COMMUNITY
ECO-SYSTEM

1 COMMUNITY PURPOSE

Describe the purpose of the community: What is it that you want it to do?

When choosing functionality and structure for your platform, you will need to have the purpose of the community as well as the different stakeholders in mind. Maybe it is best to use a public platform – or maybe set up you own? In this exercise we have included a few platform options, but there are many, many more. Make sure you research and analyse all the options that are out there.

For more guidance, see also ddc.dk/en/remodel

2

Stakeholder

Role - what would you like him/her to do?

Why is he/she important?

What do they gain from joining the community?

How will you motivate this stakeholder to take the role?

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When motivating the stakeholders to join your community you have to build a eco-system that creates a gain for community members. This is what creates motivation in them and makes them go from users to co-creators. There are so many resources (books, websites, etc.) on creating and maintaining communities - but a good place to start is: opensource.guide/building-community

4

TECH SUPPORT

What people functions are necessary to start and maintain the community around your product in terms of technical support?

For instance web designers, data technician, on-call tech support, etc.

COMMUNITY SUPPORT

What people functions are necessary to start and maintain the community around your product in terms of binding people together and making them feel welcome? To make them contribute?

For instance community manager, event manager, social media manager, community hosts etc.

5

PLATFORM

Put your chosen platform card here:

Which platform(s) would be ideal to use in order to fulfill the purpose of your community?

You might want to consider getting an Open Source Hardware Association Certification on your product to boost community engagement: It provides an easy way for creators (you) to indicate that your products meet a uniform standard for open-source compliance, benefiting both creators and consumers. Also, it lets you use the Open Source Hardware Certification logo on your product. Learn more here: http://certificate.oshwa.org/

3 Choose the license

How much will you open your elements to enable the community to co-create?

ALLOW NON-COMMERCIAL USE

Here you let the community access, rework and redistribute your element freely for non-commercial purposes (as long as they give credit to you).

This is not open source by definition, but still allows some degree of co-creation.

ALLOW COMMERCIAL USE ON SOME PARTS

Here you let the community access, rework and redistribute some parts of your element freely for all purposes (as long as they give credit to you).

This is making some parts open source, while others stays closed (proprietary).

ALLOW FULL COMMERCIAL USE

Here you let the community access, rework and redistribute your element freely for all purposes (as long as they give credit to you).

This is true open source.

When you open elements for your community stakeholders to engage with you need to apply a legal framework: This is called a license, and to go open source you need to use one or more open licenses (you can use different ones on different elements). Normally this would take some guidance from a lawyer, but for this exercise we have chosen some simplified levels of openness for you to choose from. For more info about different types of licenses make sure to search the web or go to: ddc.dk/en/remodel

Danish Design Centre

Distributed Design

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