution Towards Freedom -
  - 2.1. Historical perspective from slavery and enclosure to open source
  - 2.2. Economic history 101
  - 2.3. Material history 101 - from real scarcity to advertising in 1920 with Bernays
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  - 3.2. The IPO (Initial Public Offering?)
  - 3.3. The costs and benefits of the patent system
  - 3.4. Governance structures - 3 examples
  - 3.5. Forms of Competitive Waste in the workplace
  - 3.6. Borders and their history
4. The Success and Unsuccess of Open Source
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  - 4.2. Open hardware and co-option
5. Aligning Incentives for new forms of cooperation -
  - 5.1. X Prize
  - 5.2. Popular Incentive Challenges
6. The Potential Outcomes of Collaboration
  - 6.1. One Dimensional Man
  - 6.2. Gini Coefficient
  - 6.3. Education - transition from workforce creation to self-determination
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    - 8.3. Ability to build vs automated build through robotics and automation
      - 8.3.1. Ability to DIY vs creating exchange value
- Solutions**
8. What OSE Specifications Say about Collaboration - going through OSE Spec to understand how to generate broad collaboration
  9. Why using Accessible Tools is important and why so few people use them
  10. Here Comes Everybody vs Superheroes
    - 10.1. Scalable crowd processes
      - 10.1.1. The principles and scalability of module-based swarm design**
    - 10.2. Redundancy and access to talent
    - 10.3. Participatory democracy requires participatory production
  11. Roadmaps and Intents - importance for involving others
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  12. Digital Age Tools
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  13. Extreme Manufacturing - a Team Based Approach
    - 13.1. Why Extreme? Develop only once.
  14. Distributive Enterprise
    - 14.1. Valuation of open hardware - Pearce paper - over space and time
    - 14.2. Revenue model: Extreme Manufacturing for products and services
    - 14.3. Global Logistics for workshops - Amazon and the Open Source Everything Store
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    - 15.1. Mass Creation of Right Livelihood - upgrading the Declaration of Indep

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## Implementation

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9. Network effect: towards the irresistible open source offer
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  - 10.3. Scalable Mass Collaboration
  - 10.4. FreeCAD versioning on the wiki + Crowd Uploads - simple and complex files**
  - 10.5. Process Training via OSE STEAM Camps**
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  - 12.9. FreeCAD - Part Spreadsheets
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  - 12.11. FreeCAD Exploded Part Diagrams
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13. OSE Incentive Challenges
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15. Open source microfactories
16. OSE Campuses
  - 16.1. Solving pressing world issues
  - 16.2. Operating Model
  - 16.3. Infrastructure
  - 16.4. Exchangeable value creation (revenue streams)
  - 16.5. Addressing environmental integrity
  - 16.6. Pursuing self-determination

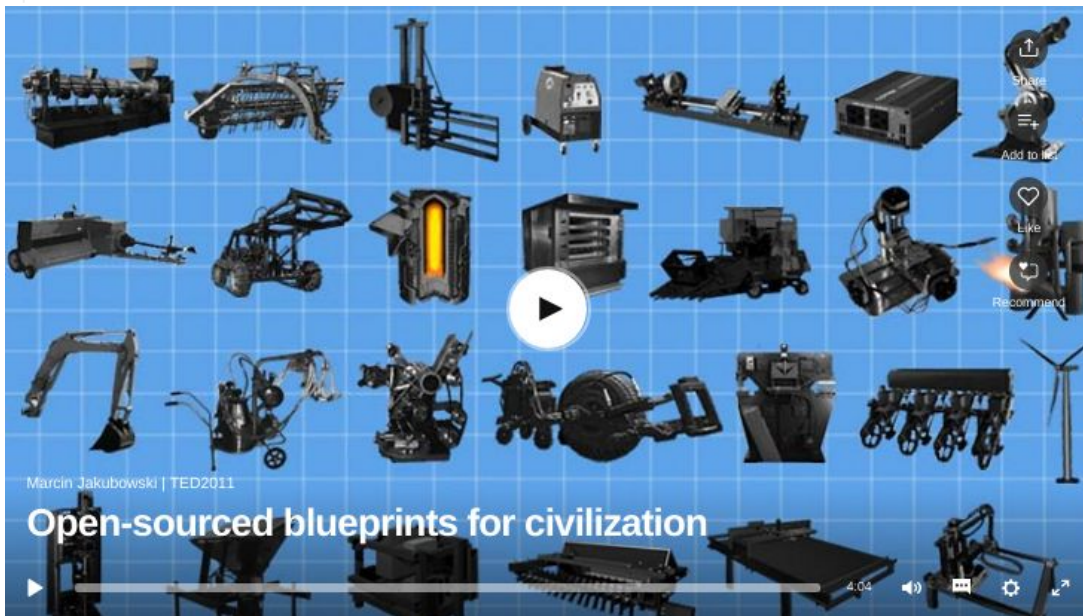
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## Implementation

### 16. Exercises

# 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](mailto: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

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### Introduction [\[edit\]](#)

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

### General [\[edit\]](#)

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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 [\[edit\]](#)

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- **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

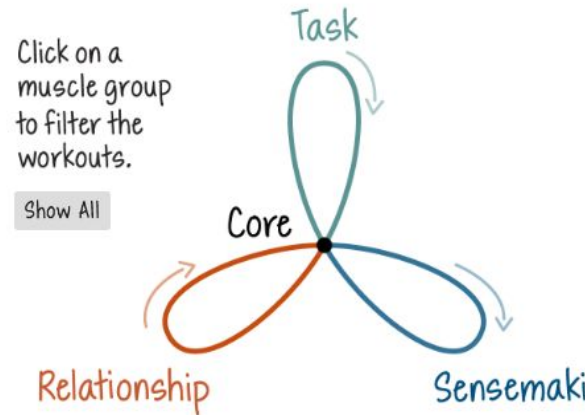
Attribution to [Eugene Kim](#)

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.



Workout	Purpose	Participants	Time	Muscles
<p><b>1-2-3</b></p>	Practice celebrating failure.	2 people icon	10 min	Working iteratively
<p><b>100 Questions</b></p>	Practice thinking in questions.	1 person icon	15+ min	Pausing Asking generative questions
<p><b>Asking for Help</b></p>	Practice asking for help, regardless of what the response might be.	2+ people icon	10+ min	Listening actively Asking for help Synthesizing / validating
<p><b>Breathing Together</b></p>				



# 10.1.1 . Scalability

## 1.1.1. The principles and scalability of module-based swarm design

1.2. 1. Module breakdown

1.3. Multiple people

1.4. Uploads on wiki

1.5. Interface design