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## 2-for-1 Masquarade

Open Source Code is ***consumed like a public good***, because when viewed as a static commodity, the cost of additional users is nearly zero, but ***Open Source code is \*produced\* like a commons***, where a maintainer's attention is the limited resource.

Maintainers ... must avoid  
***Extractive Contributions.***

***Curators*** Help moderate the public spaces for a creator, filtering out extractive requests and only surfacing the things that most require a creator's attention

Chapter 5

## Marginal Cost

*"We tend to assume that content doesn't incur significant **Marginal Costs** thanks to \*platforms\* that now absorb most of the **Distribution Costs** for creators.*

*However, it is the **MAINTAINANCE** of content that incurs **Hidden Costs** with time and use..*

Chapter 5, pg 212

## Two Sided Market

Paying subscribers subsidize all content for non-paying readers under the assumption of sense of membership/identify v.s. direct content sale.

e.g. Charging 100,000 readers \$.10  
v.s  
Charge 1,000 Most dedicated \$10/yr

## Freemium Model

*Creator gives away same content for free (gratis) but restricts other content to those with paid subscriptions. Helps creators grow reputation via **Public Network Effects.***

Chapter 5, Pg 221

## One-way Mirror Pattern

*Anybody can consume content but interactions with the creator are limited.*

## Non-Fungible Contribution

*Specialized work that is not easily distributed.*

## Further Reading

1000 True Fans by Kevin Kelley  
Coase's Theory of the Firm  
Coase's Penguin, Benkler  
Success of Open Source, Weber

Chapter 5, pg 225