

Dividita: First steps

An app allowing people to self-organize autonomous organizations.

Background in Generativity

You can read this section if you're bored!

- “Generativity” is a term from psychology: “generativity is concern for the future, a need to nurture and guide younger people and contribute to the next generation.”
- Zittrain’s 2006 paper, *Generative Internet*, describes generativity as the following metrics:
 - *Capacity for leverage*: “Leverage describes the extent to which... [a system]... enable[s] valuable accomplishments that otherwise would be either impossible or not worth the effort to achieve.”
 - *Adaptability*: “Breadth of use... readiness with which it might be modified to broaden its range of uses.”
 - *Ease of Mastery*: “A technology’s ease of mastery reflects how easy it is... to adopt and to adapt it: how much skill is necessary to make use of its *leverage* for tasks they care about, regardless of whether the technology was designed with those tasks in mind.”
 - *Accessibility*: “The more readily people can come to use and control a technology, along with what information might be required to master it, the more accessible the technology is.”
 - *Generativity Revisited*: “As defined by these four criteria, generativity increases with the ability of users to generate new, valuable uses that are easy to distribute and are in turn sources of further innovation.”
- Generative Justice: “The universal right to generate unalienated value and directly participate in its benefits; the rights of value generators to create their own conditions of production; and the rights of communities of value generation to nurture self-sustaining paths for its circulation.”
 - Identify what might generate unalienated value
 - Identify the threats from extraction of value
 - Identify ways in which extraction can be replaced by generative circulation
 - Let’s talk about what “inalienable value” is!
- Generative organizations are able to persist without the help of their original creators.

Greetings!

Get to know each other!

- Who wants to help with what
- How to stay synced; we have a Trello, Discord server, and a website!
- Share business cards!
- General greetings!
- Would anyone mind taking notes?

Problems

What are the problems we're trying to solve?

- What are the major problems being addressed?
 - Extremely high learning curves for all participants of self-organized entities, especially for the founders
 - Generativity
 - Ability to get things done as a group, effort cohesion, team-building, goal/accomplishment facilitation
 - Organizing cooperative efforts in groups of five people or more can feel insurmountable
 - Difficulties in forming problem oriented organizations
 - Distribution of responsibilities
 - Collaborative development of solutions
 - Finding volunteers for specific tasks, vision, various roles, etc.

Target Users

Who are the users of Dividita?

- Non-profit organizations
- Worker collectives
- Artist collectives
- Who are some other targets?

Caveats

What are somethings to be aware of throughout development?

- Can the system be gamed?
- Is there accountability?
- Will things actually get done, or will proposals fall flat?
- Let's talk about other caveats!

Decision-making process

How do discussions become system-endorsed actions?

- How to make action as a group within rules of a system? E.g., proposal-and-vote type systems.
 - There are many voting methods
- Proposals may be the old way of generating actionable conversations.
- Can consensus be automated? Can consensus be reached time-effectively and scalably?
- Meetings are extremely difficult to organize online, especially across timezones with volunteers, operating asynchronously can be ideal for these scenarios!
- Let's talk about other decision-making processes!

Ideas and examples

- Proposals go through three tiers before vote:
 - a. Idea: Low requirements: body and a title...
 - b. Draft: Medium requirements: body, title, requirements...
 - c. Polished: High requirements: summary, title, requirements, sponsors...
- Asynchronous discussion-until-polished:
 - a. Users converse, trying to also create draft proposals in their messages which can be upvoted by other users to be promoted across the proposal lifecycle

Business model

How will we keep this project thriving?

- Wordpress approach of service commercial and open source for host-it-yourself
- Provision as a centralized app or decentralized apps/Discord/Slack bots

- Chat app integrations for services, i.e., a centralized app with a bunch of integrations for Discord, Slack, etc.
- Let's talk more business models!

What are the next steps?

Where do we go from here? Making it happen.

- Formalizing what we talked about today
- Do we need to recruit anyone?
- Should we post meeting notes and this agenda to the Dividita.org website?
- Let's talk about what the next steps are!

Closing thoughts

Voice your thoughts!

Go clockwise and give everyone a chance to voice their closing thoughts, concerns, or comments, etc. Anything goes, including talking about how bad the project name is. :p