

Relay Social Marketplace

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FAQ



What is a Community Source: Social Marketplace and why is there a Kickstarter for it?

Community Source : Social Marketplace is a vision for an *online social marketplace* where all software and intellectual property (Source) related to the marketplace is community owned and maintained under a *Community Source Software Model*. A Kickstarter has been created as a means to bring this vision from proof of concept to reality.

What makes Relay/TradeFair.io different from other online marketplaces and what is Community Source?

Community Source means *community-owned & non-profit*. There are no service or registration fees charged by the community or it's software, nor will there ever be. A core principle of Community Source is that users 'vote' with their money & contributions. We believe the user should always have the freedom to choose **if** they want to donate, **where** their donation goes, & **track** what it's used for.

What makes a 'Social Marketplace' different from a 'Social Network'?

The main distinction is that a Social Marketplace provides users with a set of free financial and cryptographic tools to conduct e-commerce securely within the network. Again, no fees (including transaction fees) are ever assessed when users engage in e-commerce using these tools. It is hoped that members will create a self-sustaining and robust micro-economy within the network in a minimal-effort, zero-fee environment.

What's an example of marketplace commerce a member might engage in?

All users may buy, sell, and trade for goods and services any way they wish as long as it follows community guidelines (legal).

For example:

TradeFair.io will facilitate users in buying, selling, and trading game items (virtual or otherwise), making wagers on competitive gaming, organizing virtual "trade fairs" to showcase skills, quests, groups, and items, etc... anything that satisfies the regulations set by the community.

How does anything get done?

User commerce decisions are to be generally made in two ways: via **investment and/or contribution**. As Community Source is built upon a free-to-use financial system, users can create community goals such as building a new feature, or initially creating an **Investment Stream** for the purposes of accomplishing that goal. Likewise, other users and potential contributors may then choose to work on projects they feel have merit and potentially benefit from **Contribution Streams** created for those projects. The community determines its own destiny through the individual choices of its members.

How does 'new feature' in software equate with a 'decision' made for you? You talk about how the user has 'no choice'.

Traditionally users have no access to the development cycle (or direction/decisions) of the websites they visit. This means if something is broken, or if a user feels the website is going in the wrong direction, they would have no official venue for attempting to petition the site administrator for even a small change. The Community Source software model eliminates the administrator's burden of acting as both site leader and sole software developer. Each contributing user has the opportunity to fix existing problems, or create new features, and the community becomes responsible for its own development cycle. The goal is to reduce reliance on authority, and bring the Community back to the Source. Decisions that affect the community are therefore not made by any authority per se, but by the progress accumulated via the efforts of community members.

So this is only for programmers?

Technically anyone who can use a computer is a programmer. But in the traditional sense, no, you don't have to know code to contribute. Contributions come in any form, and are often unrecognized as things are now in software and industry. With Community Source, as long as it's officially recognized by the community, credit is given where it is due and is as detailed and accurate as necessary. Examples of non-technical contributions could be forum moderation, content editing, user help, beta testing, & consumer advocacy, but there are a number of ways for anyone to contribute to a project if given the chance.

What would I get for helping people in the community?

Every official task is recorded in a user's work history blockchain. The community is expected to make attempts at rewarding donated (unpaid) tasks and general philanthropy by helpful-minded users. For example, a user may register to be 'on call' when online to receive chats from new users looking for help. The helper would receive a completed task record for every user helped. A community may attempt to incentivize this kind of behavior, or people may just do it for free.

So... Invite-Only?

Think of Community Source like a Credit Union. Sometimes they're a bit stickler about membership, unless you have a reference. They want to make sure at least that you're local and trustworthy.

The Invite system ensures that every user has an implicit (and undisclosed) connection with the user that invited them, as well as the users they invite. This gives users a sense of responsibility knowing that in the event someone they invited is becoming abusive towards others, they may be questioned about it. On the flip side, it provides an instant local network for each user. Users may assume a helper role with their invitees and walk them through the community features via chat.

Where do I get an invite?

The first invites will come out of the Kickstarter. Backers that donate will receive priority invites, as well as a limited number of invitations they may give out to others.

Why are invites limited at all?

TradeFair.io (our demo site) will be self-managed. Additionally there will be a beta-test period before the network launches. For these reasons, it is imperative to limit the number of people registered at the site, and raise the limit gradually during the testing and growth phases. If problems are found, existing invites may be delayed until the problems are solved and the limit can be raised confidently. Invites are ordered by priority, which is determined by donation size & other factors.

So why would I care about getting invited?

- If you are invited, you can get early access to a new kind of marketplace (describe TradeFair.IO here) where you can buy, sell, and trade for game items real or virtual in a zero-fee environment.
- If you're a wiki-minded contributor, you may love what we're doing with C-Path.
- If you're free-lance programmer, you may have some great ideas you wanted to build, but no real venue for releasing them, and you're wanting to connect with others from the same venues. This might be what you're looking for.
- If you're not, you can still help bring this vision into reality by backing the kickstarter or donating directly.

What's 'Community Source'?

A type of software model defined by a policy of 'no ownership' as well as service towards a community of users. In this model, it is suggested that no one or more entities make stake a claim to the source code. At the same time, the code is considered community-owned by the active or contributing users of that community.

What 'Community'?

A community-sourced application services a community of users. A user is anyone who is a member of the community and uses the service. In this case i'm attempting to appeal to gamers.

And 'Source'?

Source defines the intellectual (or real) property associated with a community-sourced application. Members of the community benefit and (hopefully) contribute to the Source.