

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

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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

R.L. Graham, D.E. Knuth, and O. Patashnik, *Concrete mathematics*, Addison-Wesley, Reading, MA, 1989.
Bauwens, M. (2005). The political economy of peer production. *CTheory*, 12-1.

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APPENDIX

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