

# ¿Cómo compartir nuestras exploraciones?

Estamos convencidos que compartir con los demás nuestras ideas/exploraciones, nos obliga disponerlas en formas y formatos que no se pensaron en el momento del **hacer**. Es como redigir nuevamente todo y pensar no solo en cómo reproducir nuestros pasos/momentos/experiencias sino comunicar y que el mensaje sea claro para quien lo reciba.

## Lista de correo

## Posibilidades para entender este proceso

Les mando este correo a todos pues con cada uno he compartido conversaciones sobre la manera de relacionarse, a nivel de comunicación, con una comunidad.

El texto invita a asumir la responsabilidad de crear y mantener un espacio de comunicación contextualizado y saludable para su comunidad.

Se cuestiona Facebook, Twitter etc.

Me excuso con quienes se les dificulta el Inglés, pero de todas maneras me tomo la libertad de copiarles algunas frases del texto:

“Bad community is worse than no community.”

“What context does your site or product set up for the conversation you want your audience to have?”

“ rethinks its community strategy. First question: Do you really care enough to do it right?”

“Twitter is broken and downright toxic<sup>1)</sup> for nearly any other purpose, or for any other set of users. By coupling a format that encourages intimacy with a network design that encourages out-of-context amplification, Twitter has evolved into something fundamentally volatile.”

“But if we truly want to engage with our readers, we also need to put in the time and resources<sup>2)</sup> required to create and maintain safe community spaces. We need to articulate to ourselves and our users what those spaces should be for, and why the effort is worth it.”

“Feedback and conversation around published work will increasingly happen in spaces you can’t see, or forums you don’t like or understand, and in ways you can’t directly influence or control. If you don’t care enough to take on the responsibility<sup>3)</sup> of creating and maintaining a safe space, just disable comments<sup>4)</sup>”

el artículo completo :

<http://www.niemanlab.org/2014/12/bad-community-is-worse-than-no-community/>

El malentendido es solo uno más de los componentes de una comunidad, creo que la manera de sobreponerse a él es dejando muy claramente expresado lo siente cada una de las partes con la situación y lo que espera del otro.

un fragmento sobre la importancia de poner las condiciones claras por escrito:

“Put this another way: a collective work has two extreme outcomes. Either it's a failure, irrelevant, and worthless, in which case every sane person walks away, without a fight. Or, it's a success, relevant, and valuable, in which case we start jockeying for power, control, and often, money.

What a well-written contract does is to protect those valuable relationships from conflict. A marriage where the terms of divorce are clearly agreed up-front is much less likely to end in divorce. A business deal where both parties agree how to resolve various classic conflicts—such as one party stealing the others' clients or staff—is much less likely to end in conflict.”

<http://zguide.zeromq.org/page:all#The-Importance-of-Contracts>

otros aspectos a los que seguro nos enfrentaremos y la manera como los ve el master de ZeroMQ

So here is my short list of the Psychological Elements of Software Architecture:

- **Stupidity:** our mental bandwidth is limited, so we're all stupid at some point. The architecture has to be simple to understand. This is the number one rule: simplicity beats functionality, every single time. If you can't understand an architecture on a cold gray Monday morning before coffee, it is too complex.
- **Selfishness:** we act only out of self-interest, so the architecture must create space and opportunity for selfish acts that benefit the whole. Selfishness is often indirect and subtle. For example, I'll spend hours helping someone else understand something because that could be worth days to me later.
- **Laziness:** we make lots of assumptions, many of which are wrong. We are happiest when we can spend the least effort to get a result or to test an assumption quickly, so the architecture has to make this possible. Specifically, that means it must be simple.
- **Jealousy:** we're jealous of others, which means we'll overcome our stupidity and laziness to prove others wrong and beat them in competition. The architecture thus has to create space for public competition based on fair rules that anyone can understand.
- **Fear:** we're unwilling to take risks, especially if it makes us look stupid. Fear of failure is a major reason people conform and follow the group in mass stupidity. The architecture should make silent experimentation easy and cheap, giving people opportunity for success without punishing failure.
- **Reciprocity:** we'll pay extra in terms of hard work, even money, to punish cheats and enforce fair rules. The architecture should be heavily rule-based, telling people how to work together, but not what to work on.
- **Conformity:** we're happiest to conform, out of fear and laziness, which means if the patterns are good, clearly explained and documented, and fairly enforced, we'll naturally choose the right path every time.

- Pride: we're intensely aware of our social status, and we'll work hard to avoid looking stupid or incompetent in public. The architecture has to make sure every piece we make has our name on it, so we'll have sleepless nights stressing about what others will say about our work.
- Greed: we're ultimately economic animals (see selfishness), so the architecture has to give us economic incentive to invest in making it happen. Maybe it's polishing our reputation as experts, maybe it's literally making money from some skill or component. It doesn't matter what it is, but there must be economic incentive. Think of architecture as a market place, not an engineering design.

These strategies work on a large scale but also on a small scale, within an organization or team.

---

siguiendo este hilo y a propósito de nuestra conversación reciente, algunos puntos importantes para las comunidades de contenidos abiertos y colaborativos

<http://hintjens.com/blog:95>

## Microentrevistas

La idea es por medio de preguntas con respuestas rápidas hacernos a una idea de los que significa el proceso Un/Loquer para cada uno de sus integrantes. Se cree que el colectivo es flexible y tiene muchas patas (intereses) por la cuales es posible relacionarse/interactuar con el, pero no todos nos pegamos de las mismas patas. **¿Cuáles son las tuyas?**

### ¿Qué es para usted el "Jardín de las delicias"?

[ZOOM0014.m4v](#)[ZOOM0009.m4v](#)[ZOOM0013.m4v](#)[ZOOM0018.m4v](#)

### ¿Qué es para usted Un/Loquer?

### ¿Cuál es su forma/manera/método de hacer?

1)  
<http://www.theverge.com/2014/12/8/7350597/why-its-so-hard-to-stop-online-harassment>

2)  
[http://jezebel.com/we-have-a-rape-gif-problem-and-gawker-media-wont-do-any-1619384265?trending\\_test\\_b&utm\\_expid=66866090-62.H\\_y\\_0o51QhmMY\\_tue7bevQ.2](http://jezebel.com/we-have-a-rape-gif-problem-and-gawker-media-wont-do-any-1619384265?trending_test_b&utm_expid=66866090-62.H_y_0o51QhmMY_tue7bevQ.2)

3)  
<http://www.wired.com/2014/10/content-moderation/>

4)  
<https://twitter.com/AvoidComments/status/539109108000239616>

From:  
<https://wiki.unloquer.org/> -

Permanent link:  
<https://wiki.unloquer.org/documentacion-proceso/documental/start?rev=1447468691>

Last update: **2015/11/14 02:38**

