

Gov4git

**Practical governance for decentralized
open-source communities**

github.com/gov4git

Motivation and constraints

Design goal Bootstrap and govern a large open-source community in a transparent and pluralistic fashion.

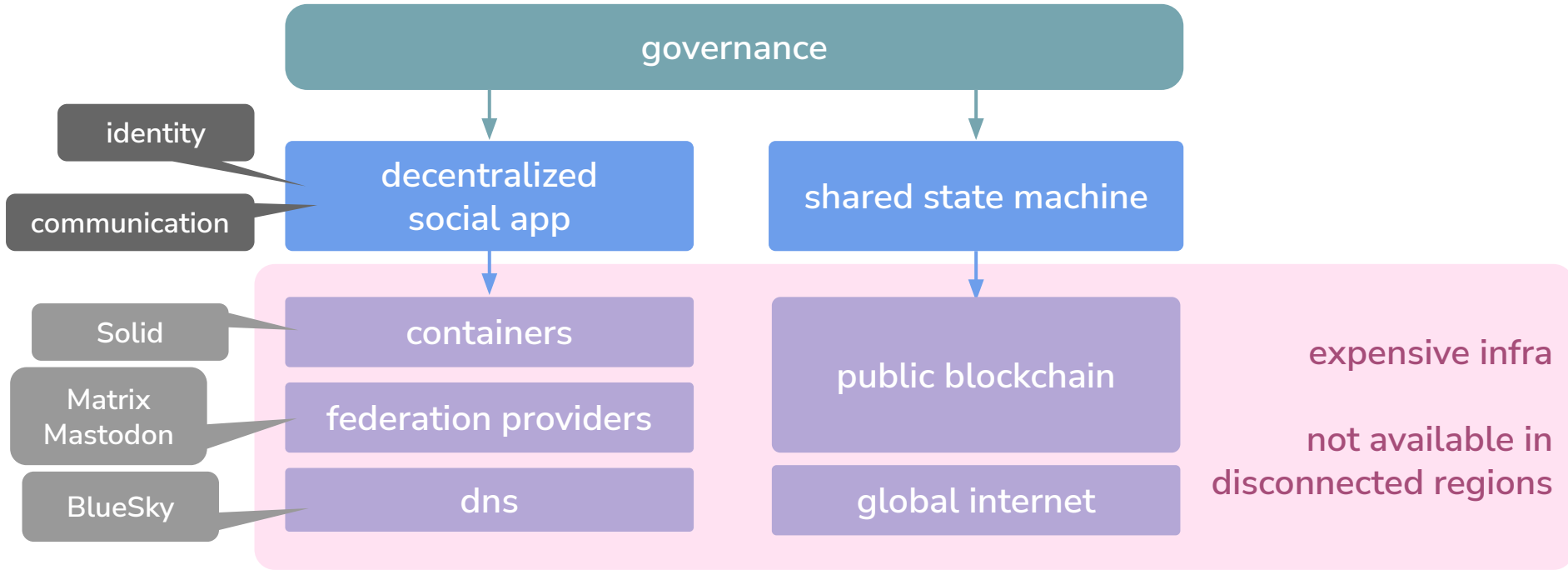
Day-to-day **responsibilities of governance**

- members and identities, roles, access rights
- community-scope user accounts: badges, voting credits, soulbound tokens
 - account services, e.g. transfers
- **polls for prioritizing** work (such as issues and pull-requests)
- **referendums for approving** changes (such as pull-requests)
- experimentation with modern voting schemes, such as quadratic voting

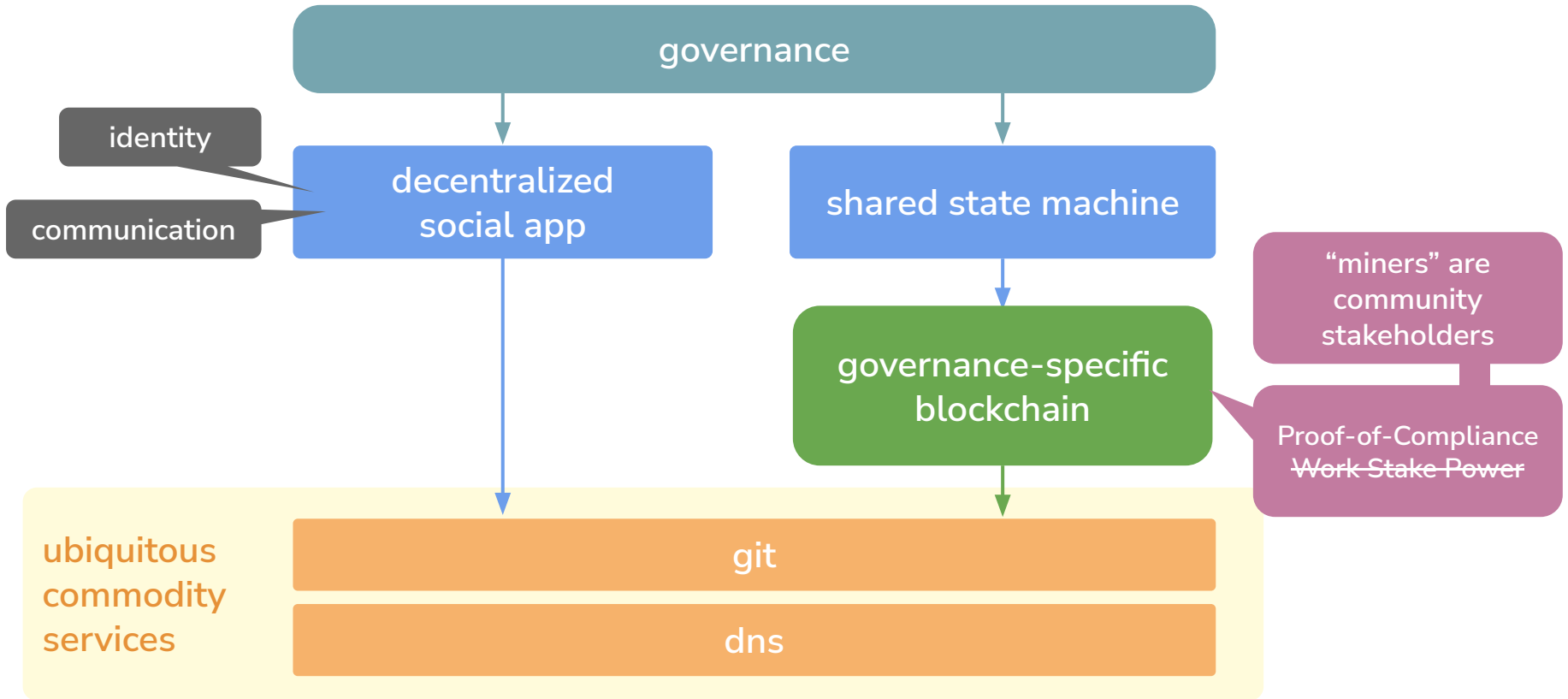
Real-world **considerations**

- Governance must **govern the evolution** (change) of its own logic (policies)
- Large communities (> Dunbar) need to **assure member rights**
- Cheap and easy **deployment in disconnected regions** of the world

Web3 “textbook” approach



Decentralized governance over git



Thank you!

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