



# Realm of Freedom :

Wikipedians on their  
practice, mode of  
production and  
capitalism



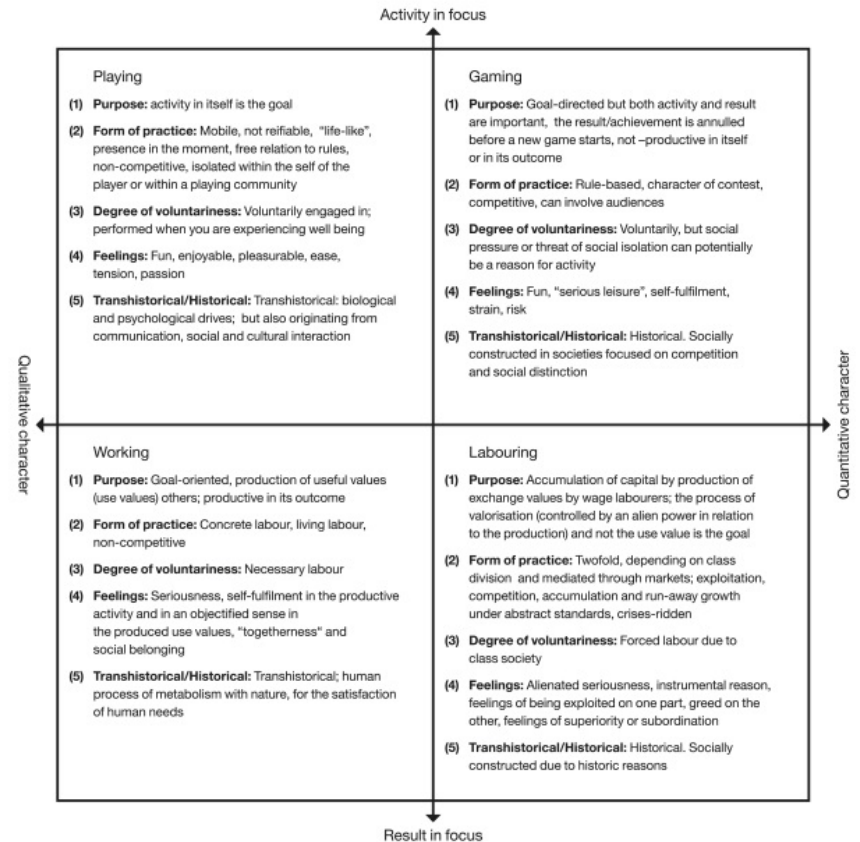


# The typology

<p>Playing</p> <p>(1) <b>Purpose:</b> activity in itself is the goal</p> <p>(2) <b>Form of practice:</b> Mobile, not reifiable, "life-like", presence in the moment, free relation to rules, non-competitive, isolated within the self of the player or within a playing community</p> <p>(3) <b>Degree of voluntariness:</b> Voluntarily engaged in; performed when you are experiencing well being</p> <p>(4) <b>Feelings:</b> Fun, enjoyable, pleasurable, ease, tension, passion</p> <p>(5) <b>Transhistorical/Historical:</b> Transhistorical: biological and psychological drives; but also originating from communication, social and cultural interaction</p>	<p>Gaming</p> <p>(1) <b>Purpose:</b> Goal-directed but both activity and result are important, the result/achievement is annulled before a new game starts, not –productive in itself or in its outcome</p> <p>(2) <b>Form of practice:</b> Rule-based, character of contest, competitive, can involve audiences</p> <p>(3) <b>Degree of voluntariness:</b> Voluntarily, but social pressure or threat of social isolation can potentially be a reason for activity</p> <p>(4) <b>Feelings:</b> Fun, "serious leisure", self-fulfilment, strain, risk</p> <p>(5) <b>Transhistorical/Historical:</b> Historical. Socially constructed in societies focused on competition and social distinction</p>
<p>Working</p> <p>(1) <b>Purpose:</b> Goal-oriented, production of useful values (use values) others; productive in its outcome</p> <p>(2) <b>Form of practice:</b> Concrete labour, living labour, non-competitive</p> <p>(3) <b>Degree of voluntariness:</b> Necessary labour</p> <p>(4) <b>Feelings:</b> Seriousness, self-fulfilment in the productive activity and in an objectified sense in the produced use values, "togetherness" and social belonging</p> <p>(5) <b>Transhistorical/Historical:</b> Transhistorical; human process of metabolism with nature, for the satisfaction of human needs</p>	<p>Labouring</p> <p>(1) <b>Purpose:</b> Accumulation of capital by production of exchange values by wage labourers; the process of valorisation (controlled by an alien power in relation to the production) and not the use value is the goal</p> <p>(2) <b>Form of practice:</b> Twofold, depending on class division and mediated through markets; exploitation, competition, accumulation and run-away growth under abstract standards, crises-ridden</p> <p>(3) <b>Degree of voluntariness:</b> Forced labour due to class society</p> <p>(4) <b>Feelings:</b> Alienated seriousness, instrumental reason, feelings of being exploited on one part, greed on the other, feelings of superiority or subordination</p> <p>(5) <b>Transhistorical/Historical:</b> Historical. Socially constructed due to historic reasons</p>

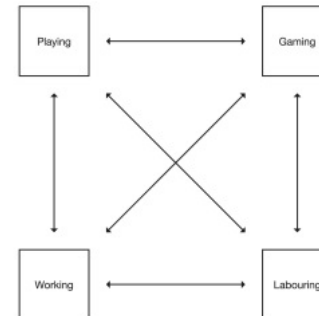


# The Field Model





# Dialectical relations



## Activity in focus



### Playing

- (1) **Purpose:** activity in itself is the goal
- (2) **Form of practice:** Mobile, not-reifiable, “life-like”, presence in the moment, free relation to rules, non-competitive, isolated within the self of the player or within a playing community
- (3) **Degree of voluntariness:** Voluntarily engaged in; performed when you are experiencing well being
- (4) **Feelings:** Fun, enjoyable, pleasurable, ease, tension, passion
- (5) **Transhistorical/Historical:** Transhistorical: biological and psychological drives; but also originating from communication, social and cultural interaction

### Labouring

- (1) **Purpose:** Accumulation of capital by production of exchange values by wage labourers; the process of valorisation (controlled by an alien power in relation to the production) and not the use value is the goal
- (2) **Form of practice:** Twofold , depending on class division and mediated through markets; exploitation of wage labourers, competition between capitals, accumulation and run-away growth, crises-ridden
- (3) **Degree of voluntariness:** Forced labour due to class society
- (4) **Feelings:** Alienated seriousness, instrumental reason, feelings of being exploited on one part, greed on the other, feelings of superiority or subordination
- (5) **Transhistorical/Historical:** Historical. Socially constructed due to historic reasons

## Result in focus

# Playbour, labourplay, conflicts

- **Playbour:** The fun or pleasure of writing coexists well with labour; It is fun to be part of improving something, no distinction between play and labour as long as labour is kept outside of editing
- **Labourplay:** Professionals within a profession are important for Wikipedia and for them the encyclopaedia is more fun when more professional
- **Conflicts:** Not fun to write about your own labour; wages compensate for the dullness of the activity; somethings are better done voluntarily

## Activity in focus

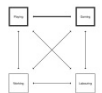
### Playing

- (1) Purpose:** activity in itself is the goal
- (2) Form of practice:** Mobile, not-reifiable, “life-like”, presence in the moment, free relation to rules, non-competitive, isolated within the self of the player or within a playing community
- (3) Degree of voluntariness:** Voluntarily engaged in; performed when you are experiencing well being
- (4) Feelings:** Fun, enjoyable, pleasurable, ease, tension, passion
- (5) Transhistorical/Historical:** Transhistorical: biological and psychological drives; but also originating from communication, social and cultural interaction

### Gaming

- (1) Purpose:** Goal-directed but both activity and result are important, the result/achievement is annulled before a new game starts, not –productive in itself or in its outcome
- (2) Form of practice:** Rule-based, character of contest, competitive, can involve audiences
- (3) Degree of voluntariness:** Voluntarily, but social pressure or threat of social isolation can potentially be a reason for activity
- (4) Feelings:** Fun, “serious leisure”, self-fulfilment, strain, risk
- (5) Transhistorical/Historical:** Historical. So constructed in societies focused on compet social distinction

## Result in focus



# Playgaming, Gameplaying, Conflicts

- **Playgaming:** easy going and laid back jokes with some ingredients of contest; games in finding all the flaws in an article; public and organized contests with the aim of “harvesting” the “gaming lust”.
- **Gameplaying:** Inner-self contests in counting successful (first and fastest) deletions; campaign contests in creating the new articles
- **Conflicts:** Unequal conditions take lust out of games; contests of speedy deletions could likely be destructive vis-à-vis newcomers contributions



**(1) Purpose:** activity in itself is the goal

**(2) Form of practice:** Mobile, not-reifiable, “life-like”, presence in the moment, free relation to rules, non-competitive, isolated within the self of the player or within a playing community

**(3) Degree of voluntariness:** Voluntarily engaged in; performed when you are experiencing well being

**(4) Feelings:** Fun, enjoyable, pleasurable, ease, tension, passion

**(5) Transhistorical/Historical:** Transhistorical: biological and psychological drives; but also originating from communication, social and cultural interaction

Activity in focus

## Play

**(1) Purpose:** Goal-oriented, production of useful values (use values) others; productive in its outcome

**(2) Form of practice:** Concrete labour, living labour, non-competitive

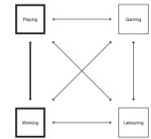
**(3) Degree of voluntariness:** Necessary labour

**(4) Feelings:** Seriousness, self-fulfilment in the productive activity and in an objectified sense in the produced use values, “togetherness” and social belonging

**(5) Transhistorical/Historical:** Transhistorical; human process of metabolism with nature, for the satisfaction of human needs

## Work

Result in focus



Qualitative character

Quantitative character

# Playwork, Workplay, Conflicts

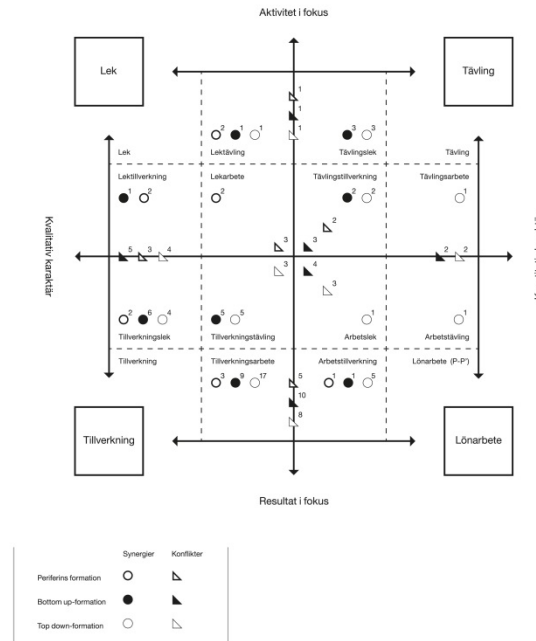
- **Playwork:** Constructive play is a motivating per se; opting-out from felt responsibilities; some understanding for funny but irresponsible jokes like insertion of funny jokes in the encyclopaedia
- **Workplay:** Taking responsibility for easy but necessary tasks; self-realization by contributions within a field of personal interest; improving efficiency by socialization, professionals regulated form of play
- **Conflicts:** Wikipedia is no toy; Wikipedia is too serious with too many rules; social interaction can be bad for the project; repetitive tasks are dull

# Outcomes of Ideology Analysis: Micro Level

3 identified ideological formations:

- Periphery's formation
- Bottom up formation
- Top down formation

# Visualization 1: Micro Level's Ideological Formations



# Wikipedians View On Capitalism

The point of departure for the ideology analysis was 5 identified themes in the empirical material:

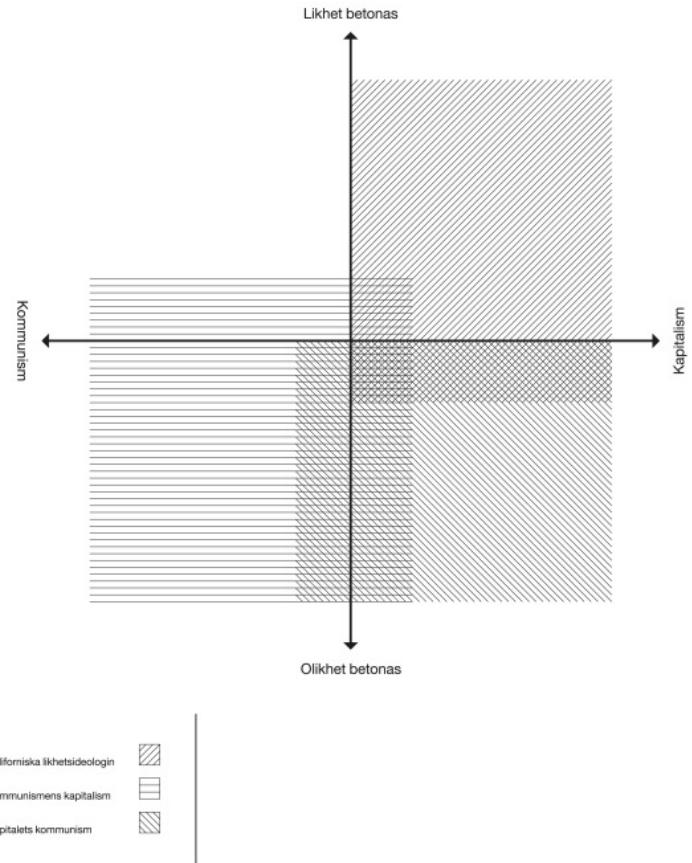
- Commercial crowdsourcing and peer production
- Monetary relation
- Informational relation
- Organisational relation
- Alternative to capitalism?

# Outcomes of Ideology Analysis: Macro Level

3 identified ideological formations:

- The Californian Sameness Ideology
- Communism of Capital
- Capitalism of Communism

# Visualization 2: Macro Level's Ideological Formations

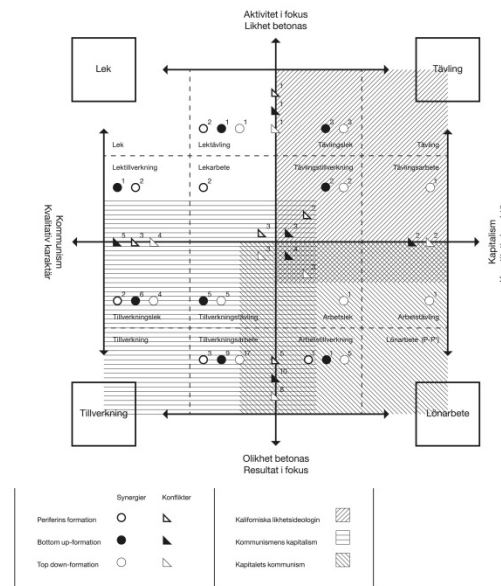


# Comparisons and conclusions

- The Californian sameness ideology and the synergic part of communism of capital are having a co-opting influence on the peer production of Wikipedia vis-à-vis capitalism
- The periphery's formation, bottom up formation and the critical part of the communism of capital contribute potentially to a sustainable version of capitalism of communism.



# Visualization 3: Relations between the two levels' formations



# Outcomes Compared With Contemporary Marxian Perspectives

- Autonomist Marxists' critique of cognitive capitalism = **communism of capital** (Virno, 2004 Grammar of the Multitude); but also the writings of, for example, Franco "Bifo" Berardi )
- Autonomist Marxists view on **emancipatory potentials** in contemporary society (Hardt and Negri: Commonwealth 2009, several articles by Vercelloni)
- The emancipatory power of peer production (*Oekunux* – autonomist Marxists, *P2P Foundation* (some kind of libertarian socialist?))



# The Commodity



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