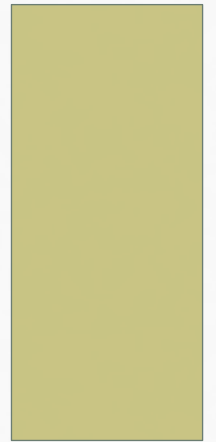# POWERS TO THE PEOPLE: THE CROWDS OF THE INTERNET

MARCH 17, 2015 THE 20TH TCC

ALICE BEDARD-VOORHEES, PHD

PEEPS AND MECHANISMS

- Crowdsourcing
- Smart Mobs and the Other Well-Intended Folks
- Mechanisms for Contribution and Distribution

POLLING STRATEGY

- We will be asking you single polling questions along the way.

- We look forward to your contributions and questions. We'll be noting questions and examples appearing in chat along the way, and I'll answer questions at the end of the slides.

POLLING QUESTION: HAVE YOU CROWD-FUNDED ANY PROJECTS?

CROWDFUNDING PLATFORMS

All or Nothing—if you meet the goal, contributors are charged.

You get the money but have to return it yourself.

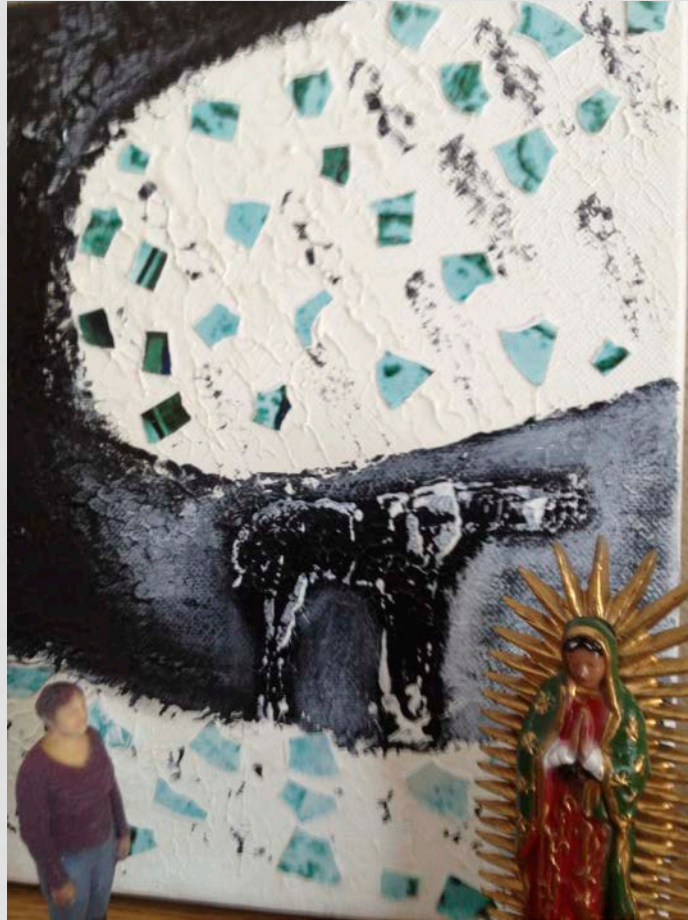Solution based: Money is gathered by an entity to give to the person who can provide the solution.

Comparing Platforms:
http://en.wikipedia.org/wiki/Comparison_of_crowdfunding_services

AKA: BO AND YANA

SMARTHISTORY

CROWDSOURCING WITH YARN HARLOT: KNITTERS W/O BORDERS

- Stephanie Pearl-McPhee is a knitter/blogger/author

- Creates shared knitting events

- Encourages knitters to economize and contribute to Doctors w/o Borders: Since 2004 knitters have contributed over a $1,100.000 dollars.

Tricoteuses Sans Frontières
Knitters Without Borders

http://www.yarnharlot.ca/knitters-without-borders/

MAKER AND HACKER SPACES

Image Source: "Hackerspace Billboard" by Dave Jenson - We're working on it!"
CC Licensing Provided Below.

POLLING QUESTION: MAKER SPACES

MAKER SPACES AND COMMUNITIES

- Work spaces where people make stuff—Libraries and other venues are becoming maker spaces. Hacker spaces fall into this category.

- Maker Communities
  - Hour of Code: http://code.org
  - InVolen: http://www.slideshare.net/progettoacariss/1215-ugolini-involen
  - ARIS: http://arisgames.org/make/
  - MIT's Scratch: https://scratch.mit.edu/
  - Github (also has private options): https://github.com/

HOUR OF CODE: MAKER AND OER

COMMONS OPTIONS

- Creative Commons Licensing

- Flickr Commons

- YouTube Creative Commons Licensing

CREATIVE COMMONS LICENSING

THE COMMONS ON FLICKR

Purpose: Flickr encouraged institutions/organizations with large collections to share them for public use.

Phrase Worth Noting: "no known copyright restrictions" (but consult fine print)

Image Source: Library of Congress. Gottlieb Collection. "Portrait Billie Holiday at Carnegie Hall Between 1946 and 1948.": http://hdl.loc.gov/loc.music/gottlieb.04261
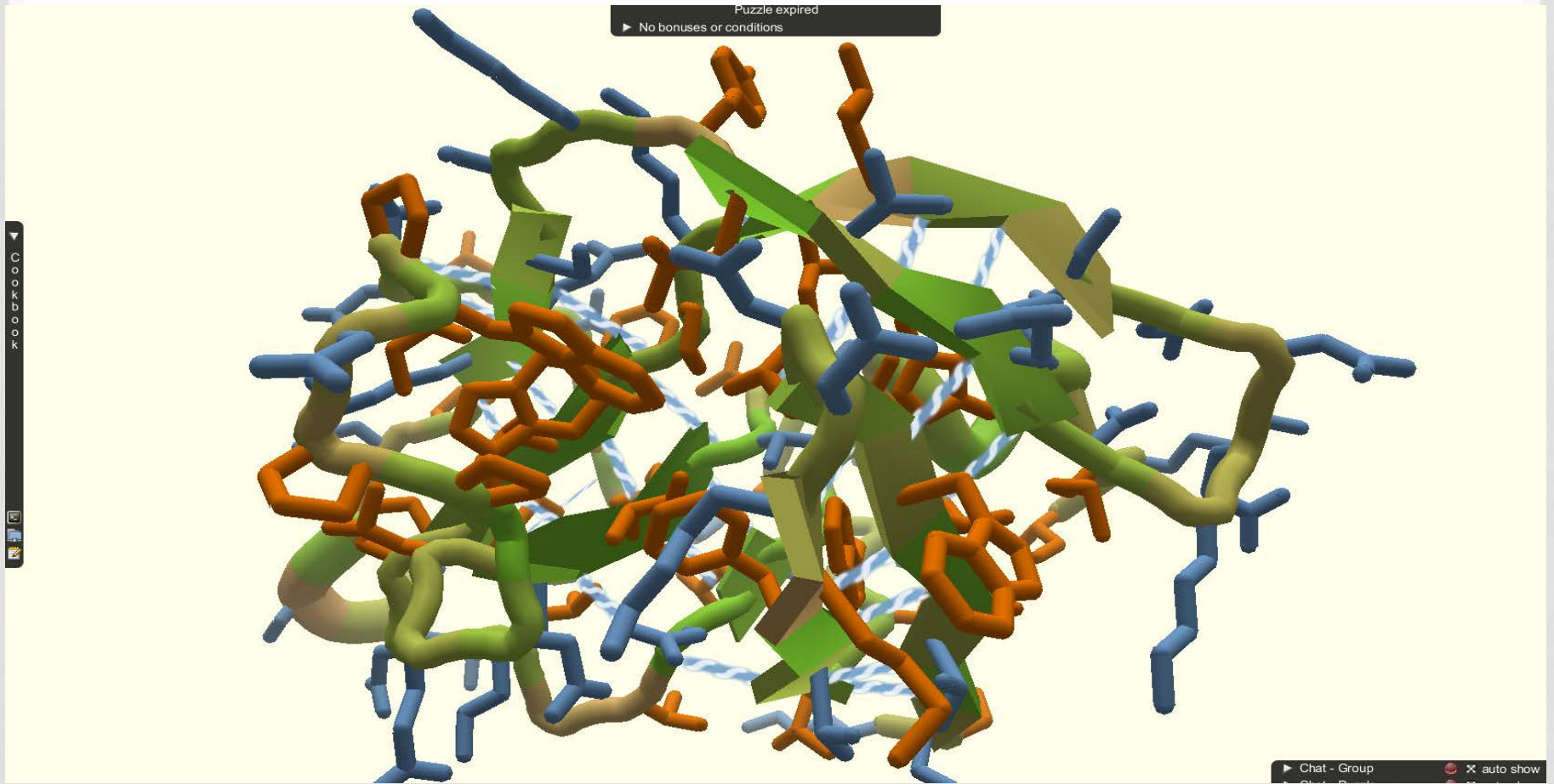
YOUTUBE CREATIVE COMMONS

SELECT ALL YOU'VE ENGAGED WITH

CITIZEN SCIENCE GAMES

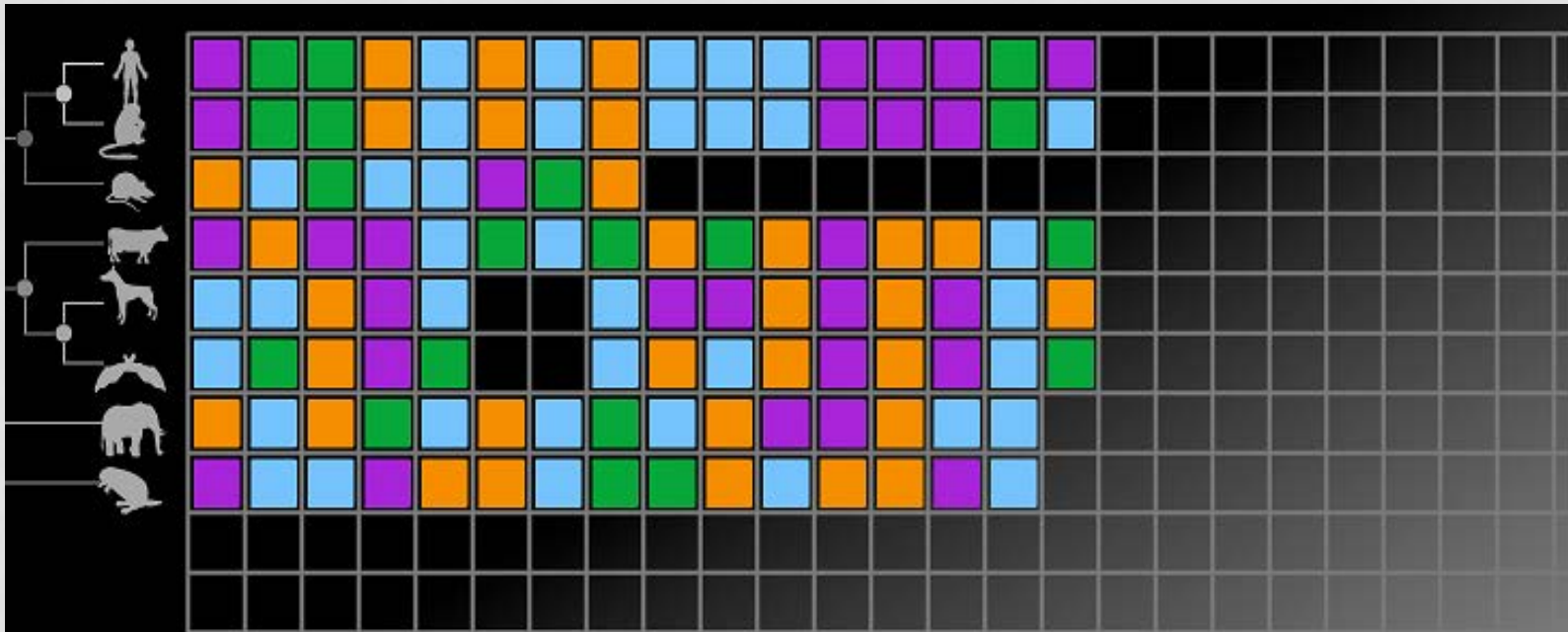Games with attributes like other serious games.

Forward knowledge about diseases and potential solutions.

FOLDIT: PROTEIN FOLDING

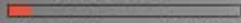Top Scoring Solution to the Mason Pfizer Monkey Virus

PHYLO: MATCHING NUCLEOTIDE SEQUENCES

More Serious Game Sources

HTTP://EN.WIKIPEDIA.ORG/WIKI/SERIOUS_GAME

BEYOND BARRIERS & ACROSS BORDERS

PLAYING FOR CHANGE: AFFECTIVELY AND ARTISTICALLY

OER

- Lots out there: TAACCC, SEED, Open Textbooks

- Successful Models Include
  - Portability
  - Ability to Edit and Update
  - Clearly Defined Content Standards
  - Sustainability

TAACCC INNOVATION GRANTS: FUNDING INNOVATION AT SCALE

TAACCC = Trade Adjustment Assistance Community College and Career Training Grants

Encourages Consortial Applications and partnerships between Community Colleges and Workforce Centers

Requires Curriculum Materials be OER

Types Funded to Date: Competency Based Medical Info Tech, Manufacturing, Renewable Energy

GAME PROJECTS/OER AND OTHER

- ARIS Open Source Game Engine: http://arisgames.org/make/

- Volen Project: Intergenerational Location Based Game Creation relative to the environment: http://www.slideshare.net/progettoacariss/1215-ugolini-involen

- Scratch: https://scratch.mit.edu/

POLLING QUESTION: HAVE YOU APPEALED TO OTHERS?

OUR CROWD POWER

- Examples

- Additional Possibilities?

- Twitter: #crowdpower