

# Defining freedom

## So where do we go from here?

I'm still, ultimately, left with more questions than answers. But I do think I've properly identified the problem: many developers conceive of software freedom as something larger than purely a license that kinds in on redistribution. This is the new frontier for those who are thinking about furthering the goals of the free software and open source movements. Our old tools are inadequate, and I'm not sure that the needed replacements work, or even exist.

# "Making money with licenses" (Nadia Eghbal)

A related idea here is, *"What if free-riding isn't the problem?"* Most users don't actually impose costs back to maintainers: they download the code and never interact with the project. From the maintainer's perspective, this is a good thing, because code can theoretically be distributed to millions of people without additional cost.

It's only when users cross over to the production side (ex. report bugs, ask questions, submit patches) that they start to impose costs. Maybe instead of trying to get *everyone* to pay for code, we should focus on addressing a smaller group of users who care a lot about how that code is produced.