This is where Gabriella Coleman's (2012) ethnography on the hacker community and free and open source software (F/OSS) adds some fruitful aspects to the discussion, opening up the ethics of hacking. Altruistic in its core, F/OSS seeks to provide useful tools in the form of code and software (Coleman 2013: 1). Given the notion of altruism, it is worth looking into Marcel Mauss' famous anthropological conception of „the gift",

„which argued [...] that the origin of all contracts lies [...] in an unconditional commitment to another's needs, and that despite endless economic textbooks to the contrary, there has never been an economy based on barter: that actually-existing societies which do not employ money have instead been gift economies in which the distinctions we now make between interest and altruism, person and property, freedom and obligation, simply did not exist (Graeber 2004: 17).

Linking information freedom to what Coleman describes as „productive freedom", hackers, despite their genuine affinity for technology and autonomous work ethic, base their ethical values on some key liberal ideals, such as „access, free speech, transparency, equal opportunity, publicity, and meritocracy" (Coleman 2013: 3). Besides their values, she broadly describes artistic, poetic and humorous aspects of their work (ibid. 7, 13). Therefore, not only bypassing the nation state and its legislation, hackers on a level of performativity withdraw from it, reconsidering Graeber's (2015: 190–205) accounts on ‚game' and ‚play' and their relation to bureaucracy. In these terms hackers ‚play' as in seeking new interpretations for a new, virtual social reality. Coleman has given an apt description that opposes the „game"–perspective of bureaucracy encountered in the chapter above:

„Humor is not only the most crystalline expression of the pleasures of hacking [...]. It is also a crucial vehicle for expressing hackers' peculiar definitions of creativity and individuality, rendering

partially visible the technocultural mode of life that is computer hacking. As with clever technical code, to joke in public allows hackers to conjure their most creative selves—a performative act that