Decision-making

CMC Trial-errors Time-consuming Filming

Content Core-team Design-rationale

Forking

Knowledge-loss

Promotion Management

Maintenance **Benefits**

Unskilled

Awareness

Open-source

Social-media

Workshop Turn-over Project-management

Collaborative-design

Physical

Meeting

Method

Tools

Codification

Insufficient-tools

Challenge

Motivation

Personalization

Do-ocracy

Production

Design-files

Sufficient-tools

Unstructured-information