

Index

- Accountability, 10, 65, 77, 80, 81, 178, 180, 215–217, 242, 243, 247, 252
- Actor-Network Theory, 8, 191, 199, 228–231, 235
- Agonism, 20, 28, 29, 36, 63, 64, 69, 81, 178, 183, 232, 272, 273
- Agonistic democracy, 9, 273
- Agonistic design, 64, 65, 68–70, 74, 80
- Agonistic spaces, 36, 71, 76
- Arab Spring, 275, 323, 324, 330, 341
- Arena analysis, 190, 201, 203
- Artistic experimentation, 133
- Bluetooth, 278, 284, 285
- Boundary objects, 8, 188, 199, 218, 274
- Capacity building, 44, 45
- Civic media, 227
- Co-creation, 3, 27, 205, 206, 275, 278
- Co-design, 19, 24, 27, 35, 40, 41, 91, 102, 216, 227–229, 232, 240, 248, 251, 252, 289, 298, 299
- Collaborative consumption, 91
- Collaborative design, 2–5, 19, 28, 51, 87–91, 180, 181, 233, 240, 248
- Collaborative production, 91–94, 99, 105, 109
- Collaborative prototyping, 7, 8, 69
- Collaborative services, 4, 5, 20, 23, 24, 35, 91
- Commons, 5, 9, 85, 87, 92, 94, 100, 103–112, 115–122, 126, 182, 191–193, 200, 203, 206, 207, 214, 218
- Commons-based production, 88, 89, 94, 100, 103–106, 109, 111
- Communities of practice, 7–9, 274
- Community-based media, 326
- Creative class, 1–6, 9, 37, 38, 173–176, 179, 181, 203, 257, 265
- Creative Commons, 90, 134, 153, 163, 165, 187, 192–196, 199, 203–207, 214–220
- Creative communities, 4, 36
- Creative industries, 5, 6, 28, 29, 65–70, 74–82, 257, 258, 261, 264, 265, 299
- Crowdfunding, 3, 189, 207, 208
- Crowdsourcing, 3, 229
- Cultural commons, 5, 9, 187–192, 214, 218, 219
- Democracy, 3, 5–10, 22, 53, 64, 66, 69, 77, 78, 81, 88, 99, 111, 157, 174, 178–184, 187–190, 195, 199, 200, 214–217, 227–232, 248, 252, 257, 261, 265, 269–278, 284, 303, 307, 318, 326, 333, 338–341
- Democratic design, 8, 18, 28, 88, 111
- Design for politics, 28, 80
- Design for social innovation, 36, 41, 45, 46, 56
- Design things, 8, 10, 20, 28, 29, 36, 278–280
- Design thinking, 3, 25
- Digital divide, 324, 340
- Digital material, 133, 137, 139, 143, 145, 147, 150, 151
- Digital sketching, 147–149

- DIY (do-it-yourself), 9, 10, 88, 115–118, 158, 167, 188, 193, 194, 199, 208, 214, 219, 286
- Durable commons, 106–109, 117, 120, 192, 218, 219
- Economies of scope, 108, 109, 122
- Fab labs, 5, 91, 99, 109–111, 122, 154
- Feminist technoscience, 7, 307–309
- Framework projects, 35, 40, 55, 56
- Free/libre and open-source software (FLOSS), 87–90, 103–106
- Friendly hacking, 9, 29, 36, 42–51, 56–58
- Future-making, 4, 7, 173, 174, 178, 181, 183, 188, 189, 211, 214, 228, 252, 257–262, 265, 270
- Games, 241, 278, 289
- GNU project, 90, 153, 159
- Governance, 1, 8, 9, 28, 29, 64–70, 74–82, 92, 93, 174, 189–192, 210, 228, 271, 272, 280
- Grassroots communities, 36
- Grassroots initiatives, 46, 49, 70, 101, 246
- Grassroots innovation, 99
- Grassroots journalism, 1, 5, 227, 232, 241, 250
- Grassroots media, 228, 230, 238–243, 247, 249, 251
- Grassroots movement, 25
- Grassroots organizations, 5, 36, 49, 63, 76, 79, 242, 246, 299
- Hackathon, 123
- Hacker community, 109, 114, 119, 123
- Hacker movement, 156
- Hackerspaces, 91, 99, 109, 110, 136, 154, 156, 306
- Handicrafts, 303, 307, 310, 314
- Hip-hop, 6, 71, 234–238, 241, 244, 283, 284
- Incubators, 5, 25, 29, 63–65, 70–81, 111, 229
- Infrastructuring, 8–10, 28, 29, 36–40, 51, 54, 56, 70, 73, 109–112, 123, 181, 190–193, 211, 214–218, 234–241, 244, 247–252, 274, 275, 318
- Interactive installations, 131, 133, 136, 138
- Internet of Things, 111, 153
- Knowledge alliances, 64, 77, 78, 82
- Lead users, 37, 124
- Learning by doing, 304, 311
- Living labs, 8, 9, 19, 22, 28, 35–37, 40, 51, 55–57, 63, 65, 70, 126, 180, 184, 187, 190, 193, 194, 199, 211, 215, 229, 248
- Local media, 241
- Locative media, 281, 300
- Maker community, 155, 156
- Makerspaces, 5, 9, 91, 94, 99, 101, 110, 126, 156, 306
- Making, 8, 10, 132, 143, 145, 150
- Mass media, 227, 228, 241, 244–247, 250, 251, 325, 333
- Matchmaking, 36, 40, 56, 73
- Material participation, 307, 308
- Media ecology, 325
- Media sphere, 325, 333
- Media technology, 323–340
- Mobile gaming, 274, 278, 289
- Mobile-media broadcasting, 227, 232, 243
- Mobile technologies, 6, 232, 245, 272, 278, 281, 284–290, 297, 300
- New media, 37, 71, 180, 197, 227, 233, 241, 248–251, 271, 275, 278, 280, 289, 328, 333, 337–338
- Non-governmental organizations (NGOs) 2, 7, 9, 19, 25, 35, 41, 42, 46–51, 67, 70, 73, 76, 99, 101, 102, 118–122
- Online sharing communities, 150
- Open design, 90–94, 106, 163
- Open innovation, 4, 5, 35, 174, 184, 187, 190, 228–230, 240, 248, 252, 270

- Open-source hardware, 5, 153, 158, 159, 164
- Participatory culture, 271
- Participatory design, 4–7, 10, 18–20, 24–28, 64–71, 76, 80, 87, 88, 157, 163, 174, 181, 187–190, 216, 231, 232, 318, 323, 326, 333, 339, 340
- Participatory urbanism, 282
- Peer-to-peer file sharing, 187, 194–197
- Peer-to-peer production, 87, 88
- Personal fabrication machines, 93, 106, 109
- Place-making, 274, 278, 280, 297–300
- Political design, 28, 80
- Prosumers, 124, 228,
- Prototypes, 20, 43, 53, 54, 69, 81, 145–149, 164, 166, 183, 184, 233, 235, 275, 278, 282, 286, 288, 299, 318
- Prototyping, 7, 19, 20, 25, 28, 29, 41–44, 51, 54, 88, 91–94, 110, 113, 145, 147, 166, 167, 183, 188, 228, 240, 242, 248, 251
- Publics, 2–6, 27, 76, 174, 228, 269–273, 277–281, 284–289, 299, 309, 310, 317–320, 324, 329, 333, 340
- Public space, 6, 7, 150, 174, 271–275, 278–284, 288, 290, 296–303, 324, 332

- Reflective practice, 41, 55, 148
- Robotics, 133, 158, 159, 162, 168

- Science and Technology Studies (STS), 6, 7, 307, 309, 318
- Self-produced media, 278, 284
- Service design, 23, 24, 81
- Sewing circles, 272, 304–310
- Short Message Service (SMS), 275, 285, 289–290, 303, 310, 314, 316–319
- Smart cities, 277, 278
- Smartphones, 272, 328
- Social capital, 38, 54, 57, 103, 115, 126
- Social design, 23, 26–28
- Social innovation, 5, 6, 9, 17–29, 35–37, 41, 44, 46, 49, 56, 63–77, 81, 91, 289, 318
- Social interaction, 278, 282
- Social media, 196–199, 294–298
- Social networks, 91, 329
- Social production, 103, 118
- Sousveillance, 276, 323, 340
- Street journalism, 241, 242, 247, 250
- Sustainability, 1–6, 21–24, 28, 37–39, 51–54, 64, 77, 87–91, 103, 108, 113, 116, 121, 122, 151, 333

- Things, 4, 8–10, 64, 65, 68–82, 230, 231, 250
- Third industrial revolution, 99, 102–105, 125, 126
- Transformation design, 24, 56
- Transmedia, 211, 214

- User-centered design, 3, 27
- User-driven innovation, 3, 4, 8, 104

- Video blogging, 235, 236, 249
- Video broadcasting, 6, 323, 328, 330

- Wireless, 274, 275, 278, 284, 285

This is a section of [doi:10.7551/mitpress/9874.001.0001](https://doi.org/10.7551/mitpress/9874.001.0001)

Making Futures

Marginal Notes on Innovation, Design, and Democracy

Edited by: Pelle Ehn, Elisabet M. Nilsson, Richard Topgaard

Citation:

Making Futures: Marginal Notes on Innovation, Design, and Democracy

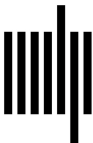
Edited by: Pelle Ehn, Elisabet M. Nilsson, Richard Topgaard

DOI: 10.7551/mitpress/9874.001.0001

ISBN (electronic): 9780262320887

Publisher: The MIT Press

Published: 2014



The MIT Press

© 2014 Massachusetts Institute of Technology

This work is licensed to the public under a Creative Commons Attribution-NonCommercial 3.0 license: <http://creativecommons.org/licenses/by-nc/3.0/>



All rights reserved except as licensed pursuant to the Creative Commons license identified above. Any reproduction or other use not licensed as above, by any electronic or mechanical means (including but not limited to photocopying, public distribution, online display, and digital information storage and retrieval) requires permission in writing from the publisher.

MIT Press books in print format may be purchased at special quantity discounts for business or sales promotional use. For information, email special_sales@mitpress.mit.edu.

This book was set in Stone Sans and Stone Serif by the MIT Press. The print edition was printed and bound in the United States of America.

Library of Congress Cataloging-in-Publication Data

Making futures : marginal notes on innovation, design, and democracy / edited by Pelle Ehn, Elisabet M. Nilsson, and Richard Topgaard

pages cm

Includes bibliographical references and index.

ISBN 978-0-262-02793-9 (hardcover : alk. paper)

1. Technological innovations. 2. Group work in research. 3. Community development. I. Ehn, Pelle, 1948–, editor of compilation. II. Nilsson, Elisabet M., editor of compilation. III. Topgaard, Richard, editor of compilation.

T173.8.M354 2014

303.48'3—dc23

2014008010

10 9 8 7 6 5 4 3 2 1