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- 1 INTRODUCTION
- 1.1 The benefits of studying open source projects for design theory and methodology
- 1.2 Research goals
- 1.2.1 Understanding design activity in the context of peer production
- 2 METHODOLOGY
- 2.1 Specifying free based peer production
- 2.2 An overview of the Activity Theory framework
- 2.3 Experimental design
- 3 FINDINGS
- 3.1 Essential artifacts in free based peer production activities
- 3.2 The role of users within free based peer production
- 3.2.1 Projects led by lead users
- 3.2.2 Community composition
- 3.3 The continuous expansion of activity objects in free based peer production communities
- 3.3.1 Integrated product extension
- 3.3.2 Product derivatives and variations
- 4 DISCUSSION
- 4.1 Domain specificities of software and hardware
- 4.2 Implications for design research and methodologies
- 4.3 Recommendations for further studies

REFERENCES

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ACKNOWLEDGMENTS

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APPENDIX

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