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Open X (source, data, knowledge, IP)

- Birth of OW:
  - **Switching point** where cooperation globally become more efficient than competition
    - Competition speed up innovation and competitiveness
    - But the winner take all
    - Waste of resources
    - Moving fast to monopoly and creation of huge war treasures
    - Oriented innovation: inner or bought
  At the final
    - Kill part of innovation topics and sources
    - No evolution out of the platform mainstream
Comeback of Commons

- **Feudalism**
  - Richness was produced in the frame of commons
  - Repartition was ruled by lords

- **Capitalism**
  - Richness is produced in companies
  - Repartition is ruled by capital owners with social regulation
  - Commons are mainly reduced to public services

- **Evolution toward a new phase of synthesis**
  - Development of new commons ruled by actor’s organizations
  - Synergy between private companies and commons

“Open source software was a precursor”
Sustainable OW2 model

- **Need of platforms to reach fast development of incremental innovations**
  - Value is in innovation but platform is the enabler
  - Value is for free or is created in a private merchant frame.
  - Platform as a monopoly or as a common?

- **How to create a sustainable model to finance open platform design and development**
  - For companies
    - Game theory between value to get and contribution to provide
    - Loyal assessment of founding (in kind or cash)
  - For people
    - Creation of commons
    - Share alike spirit
Some ideas for OW2 development tracks

- Develop “living lab” spirit
  - Sector experts
  - Coders and architects
  - Users

- Take into account “intelligent agent” needs
  - Which kind of platform structure
  - Which kind of learning process

- Think over data oriented applications
  - Data analytics and coding and lawyers!
  - Data visualisation, access and exchange
  - Sub platforms or toolboxes dedicated to given sectors