

Interface Dictatorship (Governance)

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Limits of focusing on only **one** aspect that determine the governance of processes

Good to depart from a **comprehensive and holistic view of what means the governance in collective action online.**

Governance (Ostrom) = System of aspects that give direction, control and distribute the power in a process.

Which set of dimensions determine the governance of collective processes based on digital interaction?

The **eight dimensions** that give direction, control, and coordination to processes in online spaces of interaction are:

- (1) Collective mission or goal of the process.
- (2) Cultural principles and social norms.
- (3) Design of the platform of participation (where regulation is embedded in the code) >>> **Interface governance**
- (4) Self-management of contributions: autonomous condition of participants in allocating their contribution to the building process.
- (5) Formal rules or policies applied to community interaction.
- (6) License.
- (7) Decision-making and conflict resolution systems with regard to community interaction.
- (8) Infrastructure provision.

Governance is very much shaped on the basis of **how and who decides and manages these dimensions.**

Each of the dimensions might be managed in a **more open to participation or inclusive way or not:**
involvement of individuals and/or community as a whole *versus*
infrastructure provider.

Each dimension managed in a more **decentralized/fragmented or more centralized and established.**

More formally define or more ad hoc

The analysis of the juxtaposition or interaction between the eight dimensions reveals that **infrastructure provision** (means of production) **is central**.

Infrastructure provision determines:

- (3) Design of the platform of participation** (where regulation is embedded in the code) >>> **Interface governance**
- (5) Formal rules or policies applied to community interaction.**
- (6) License.**

Infrastructure provision might determine:

- (1) Collective mission or goal of the process.
- (7) Decision-making and conflict resolution systems with regard to community interaction.

But does not control:

- (2) Cultural principles and social norms.
- (4) Self-management of contributions: autonomous condition of participants in allocating their contribution to the building process.

More @

Fuster Morell, M. (2014).

Governance of online creation communities for the building of digital commons: Viewed through the framework of the institutional analysis and development.

Madison, M. J., Strandburg, K., & Frischmann, B. *Convening Cultural Commons*. Oxford University Press.

Available at onlinecreation.info