

Pixoloo

Ausgezeichnete Fotos  
von ausgezeichneten  
Orten

WIR  
AUF DER VEDDEL UND  
IM SPREEHAFEN



„Hafen-Ansichten“ von Ole Mustermann, 24 Jahre  
ausgezeichnet mit „Gold“

QUERS

Sicherung von  
Stadtverträglichkeiten  
Nachhaltigkeit und  
Energiekonzept



# Community Driven Development

AW 2  
“Compare the current work“  
Andreas Herglotz  
18.12.2007

- Placement
- Clarification of CDD
- Development and Comparison
- Summary
- Perspective

## Placement

Clarification

Development and  
Comparison

Summary

Perspective

- AW1 –Theme (2nd Master term)
  - Pervasive Gaming (PG)
- Project (3rd Master term)
  - Developing a PG-Framework and Application
- AW2 – (3rd Master term)

Target:

- Realization of CDD in context of PG

Requirements:

- Clarification: What is CDD?
- How / Where is CDD used?

Placement

From CSvax:pur-ee:inuxc!ixn5c!ihnp4!houxm!mhuxi!  
eagle!mit-vax!mit-eddie!RMS@MIT-OZ

Clarification

From: RMS%MIT-OZ@mit-eddie  
Newsgroups: net.unix-wizards,net.usoft  
Subject: new UNIX implementation  
Date: Tue, 27-Sep-83 12:35:59 EST  
Organization: MIT AI Lab, Cambridge, MA

Development and  
Comparison

Free Unix!

Summary

Starting this Thanksgiving I am going to write a complete Unix-compatible software system called GNU (for Gnu's Not Unix), and give it away free to everyone who can use it. Contributions of time, money, programs and equipment are greatly needed.

Perspective

To begin with, GNU will be a kernel plus all the utilities needed to write and run C programs: editor, shell, C compiler, linker, assembler, and a few other things. After this we will add a text formatter, a YACC, an Empire game, a spreadsheet, and hundreds of other things. We hope to supply, eventually, everything useful that normally comes with a Unix system, and anything else useful, including on-line and hardcopy documentation.

GNU will be able to run Unix programs, but will not be identical to Unix. We will make all improvements that are convenient, based on our experience with other operating systems. In particular, we plan to have...



**Richard Matthew Stallman**

Placement

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Placement

**Clarification**

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- No general definition
- But there are different aspects which appear frequently in combination with CDD

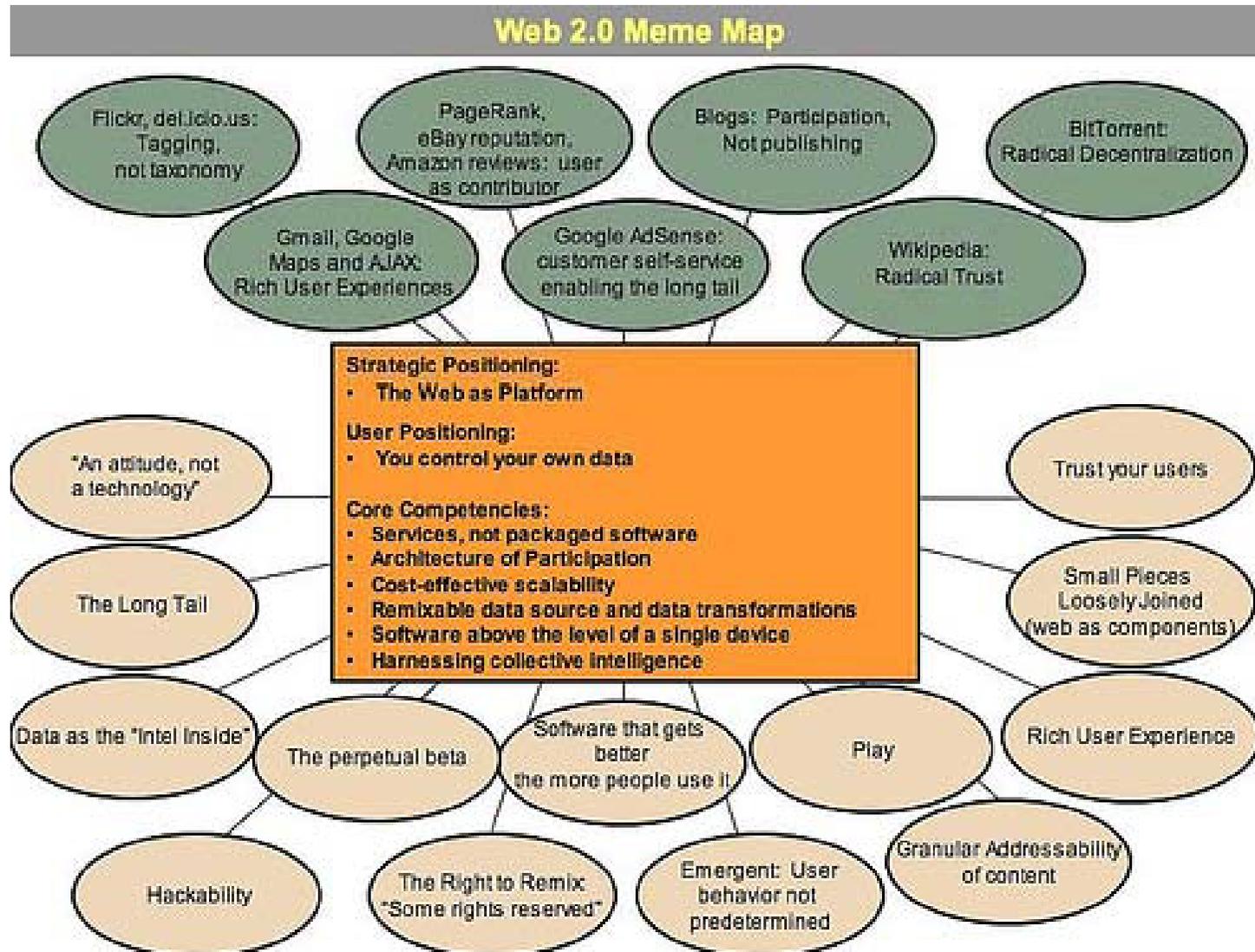
Placement

Clarification

Development and  
Comparison

Summary

Perspective



Placement

**Clarification**

Development and  
Comparison

Summary

Perspective

- Services, not packaged software, with cost-effective scalability
- Control over unique, hard-to-recreate **data sources that get richer as more people use them**
- **Trusting users as co-developers**
- **Harnessing collective intelligence**
- **Leveraging the long tail through customer self-service**
- Software above the level of a single device
- **Lightweight user interfaces, development models, AND business models**

Placement

**Clarification**

Development and  
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## Not Discussed:

- Development of tools for distributed systems
- Security
- Transactions – concepts and techniques
- ...

(There are already concepts for distributed software development – not my focus)

## Outstanding Questions:

- E.g.: How to avoid oscillating “code”?

# 3 Divisions (Know How)

Placement

**Clarification**

Development and  
Comparison

Summary

Perspective

1. From wizards for wizards
  - Community based software
    - LINUX / Mozilla / GNU
2. From wizards for everybody
  - Community based content
    - Wikipedia
3. From everybody for everybody
  - Community based content
    - Second Life

Placement

**Clarification**

Development and  
Comparison

Summary

Perspective

## As example: Croquet

### 1. “Wizards“

- Programming in Smalltalk
- Expressiveness very good

### 2. “Programmers“

- Using script languages
- Expressiveness mostly restricted

### 3. “Authors“

- Community based content
  - Second Life
  - Expressiveness highly restricted

### 4. (“Consumers“)

- Just using the application

Placement

Clarification

**Development and  
Comparison**

Summary

Perspective

- Community exists of:
  - Wizards / Programmers:
    - Reporting and fixing bugs
    - Quality assurance
    - Writing documentation
  - Authors:
    - Submit crash data
    - Giving feedback
    - Help with marketing

Placement

Clarification

**Development and  
Comparison**

Summary

Perspective

- Everybody can be a “Wikipedian“
- Community based on trust, objectivity
- Administration:
  - Administrators
  - Benevolent dictator
  - Arbitration committee
- Financing
- Challenges:
  - Half knowledge, manipulation
  - Copyrights
  - Administration overhead

Placement

Clarification

**Development and  
Comparison**

Summary

Perspective

- Commercial
- Creating new content (virtual objects):
  - 3D modeling tool (inside Second Life)
  - Linden Scripting Language
  - External Tools (for animation, graphics and sounds)
- trading, selling, chatting (IM, chat, shout)
- Challenges:
  - Technical
  - Moral
  - Legal

Placement

Clarification

**Development and  
Comparison**

Summary

Perspective

- Also: g-Phone
- Collaboration with more than 30 companies (mobile operator, semiconductor, software developer, ...)
- Linux-based kernel and almost “full” Java
- Open SDK for the community to develop new applications
- Challenges:
  - License

Placement

Clarification

**Development and  
Comparison**

Summary

Perspective

- Trail Blazers
- TomTom Go
- Beyond computer science:  
Example: CDD and Social Development
  - Gives control over planning decisions and investment resources to community groups and local government.

Placement		<b>GNU</b>	<b>Wikipedia</b>	<b>Second Life</b>	<b>Android</b>	<b>Pixoloo</b>
Clarification	<b>Developer</b>	Wizards	Authors	Authors	Wizards	<b>Authors</b>
Development and Comparison	<b>Quality-assurance</b>	Community	Community, Admins	Second Life owner	(Developer)	<b>?</b>
<b>Summary</b>	<b>Hardware</b>	?	Array of servers	Array of servers	„G-Phone“	<b>Server based</b>
Perspective	<b>Interaction Possibilities</b>	Software development	Writing articles	Imitation of life	Software development	<b>Uploading &amp; tagging pictures</b>
	<b>Subsecond Response</b>	Multiple cycles	Adhoc	Adhoc	?	<b>Adhoc</b>
	<b>Ownership/ Copyright</b>	GPL	GFDL	Copy, Mod, Trans	ASL	<b>GFDL</b>

Placement

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Development and  
Comparison

**Summary**

Perspective

Except of problems with distributed software development there are some other interesting outstanding questions:

- How much control / administration does not destroy the community?
- How to solve the problem with oscillating code (quality assurance)?
- Who is the owner of the software / content?
- How to get as many users to authors?
- ...

Placement

18.12.2007 (Today)

- Answering the question: What is CDD?
- Comparison of different examples

Clarification

Development and  
Comparison

18.01.2007 (Seminar)

- How to use CDD in the context of  
Pervasive Gaming

Summary

**Perspective**

Starting February 2008 (Master thesis)

- Pervasive Gaming under the focus of CDD

Summer 2008 (IBA - Project Pixoloo)

- Running the project in real life

- Tim O'Reilly; What is Web 2.0; (30.05.2005)
- Howard Stearns, Joshua Gargus, et al.; Simplified Distributed Authoring Via Component-based Object Construction and Deconstruction in Collaborative Croquet Spaces; (05.2006) – IEEE
- Richard Stallman, [www.gnu.org/gnu/initial-announcement.html](http://www.gnu.org/gnu/initial-announcement.html) (06.12.2007)
- <http://de.wikipedia.org/wiki/Wikipedia#Organisation> (12.12.2007)
- [http://en.wikipedia.org/wiki/Second\\_Life#Technical\\_information](http://en.wikipedia.org/wiki/Second_Life#Technical_information) (10.12.2007)
- <http://www.worldbank.org/cdd> (15.11.2007)

ASL	Apache Software License
CDD	Community Driven Development
GFDL	GNU Free Documentation License
GPL	GNU General Public License
LGPL	GNU Lesser General Public License
PG	Pervasive Gaming

Thanks – Any Questions?