



AGENDA

- 10:30 - 10:50** intro + centering question
- 10:50 - 11:20** presentation: principles and values, an overview
- 11:20 - 11:40** individual reflection + group discussion
- 11:40 - 11:50** 10 min break
- 11:50 - 12:05** presentation: dweb principles, a case study
- 12:05 - 12:40** network project role play
- 12:40 - 12:55** share highlights + conclude
- 12:55 - 13:00** announcements + close



AGENDA



Ask clarifying questions at any time; save open questions for the discussions



Write your opinion freely on silent individual activities



Say your opinion freely in group activities



Mute yourself during silent individual actions; and in general if your background is noisy



Write in the chat when you take a break (no need to announce it)



We follow the Gray Area's Code of Conduct





ACTIVITY

20
mins

reflection questions

What are universal, unchanging principles that you hold?

What are the values
that you now hold?

WRITE: How do you practice your principles and values with others on the internet?

PRINCIPLES

X

- Rules or laws that are permanent, unchanging, and timeless in nature.
- Concern human behavior and govern interactions between people.
- A compass and a timeless sense of purpose, to shape the mission
- Drives your values and goals
- Examples: The Ethical Source Principles

VALUES

X

- Internal and subjective beliefs and opinions that may change over time.
- Internal, subjective, and malleable.
- If a given belief or opinion is something that might be altered if the conditions are right, then it's a value.
- Examples: Big Time License

CODES OF CONDUCTS

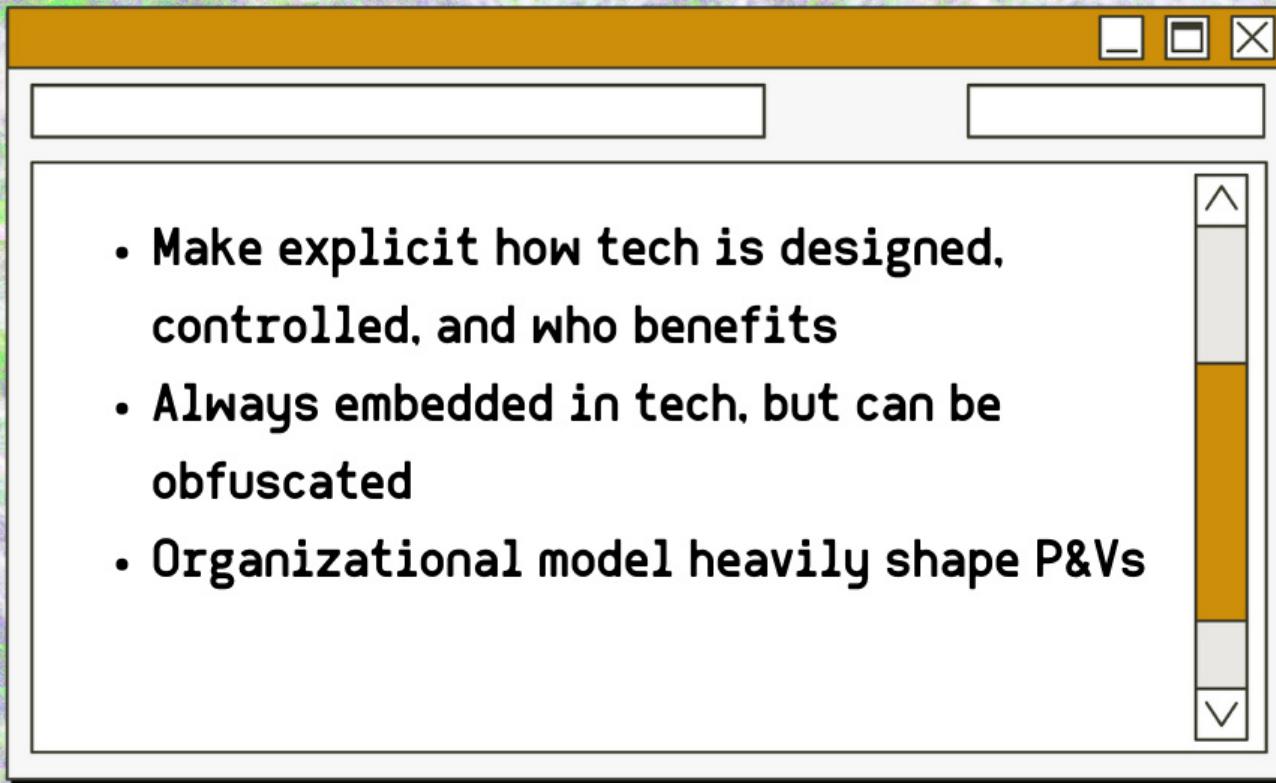
X

- A set of rules outlining the norms, rules, and responsibilities or proper practices of an individual party or an organization.
- Manifests principles and values of a community, appropriate or inappropriate behavior + sets the culture of space
- Examples: Contributor Covenant + Geek Feminism

PURPOSE

- Explicitly state what you are about, what you stand for and strive for
- Attract people you want to communicate/build with
- Repel those that do not resonate or align

PRINCIPLES + VALUES IN TECH





ACTIVITY

NETWORK PROJECT ROLE PLAY

A game to settle on some principles, and how you manifest them as a network project.

NETWORK PROJECT

ROLE PLAY

We'll divide the class into groups of 3-4. Each group will be randomly assigned a type of network infrastructure:

- A** Internet Service Provider
- B** Social Network
- C** Research Archive
- D** Blockchain
- E** Hardware Manufacturer
- F** ???

TIME BREAK DOWN

10 minutes

I. Decide what kind of project you are

10 minutes

II. Select 2-3 principles

15 minutes

III. Manifest your principles in 2-3 ways

I.

TYPES OF ORGS

- For-profit corporation

- B-Corp

- Cooperative >>> Worker owned, user-owned, business/retail co-op

- Non-profit

- Government entity: local, state, federal

- Unincorporated collective

II.

IDENTIFY 2~3 PRINCIPLES

Examples

[DWeb Principles](#)

[Design Justice Principles](#)

[The Ethical Source Principles](#)

[Feminist Principles of the Internet](#)

OTHER FEATURES

- Location

- Community

- Founding story

III.

MANIFEST YOUR PRINCIPLES

- Business practices

- Relationship to workers, customers, shareholders

- Features of Codes of Conduct

- Features of Terms of Service

- Hardware / energy use

