BUILDING NEW ECONOMIES TO SUPPORT OPEN CODE AND CONTENT

Paige Peterson, Communications Manager, MaidSafe
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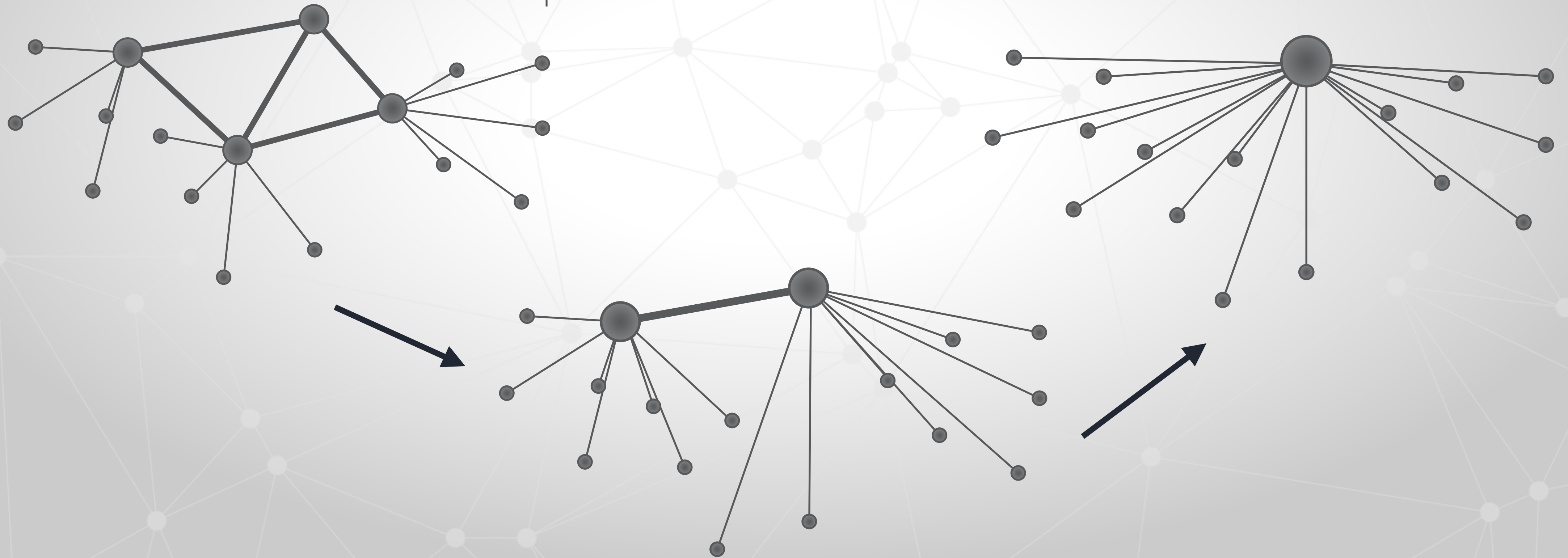
TWO-FOLD INTRO: SECURITY & FREEDOM

INCENTIVES & THE INTERNET

MONEY & PROPERTY FROM SMALL SCALE TO GLOBAL

EVOLVING ECONOMIES & INCENTIVES

INCENTIVES AND THE INTERNET

Server ownership and economies of scale

Centralization of the Internet, "free" services and the growth of dependence on advertisements

INCENTIVES AND THE INTERNET

Walled gardens and incentives for control

Vicious cycle: increasingly unsustainable & insecure

Exemplifying need for new economies

Inherent clash with lack of scarcity in intellectual property
(making issues with IP more obvious)

Failure of monetary system to support this part of economy

VCs, project bootstrapping and code as business assets

ECONOMIES: WHEN THEY WORK

Means of storing and transferring value

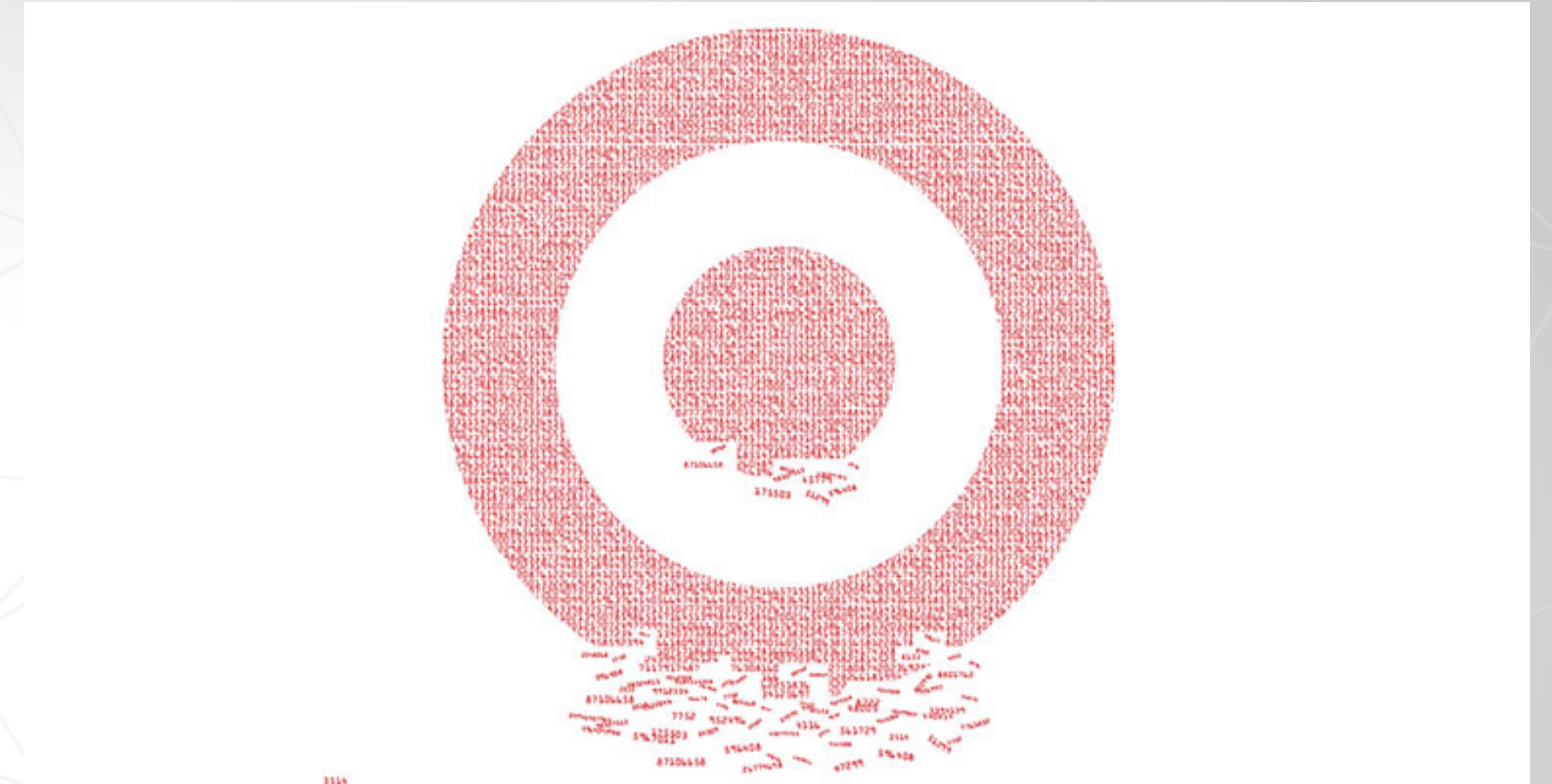Perhaps 3 dozen eggs don't equate to a pound of flour, how to settle the difference?

Cowry shells, gold and boulders

Pre-globalization and small scale money

Local currencies offer better accountability

WHERE IT BREAKS DOWN

The rise of banking and money centralisation

Economies of scale (again) and increased security needs

Post-breach resource exponential

Central dependence, lack of choice

PERSPECTIVES ON PROPERTY

Personal, private and public

Definitions and beliefs

Use, enforcement, titles and laws of nature

Property across cultures

Western viewpoints and the "new" economy

PERSPECTIVES ON PROPERTY

Property of the mind

Personal, private and public

Laws of nature (information wants to be free)

Privacy vs censorship

The rise of protecting IP

Ancient patent systems and temporary profit guarantees

Goals of properly rewarding inventor

Inventor vs public good

INTANGIBLE PROPERTY

Distinctions with tangible property

Lower barrier to entry at every point

Security/privacy & breaches/attacks

Naturally evolving faster

Consumption characteristics

Reinforces lack of scarcity

Blurring lines between service and product

Wide range of consumers

EVOLVING THE ECONOMY

A new mindset in relation to intellectual property

IP enforcement via patents and changing perspectives

Defensive patents and GPL

Accompanying evolution with new models and tools for better
integration with post-scarcity concepts

Ask questions, give examples

What does theft mean for ideas? More like recycling?
What are the consequences of reusing an idea?
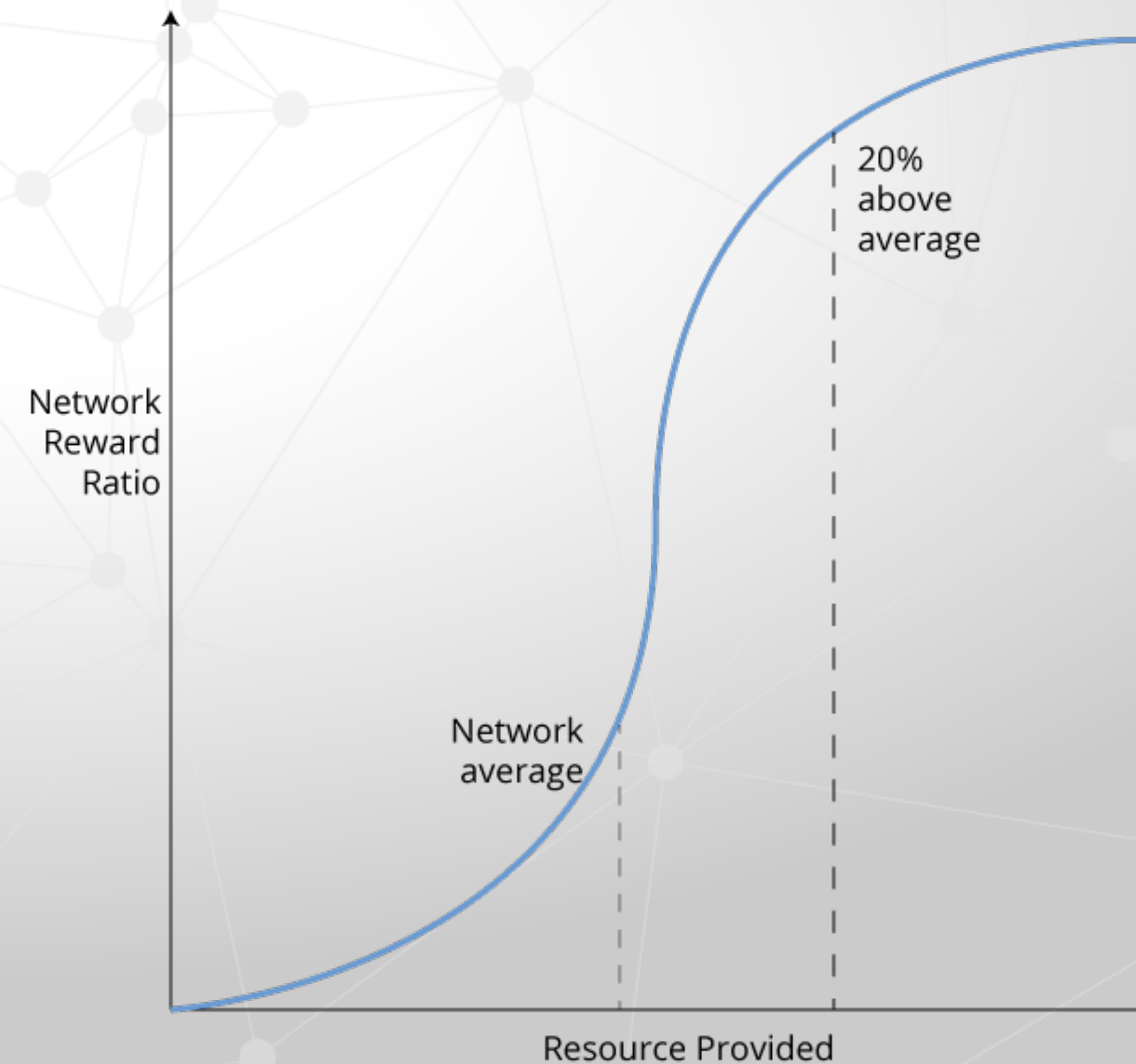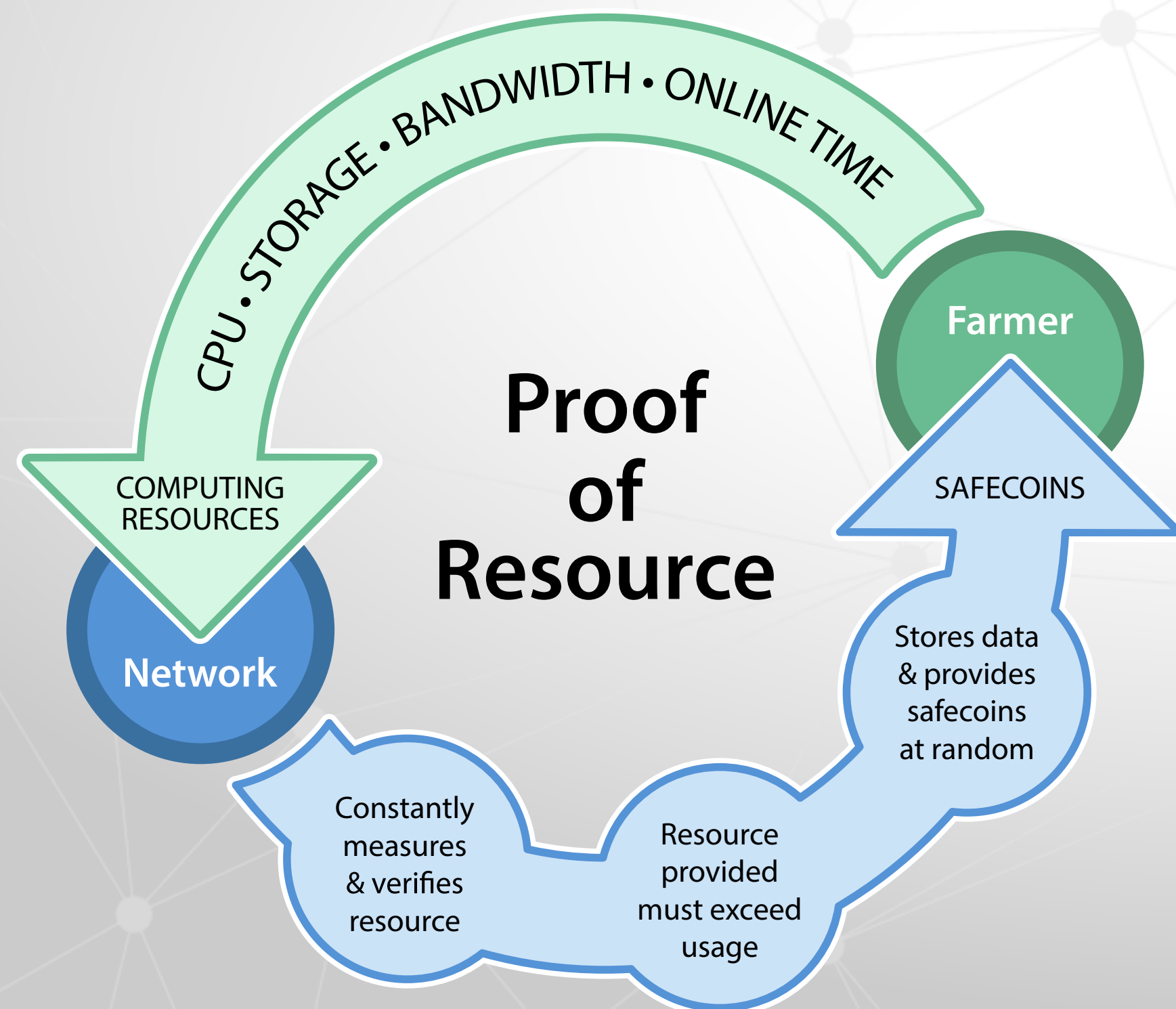
Consequences for creator chain?

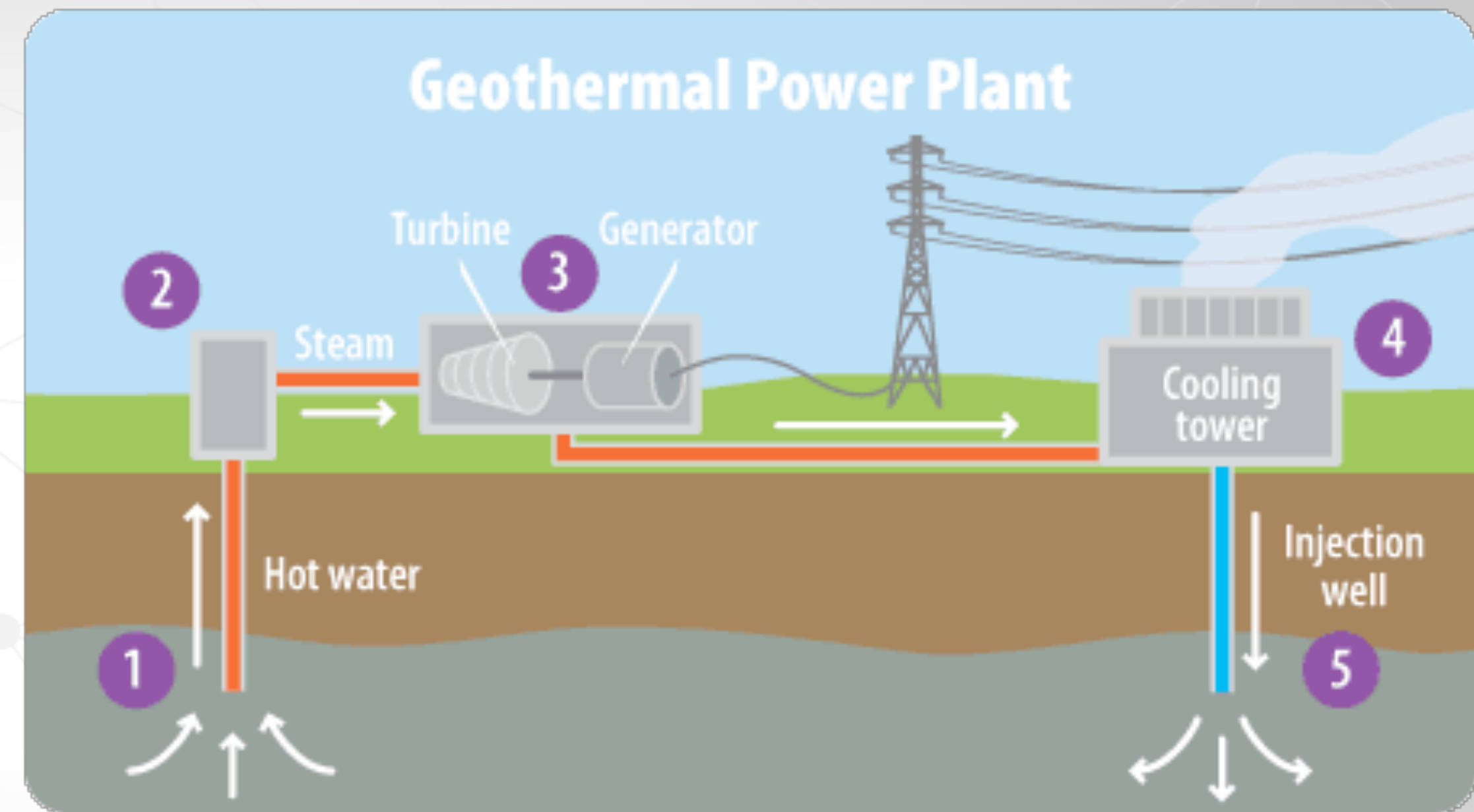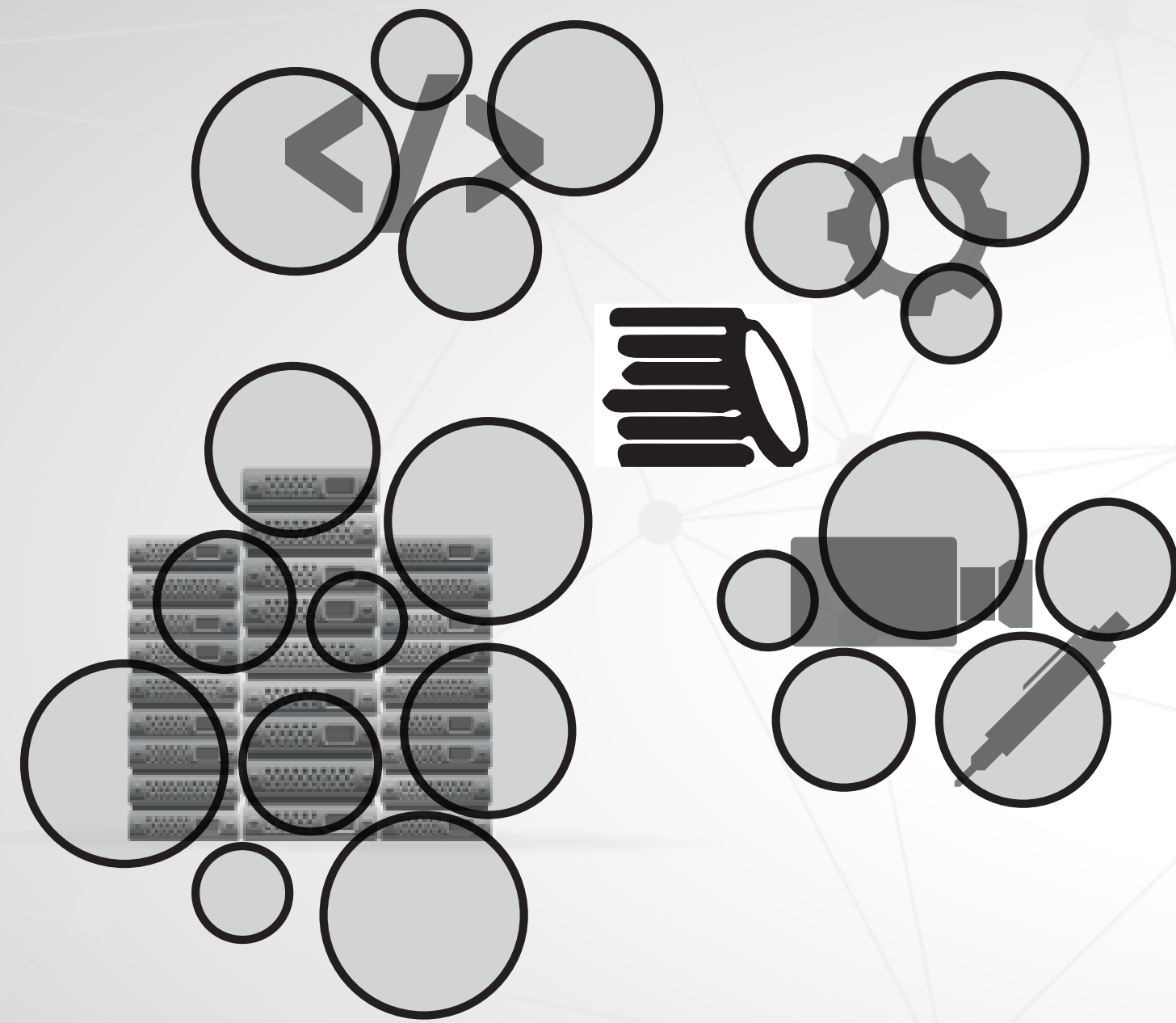Ex: research vs product of research (Daraprim)

EVOLVING THE ECONOMY

A **common** Internet with built-in value transfer as foundation

MaidSafe

Proof of resource and Sigmoid distribution

EVOLVING THE ECONOMY

Allocating space for resource providers, application developers, core developers and content creators

Tokens, points, coins as gas/oil/geothermal energy

EVOLVING THE ECONOMY

Granularity: per gigabit, per minute, per *success variable* etc.

BowieNet, fan clubs & experimenting with incentive structures for niche communities

Option to pay for another in full or in part

Pay what you want and the psychology of options with suggested contributions

PUSHING THE BOUNDARIES

Experimenting with various methods

No black and white solutions (different contexts)

Rejection of legacy economy as suitable for non-scarce property

Importance of focusing on incentives
(If we can secure our personal data, we can secure all IP)

Preparation for further post-scarcity property

Thanks!

(ask me about MaidSafe & SAFE network after)

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