



# #ReclaimtheCommons Hackcamp

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## #ReclaimtheCommons Hackcamp

#ReclaimtheCommons Hackcamp was a format developed for the [17th ZEMOS98 Festival](#) by ZEMOS98. The event took place from April 15th to 16th in Seville (Spain).





# 1. What was the #ReclaimtheCommons Hackcamp?

**#ReclaimtheCommons** was a three days hackcamp for 40 activists, mediamakers, hackers and thinkers who are part of communities (mainly from Europe) working in the fields of the commons, alternative and socially engaged economies and the demand for public spaces as common goods. It was take place in Seville **on the 16th, 17th and 18th of April 2015**.




«The general approach of the hackers in dealing with the outside world is not accepting the limits that are given to you once you approach something. The hackers are engaged citizens and artists by default. If you are a hacker, you are ethical by design.»

**Tim Pritlove** of the Chaos Computer Club in Berlin during Ars Electronica 2008.

From this broad and inclusive definition of hacking, the hackcamp aimed to be a format in between a hackathon (an intense event during one or a few days in which a group of people work together to produce something as a demo or a prototype), an atelier (which is a participative and non-hierarchical educational format) and a meeting (an encounter to produce personal connections, to share thoughts and reflections, etc).



The **general objectives** of #ReclaimtheCommons as a hackcamp were:

-  To strengthen a pan-european network of agents and communities working in the fields of the commons, alternatives and socially engaged economies and the demand for (digital and non digital) public spaces as common goods.
-  To discuss and to experiment how new media and digital archives can contribute to improve and amplify the work of the different social agents that are taking care of the Commons.
-  To create a self-space to share thoughts and personal experiences related to how to care (self-care, care of the others) during a social struggle.

These objectives had three related topics/hashtags which provided a theoretical framework for the work related to the hackcamp. Every topic had two expected outcomes that provided a challenge to the participants. These outcomes answered to the notion of a prototype: this means to produce something shareable which allows third parties to improve it and to rewrite it. And every outcome/challenge structured a small group between five to seven people.





2.

Structure:  
work groups or tables

17 Festival  
**ZEMOS98**  
Sevilla — 15-18/04/2015

**Caring  
For  
The City:  
Reclaim The  
Commons**

**HACKCAMP**  
**#RECLAIMTHECOMMONS**

**#CAMPAIGN4THECOMMONS**

AUDIO  
TUTORIAL  
- GROUP 1 -

GUERRILLA CARE  
CAMPAIGN  
- GROUP 2 -

**#CARING4THECOMMONS**

COMMONSPOLY  
- GROUP 5 -

FANZINE  
- GROUP 6 -

**#OPENVIDEO4THECOMMONS**

VIDEO ARCHIVE  
FOR THE COMMONS  
- GROUP 3 -

WEBDOC  
PROTOTYPE  
- GROUP 4 -

# #Campaign4theCommons (tags related: new narratives, new media, advocacy, etc.)

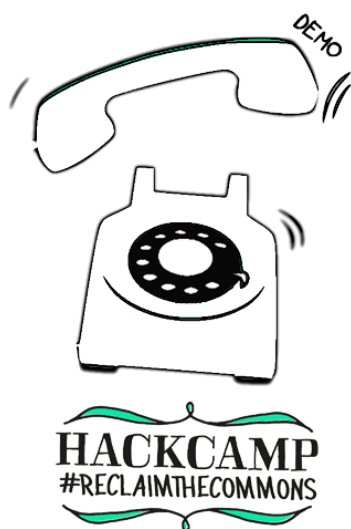
What kind of new narratives can help us to amplify the message of the social agents working for the defense of the Commons? How can we advocate for those struggles? Regarding this topic it was two expected outcomes/challenges organized in two tables:

## Group 1: Audio Tutorial

These questions were the starting points from where the participants started to work: How can we prototype new narratives that enables a widely dissemination of the work of social agents reclaiming the Commons and in a form of a tutorial?

This group had to produce a tutorial with different formats with special focus on audio. The goal was **to create audio tutorials to produce communication campaigns via Internet for collectives networking to defend the common goods and the right to the city.**

The group was composed of: [Carlos Delclós](#) (facilitator), [Daphne Büllsbach](#), Teodor Celakoski, [Sofia Coca](#), [Alejandra de Diego](#), [Andrzej Górz](#), Izabela Kaszynska, [Chantelle Lâvel Boyea](#), [María Lobo](#), [Jessi Romero](#), [Jerome Roos](#), [Nuria García Atienza](#), Merve Uçak and [Rosie Walker](#).



COMMONS HOT  
HOT-LINE  
CALL US FOR AN  
OPEN-SOURCE CAMPAIGN

 CALL HOT HOT-LINE NOW!





Some participants of table 1 at the Hackcamp. Photo by Julio Albarrán

Some materials produced in the process can be consulted at the [Hackcamp Tumblr](#). This group worked to produce a [Hot Hot-Line](#), in the words of **Daphne Büllesbach**, a website where «a campaigner would call if he or she wanted to avoid pitfalls, common mistakes, simply get advice or find out about doubts and further debates on campaigns for the Commons». This quote is taken from the table 1 report «[Putting things in common](#)».



## Group 2:

### Guerrilla Care Campaign



Street action organized by group 2 and La Carpa collective. Photo by Julio Albarrán

These questions were the starting points from where the participants started to work: How can we help La Carpa (which is a cultural and political initiative which wants to legally occupy a public space, empty and abandon space in Seville)? How can we prototype a low-cost campaign which could be replicable?

This table had **to create an action of urban guerrilla with a local social agent who is already working towards the Commons and represents the idea of «caring the city»**. This action had to produce with materials associated with guerrilla campaigns: pictures stickers, little posters composed by cardboards or papers with messages, graffitis, etc.





Street action organized by group 2 and La Carpa collective. Photo by Julio Albarrán

The documentation of the process can be consulted at the [Hack-camp Tumblr](#) and all photos are uploaded at the [ZEMOS98 Flickr](#). Also **Dan Hancox** wrote a report titled «[Not just clowning around](#)»

The group was composed of: [Ricardo Barquín](#) (facilitator), [Ángel Antich](#), [Anna Clemente](#), [Roi Guitian](#), [Dan Hancox](#), [Maka Hernández](#), [David Juárez](#), [Anders Lindgren](#), [Juanlu Matilla](#), [Vitalie Sprinceana](#) and [La Carpa](#) collective.



# #OpenVideo4theCommons

(tags related: open video, data aggregation, digital mashup, etc.)

How to create a video interface that links data with our archives and other external archives and offers an innovative and tailored user experience for journalists, researchers, educators, etc? What kind of narratives can we create by filtering, tagging and geolocating videos from a collection? Regarding this topic it was two expected outcomes/challenges organized in two tables:

## Group 3: Video Archive for the Commons



Street action organized by group 2 and La Carpa collective. Photo by Julio Albarrán

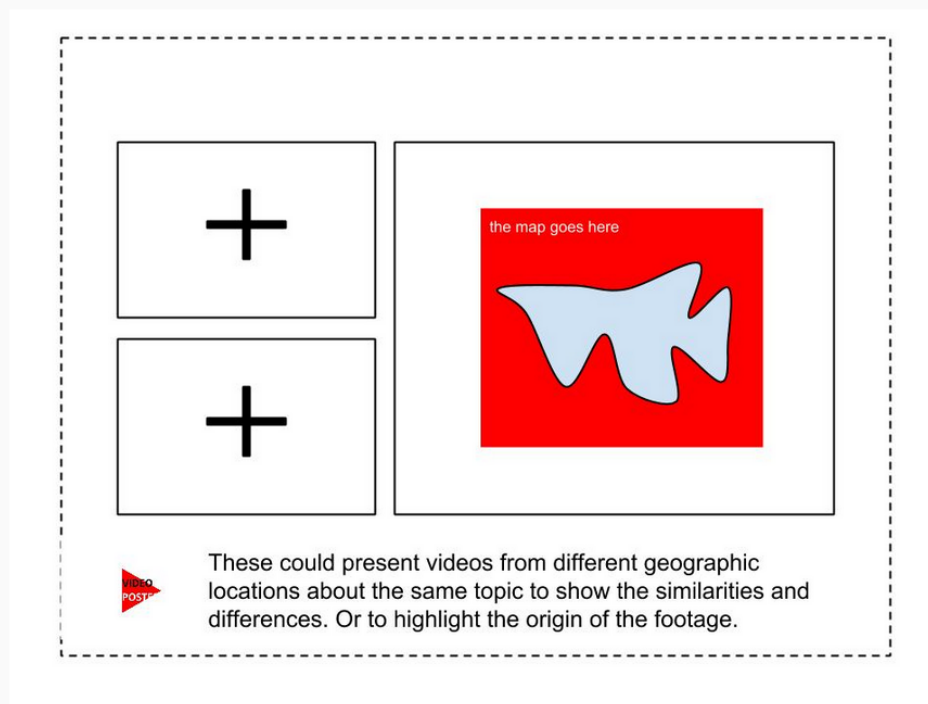


These questions were the starting points from where the participants started to work: We are going to think and design together innovative ways of engaging users (researchers, media makers, activists, educators) in a our video archives by sharing different needs and tools: aggregation, curation, tagging, filtering, remix, geolocation, etc.

On the basis of [Doc Next Media Collection](#) as studio case, the group had to imagine **how the online and open audiovisual archive could work answering politically to the commons needs**. In practise, the group produced two outcomes: [a prototype to make video posters](#) and [a prototype tool to add subtitles or notes into videos](#).

To know more about group 3 process, you can consult its tag at the [Hackcamp Tumblr](#). Also you can read the report wrote by **Mariana Salgado** title «[A memorable \(working\) party tribute to the commons](#)».

The group was composed of: [María Yañez](#) (facilitator), [Maarten Brinkerink](#), [Claire Dolan](#), [Juan Etxenike](#), [Felipe G. Gil](#), [Beka Iglesias](#), [Eli Lloveras](#), [Daniel Mirable](#), [Vivian Paulissen](#), [Adriá Rodríguez](#), [Mariana Salgado](#) and [María Virto](#).



\*\*\*\*\*  
Video Posters prototype screenshot

## Group 4: WebDoc Prototype

These questions were the starting points from where the participants started to work: We'll explore the possibilities of our video archive as a device for web-native storytelling, by creating some demos that can inspire educators, activists and other media makers to use the videos of the **Doc Next Media Collection** for telling their own stories.



Screenshot of City Symphony WebDoc

This table had to produce a webdocumentary demo using the [Doc Next Media Collection](#) to build an interactive story based on web language. The result has been [this public web](#) (named «**City Symphony**») and its code can be copied from [here](#). They also created a prototype of another wedoc named «**Urbania**». It can be watched [at this video](#).





Sreenshoot of Urbania WebDoc prototype

This table had to produce a webdocumentary demo using the [Doc Next Media Coleccion](#) to build an interactive story based on web language. The result has been [this public web](#) (named «**City Symphony**») and its code can be copied from [here](#). They also created a prototype of another wedoc named «**Urbania**». It can be watched [at this video](#).

All the documentation of this table process can be consulted at the [Hackcamp Tumblr](#). Also you can read the report about this group wrote by En Liang Khong and titled «[At the digital barricades](#)».

The group was composed of: [Andreu Meixide](#) (facilitator), [Lucía Andújar](#), [Nuria Campadabal](#), [Anna Giralt](#), [En Liang Kong](#), [Pablo Martín](#), [Natxo Medina](#), [Belén Picazo](#), [Guilles Pradeau](#), [Juan Romero](#), [Lucas Tello](#), [Simón Vialas](#) and [Berto Yáñez](#).



# #Caring4theCommons

(tags related: *cares, communities, social economy, feminism, etc.*)

What is it that sustain the «protection» of the Commons? What kind of tangible and intangible assets are required? How do we organize the different resources? What can be done to improve the defense of the commons? Regarding this topic it was two expected outcomes/challenges produced by the following groups:

## Group 5: Commonspoly



Commonspoly board game. Photo by Julio Albarrán



This group worked to create a demo board game. It was an evolution from the known **Monopoly** game to «**Commonspoly**»; from the emblem of capitalist economy to a new design of resources management. With the Monopoly we learnt the art of financial speculation, the competition and accumulation. Instead **with the Commonspoly they tried to imagine a cooperative and redistributive model of resources management**. The result was an operative game, which game board you can see at the following picture.

All the material produced by table 5 can be consulted at the [Hack-camp Tumblr](#). Also **Carmen Lozano** wrote a report where she tell the creation process which is titled «[Between random and democratic practices: the commons board game](#)».

The group was composed of: [Guillermo Zapata](#) (facilitator), Virginia Benvenuti, [Carla Boseman](#), [Vassilis Chryssos](#), [Francisco Jurado](#), [José Lauhé](#), [Carmen Lozano](#), [Rubén Martínez](#), [Peter Matjašič](#), [Maria G. Perulero](#), [Natxo Rodríguez](#), [Igor Stokfisiewski](#), [Menno Weijs](#) and [Mario Munera](#).



Commonspoly game board. Photo by Julio Albarrán



## Group 6: Fanzine



Table 6 working in the fanzine «Regame los Commons». Photo by Julio Albarrán

The main objective was to produce a fanzine whose thematic was #Caring4theCity. **#Caring4theCity is for us the idea of life which is worth living (the good living)**, the protest as a form of caring the city, to make the invisible visible in the social struggles process about the Commons, etc.

With that in mind, the group created a fanzine composed of different formats from text edited using a computer to comics with handwritten texts, as well as aphorisms, tweets, drawings... The result, named «**Regame los Commons**», was shared online at **archive.org** and it was made replicable.





«Regame los Commons» fanzine. Photo by Julio Albarrán

The materials generated in the process can be consulted at the [Hackcamp Tumblr](#). Also you can read the report where **Silvia Nanclares** tells the three days work titled «[Stopping the world for three days to write a message in a bottle](#)».

The group was composed of: [Silvia Nanclares](#) (facilitator), [Ricardo Antón](#), [Elena Cabrera](#), [María Castelló](#), [Mauro Castro](#), [Andrew Gryf Paterson](#), [Sam Kehbizi](#), Arantxa Lauzirika, [Txelu Balboa](#), Nuria Rodríguez, [Javier Rodrigo](#) and [Jaron Rowan](#).





# 3. Conclusions and evaluations

The Hackcamp #Reclaimthecommons was a huge challenge for ZEMOS98. First of all, we have to take into account the economic conditions in which was produced. This is not an excuse. Most of the critical evaluations could be solved by better economic conditions. The [letter ZEMOS98 published](#) announced its last Festival described some of the reasons why was like that and it has not only to be with costs. It is also a matter of the lack of planification of some of the local institutions.

But beyond that, it is necessary to share a critical evaluation in order to improve future Hackcamps. Let's divide it between «**What was good**» and «**What could be improved**».





# What was good



We had 80 people distributed in 6 tables. We achieved to gather really diverse profiles such as journalists, mediamakers, hackers, artists, activists, researchers, policy makers, etc.



Two of the three main aims of the Hackcamp were mainly achieved:



To strengthen a pan-european network of agents and communities working in the fields of the commons, alternatives and socially engaged economies and the demand for (digital and non digital) public spaces as common goods.



To discuss and to experiment how new media and digital archives can contribute to improve and amplify the work of the different social agents that are taking care of the Commons.



We avoided the traditional formats in which sometimes there is no a democratization of the participation. This is always one of the values of ZEMOS98, but this time we went beyond «methodologies to foster collective intelligence». The idea of the Hackcamp (combining a Hackaton with an Encounter), having six prototypes to produce in three days, having a very complex system of methodologies and trying to produce concrete outcomes which could be useful for some communities it was challenging and it shows the way the event of this nature should have in the future.



To have as the main focus the idea of a prototype it was really suggestive. Firstly, it is something very concrete to be produced, so it helps to avoid very theoretical discussions. Secondly, It is experimental but at the same time it gives a direct and unique experience to the participants, since they have to define what they want to prototype. Thirdly and finally, it is something which its intention is to be open and improvable so in that sense it connects very well with the field of the Commons.

# What could be improved

» We had a lack of connection between people from the different tables. Even though the intention of the Mail Inboxes was to create synergies and even if it was not realistic to put 80 people in contact with everyone, it was not enough and it generated a bit of frustration.

» We still need to find the balance between self-management of a group and the methodology-oriented approach. While it is true that methodologies can help to democratize the participation within a group it is also true that there is uncovered power in the architecture of a methodology. While it is true that self-management is the ideal way to establish a decision-making process, when no one knows each other in a group, there is a tendency in which those who speak better and more will be leading the group, and sometimes this has as a consequence gender inequality and exclusion of people who doesn't speak properly the language which is being used (and that gives more power to some participants).

» The methodologies should have been expressed and remarked the first day. Even if the aims of every table were so clear for all the participants, this lack of information (related to the lack of time preparing the Hackcamp) make some participants feel not aware of the way it was planned and how they could intervene to change or to question that way.

» The main and third aim of the Hackcamp was not completely achieved (It was "To create a self-space to share thoughts and personal experiences related to how to care (self-care, care of the others) during a social struggle"). We were too much focus on productivity. It is weird that we as ZEMOS98 has been working a lot to value everything which is non productive but it acts as a glue in a community, and we finally organized a very intense and work-oriented space in which some people felt a bit overwhelmed by standards of work that we could be easily defined in another way. The lunch was also not a quiet moment and we were always in a rush.

» Ideally, this kind of events should pay to the participants. Since we are counting on their knowledge, there is a tendency to consider this just as "an opportunity" and not as "time spent that should be compensated". Let's defend the idea from now and on that our time has to be minimally covered.

» This was a complement of a project titled "Radical Democracy: Reclaiming the Commons". As a lesson learnt, where there was more freedom and less apparently connection with the aims of the project, the results were better than where it was intended to produce something relevant for the project.

» Are the Commons becoming too much trendy? ;)

Besides this reflections, from ZEMOS98 we would like to thank to everyone involved in the Hackcamp and to invite you to help us to produce a new one and improved Hackcamp in another context.



# Some feedback from the participants

«« I very much liked the format. I seemed very good to combine hackathon, atelier and encounter because of in just a encounter we had learning, personal relationships and practise. »»

«« The better was The work atmosphere you/we were able to create. The challenge was clear and although it was rough we were motivated to get it done. And we done it! I'm grateful to have. »»

«« I liked the thorough (and at the same time low-fi) working sessions at the hackcamp and the possibility of prototyping projects and common goods that won't remain quiet in a forgotten archive, but will produce further interactions and forks throughout many communities. »»

«« The better was The work atmosphere you/we were able to create. The challenge was clear and although it was rough we were motivated to get it done. And we done it! I'm grateful to have taken part in this creative collective marathon. :)) »»

«« I liked the mailboxes and how usefull was to get in contact with people I didn't knew, just reading their profiles at the who is who. »»



# Credits

The 17th ZEMOS98 Festival team was composed by:

<b>Coordination</b>	<b>Image development</b>
Felipe González Gil	ColaBoraBora
<b>Contents team</b>	<b>Graphic design</b>
Felipe G. Gil	Ricardo Barquín
Sofía Coca	<b>Production</b>
Pedro Jiménez	Pedro Jiménez
Nuria García	Nuria García
Lucas Tello	Pablo Navarro
María Yáñez	Andrés Cabrera
Charlie Tims	<b>Technical direction</b>
<b>Methodologies development</b>	Benito Jiménez
Sofía Coca	<b>Stage management</b>
Felipe G. Gil	Pablo Navarro
Nuria García	Dorota Borodaj
<b>Guest management</b>	Gokce Su Yogurtcuoglu
Nuria García	<b>Communication</b>
<b>Trips and accomodation management</b>	Carlos Delclós
Guillermo Sánchez	Gema Valencia
Miguel López	Matt Cuzner
<b>Photography</b>	<b>Documentation</b>
Julio Albarrán	Lucas Tello
<b>Translations</b>	José Luis Tirado
Guerrilla Translation	Juan Jiménez
Nuria Rodríguez	Rubén Díaz
	<b>Financial management</b>
	Carolina Sánchez
	Ángel Ceballos



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