

# Re-thinking apps: creating living webs

## Main Aim

Re-define roles of cyberspaces, users, multi-users and interactions by creating new collaborative environments, and transforming existing ones through simple tools.

## [1] How?

ENCOURAGE AND EXPERIENCE USES OF PEER TO PEER CONNECTIONS to showing the relevance of distributed systems.

**Being part of the process of creating cyber-space:** reducing the gap between developers and users.

**Building identity:** Which, how, and what is my role in the cyber spaces I am using/participating ?

Ideally, building a social theory of coding [\*]  
Wikipedia as a positive example of how it is  
community-sustainable.

## Working road-map

**My main work will consist in developing a framework to make easy-to-create collaborative spaces with RTP connections, and exploring existing APIs for creating convivial environments for internet users.**

Example of RTP connection:

- **Continuous glitch**

<https://continous-glitch.glitch.me/>

Collaborative space to explore multi-feedback systems. Where you can experience how your information travels in a distributed system, and how it feels sharing the process of creating.

Reasons why this kind of environments would be resultant:

For desmitify networking it is necessary to understand that a protocol is just a way of communication.

**Experiencing concepts makes them comprehensible, reaching the goals mentioned in [1].**

Creation of messages by simple interactions help to **understand how protocols work:** connect , broadcast, listen

**Building identity inside the medium: decide how to interact**

- Choosing **when** to broadcast.
- Choosing **what** values **you are sending**
- Choosing **what** values **you are receiving**

This app is a base-case that can be extrapolated to other mediums such as social-networks.

**Importance of information flows:**

The user's scene-image will be affected by their context and their decisions. How "glitchy" the image is, is how they wanted to be?

Example of convivial tool:

- **From google spreadsheet to convivial calendar:**

Time is the common denominator in societies around the world. During COVID-19 there are lots of events/workshops spread throughout different social networks. Usually restricted to your cyber-context.

This calendar enables everyone to add to an event in a google spreadsheet.

<https://convivial-calendar.glitch.me/>

### Reasons why this kind of environments would be resultant:

Everyone knows how to fill a spreadsheet.

Transparency of how the things work by showing how a database acts, allowing users to directly interact with it.

USERS AS PART OF LIVING ENVIRONMENT: BECOME ACTIVE and not mere consumers of web-spaces.

### Future ideas:

- Abstract the implementation of an RTP-connection.  
Make webring of different use-cases, and enable users to build their own.
- Implement environment over <https://fediverse.party/>
- Explore in building web extensions that allows you to interact with users that are going through the same url.  
EXAMPLE: real-time chat while reading article

# Motivations

## RE-DEFINING THE ARTISTIC PROCESS OF CREATING:

It is enjoyable getting to know the process of visual artists to develop a piece of work. We are able to **share** that **process at the same instant**. From my point of view, for the first time in history.

The same concept may be applied in other scenarios. Moving upwards in a level of hierarchy, from users to multi-users.  
Strange loop of interacting.

## NAVIGATING NOT AS AN INDIVIDUAL ACT:

I always imagine it would be nice to chat with someone who is going through the same wikipedia article. And **re-define individuality as being conscient what to share, when to do it, where and to whom**.

## USERS AS PART OF LIVING ENVIRONMENT: FROM CONVIVIAL TOOLS TO CONVIVIAL SPACES

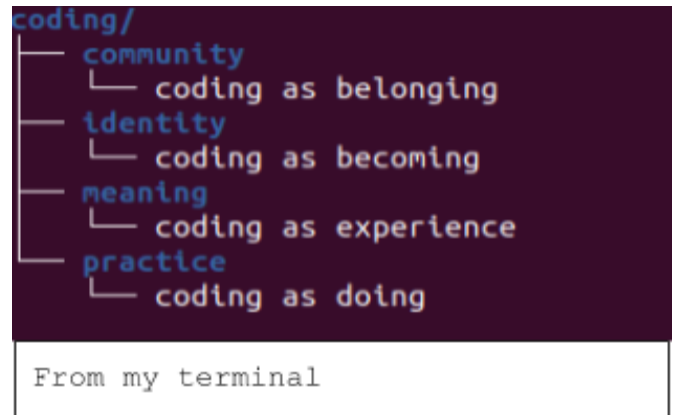
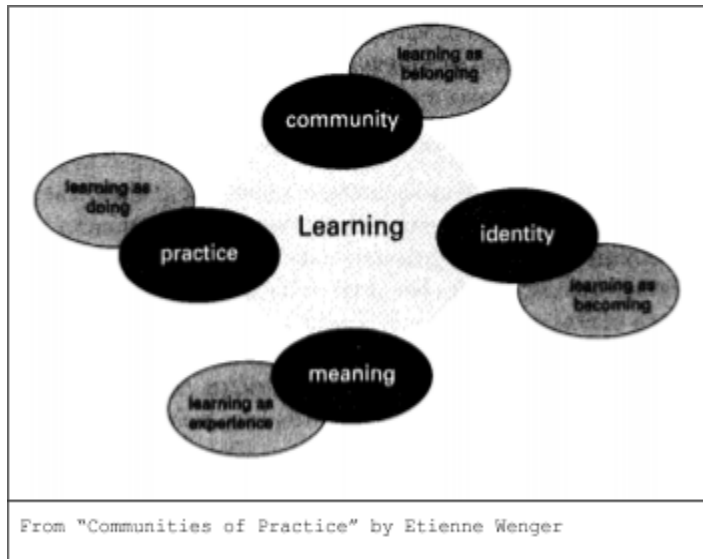
*"Convivial tools are those which give each person who uses them the greatest opportunity to enrich the environment with the fruits of his or her vision. Industrial tools deny this possibility to those who use them and they allow their designers to determine the meaning and expectations of others. Most tools today cannot be used in a convivial Fashion." by Ivan Illich*

Ivan Illich talks of tools for individual users. How does conviviality relate to collaborative tools? Is the internet a convivial space? Is it just about tools? How can we make it easy for others to make tools collaborative?

## Extra Personal motivation

### [\*] SOCIAL THEORY OF CODING:

*"For changing the rules, change the tools"*



*"Analogy as the Core of cognition" by D. R. Hofstadter*

## **COMMUNITY - IDENTITY**

### Coding as a self-defining tool

## **MEANING - PRACTICE**

### Gradual reduction of the coding-gap

- Use existing known tools for interacting with web-spaces: such as google spreadsheets, docs, emails for enabling self-driven customization of existing apps. Or building new web-spaces with them.
- Provide visual programming languages to explore different layers of what is the logic behind a task that is being done.
- Providing accessible resources to learning networks, self-organization, posting ideas and sharing knowledge.