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# Hosts The Pagan Picnic



**Date: 06/16/07**

**Time: 12:00 pm**

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Kids Games,  
Drumming  
and A Family  
Friendly Ritual**

**Bloomer Park  
Rochester Hills  
345 John R. Rd.  
@ Hilltop Shelter**



**Remember:** Monthly we host a Pagan Chat Night  
The 1st Sunday of the month at Java Hut in Ferndale on 9 mile















Convocation 08' **Don't Forget**

February 21st-24th at the Hilton Detroit/Troy

For more info go to [www.convocation.org](http://www.convocation.org)



	9:30 AM Lobby	<b>Music in the Morning</b> <i>Sarah Zettel</i>	Why should the night owls and insomniacs have all the fun? Sarah Zettel will be there with her fiddle, and anybody else who shows up. Let's make a joyful noise unto the morning.
	10-11 AM	<b>Coffee Ritual</b> <i>Matt Arnold</i>	It is by caffiene alone I set my mind in motion.It is by the beans of java that the mind aquires speed, the hands aquire shaking, the shaking becomes a warning. It is by caffiene alone I set my mind in motion.
	10-11 AM Maple A	<b>Creative Commons and Internet Marketing</b> <i>Charlie Stross, John Scalzi, Tobias Buckell, Sylvia Hubbard</i>	Building a fanbase online. First hit's free!
	10-11 AM Promenade East	<b>In Search of Adventure (aka We Might Need a Plot)</b> <i>Elizabeth Bear, David Crampton, M. Keaton, Sarah Monette</i>	How do these guys come up with it, book after book--the thrills, the mistakes, the challenges and triumphs of our favorite heroes? Where do writers get their plots? What about themes? There's rumored to be a shop in Indiana that sells them but... Our panelists attempt and probably fail to answer these questions as they discuss the backbone of every book--the plot. Where does it come from? Does it change before you can nail it down? Do you even need one?
	11-11:30 AM	<b>Break</b>	
	11:30 AM-1 PM Ballroom C	<b>Speed Painting Workshop</b> <i>Linda Martelle</i>	Learn how to paint a gaming miniature and take it with you!. There is no charge for this event. Hey, thanks, Black Lightning Inc!
	11 AM-1 PM Maple B	<b>Coyote Ragtime Show 1-4</b>	
	11:30 AM-1 PM Ballroom A	<b>Women In Technology</b> <i>Christine Peterson, Rennie Wasielewski, Anne Murphy, Moderator: Cathy Raymond</i>	Why are there still fewer women than men in tech? How can we address the disparity, or should we? What specific issues do 'girl geeks' face in their field?
	11:30 AM-1 PM Northfield A	<b>Getting The Most Out Of The Web</b> <i>David Klecha</i>	What's a "web feed"? Or "greasemonkey"? Or "del.icio.us"? Learn the ease and convenience of a whole new internet experience.
	11:30 AM-1 PM Northfield B	<b>Intro to Blender and 3D Graphics</b> <i>Greg Barker</i>	(novice level) Ever wonder how companies like Pixar and DreamWorks create all those cool, computer-generated movies? Using Blender, the free, open-source, cross-platform, 3D modeling and animation program, You'll get a taste of what it takes to create such works, as well as how to get started using Blender itself.
	11:30 AM-1 PM Northfield C	<b>Author Social</b> <i>Karl Schroeder, Tobias Buckell, Sarah Monette. Moderator: Sarah Shefferly</i>	Penguicon presents a groundbreaking experiment--authors in the wild. An open forum for a group of authors to read, sign, answer fan questions, and generally be available to convention attendees without the stress and pressures of a 'formal' structure.
	11:30 AM-1 PM Oak	<b>Screening of "Saving Star Wars"</b>	



11:30 AM-1 PM  
Maple A

### Comics That Would Make Good Movies

*Gini Judd, TheFerrett, Juana Overmyer, Dean Stahl*

Transmetropolitan, Y: The Last Man, Sandman? What comic series should be the source for movies, and can Hollywood make them without making a mess



11:30 AM-1 PM  
Promenade East

### Published: the Vaguest Frontier

*M. Keaton, David Crampton, Anne Zaroni*

Everyone secretly believes that there is some hidden magic formula for selling their work and seeing it in print. Unfortunately, even our panelists don't know what it is. Instead, our writers offer their own experiences and advice on treading the winding road toward publication.



11:30 AM-1 PM  
Birch

### Frank Hayes Concert

You've read his column. Now come hear his music!



1-2:30 PM  
Ballroom A

### The 64-bit Transition: Taking Advantage Of The End Of 32-Bit Windows

*Eric Raymond, Rob Landley*

Just as the 386 spelled the end of 16-bit DOS, new 64-bit processors spell the end of 32-bit Windows. A 30-year timeline based on Moore's Law predicted that the new hardware platform would arrive in 2005 (it did), and the new software platform will become entrenched in 2008. Why is this so, what are the three current contenders for the throne, and what properties will determine the new operating system standard?



1-2:30 PM  
Ballroom C

### Minis Sculpting Demonstration and Requests

*Andrew Barlow*



1-2:30 PM  
Northfield A

### Eleven Ways to Keep your Data Forever

*Jeff Lawton*

We will be discussing 11 ways to keep your data safe, a discussion of on-site vs. off-site, configurations vs. data, archiving e-mail, and the downfall of the mac tape.



1-2:30 PM  
Northfield B

### Animation using Eclipse and Draw2D

*Ann Marie Steichmann*

Forget UML diagrams. Eclipse's Draw2D can be used to create fun little useless cartoons. I know because I've done it and I'm willing to show you how.



1-2:30 PM  
Northfield C

### Counterfactual Universes

*Elizabeth Bear, Tobias Buckell, Sarah Zettel*

Did you read that work of fiction about an "attractive force" called "gravity"? As a result, planets were spherical instead of the normal donut or mobius strip. What if our world only had one sun and one moon? What if humans had evolved only two eyes and had to settle for binocular vision, and our skin was smooth instead of crenellated? Wouldn't that be wierd?



1-2:30 PM Oak

### Screening of Maybe Logic, The Lives and Idea of Robert Anton Wilson

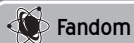


1-2:30 PM  
Maple A

### Nanotech Safety

*Christine Peterson, Dr. Jonathan "Sullydog" Sullivan, Karl Schroeder, Tihamer Toth-Fejel*

Drawing a distinction between near and long term forms of nanotechnology, between a dumb and sessile (but nevertheless vastly productive) molecular factory, and the myth of the autonomous free-ranging universal assembler/disassembler nanobot. What are the real benefits and risks? What is the best trade-off between risk and reward? Can institutions self-regulate themselves to follow rules like requiring nanosystems to be powered by a rare substance or energy so that they can't forage in the wild?



Fandom



Software



Crossover



Games



Anime



Onstage



Swordfighting



Food & Drink



1-2:30 PM  
Promenade  
East

**What Went Wrong With Buffy Season 6 and 7?**

*Gini Judd, TheFerrett, Jeff DeLuzio*



1-2:30 PM  
Promenade  
West

**Writing Workshop, Part 3:  
Endgame**

*A Zanoni, Michael "Freon" Andaluz,  
David Louis Edelman*

A discussion of where we go from here. Workshop attendees, along with attending guests, will discuss the current state of the industry and market conditions with an eye toward what their own plans are for the coming year and their own future works.



1-2:30 PM  
Birch

**The Filking Style of  
Rob Balder**

We shall be regaled by the music of self-described renaissance geek Rob Balder, who is also the author of the webcomic PartiallyClips.



1-1:45 PM  
ConSuite

**Liquid Nitrogen Ice Cream**

Join Molly J. de Blanc's staff members as they create custom forms of liquid nitrogen ice cream for your flavor enjoyment. Come for the show, stay for the ice cream.



2:30-3 PM  
Lobby Balcony

**Christine Peterson & Karl Schroeder Signing**



3-4 PM  
Ballroom A

**Closing Ceremonies, Feedback Session**

Penguicon 4.0



Dead Dog Party

**SHUT DOWN  
PENGUICON 4.0**



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## ConCom List



ConChair	John Guest	Infrastructure	Ideal Solution, LLC
Head of Programming	Matt Arnold	Masquerade	Michael "Freon" Andaluz
Program Book	Markell Lynch		Kendra Duane
	Dan DeSloover	Dance	John (DJ Brick) Matthews
Writers Track	M Keaton		Thomas (DJ Tommytooney) Downey
Fannish Programming	Matt Arnold	Volunteer Wrangler	Rachel Sherman
Food Programming	Chuck Child	Guest Liaison Wrangler	
Music Programming Guru	Lady Sarah		Rachel Sherman
Roly-Poly Tablehammer & Shuffleball Pope		Hotel Liaison	Brendan Durrett
Anime Programming	Clark Rodeffer	LUG Wrangler	Dan DeSloover
Registration	Youmacon	Mistress of Midnight Mischief Management	Rachel Weisenfeld
Head of Ops	Tammy Coxen	Open Cola Sensei	Chuck Child
ConSuite	Gerald Gentry	Treasurer	Jordan Malokofsky
Smoking ConSuite	Steve deHart	Ribbons	Susan Harris
Green Room	Shar Nims	Small Signage	Dan DeSloover
Dealer Wrangler	Patricia Altergott	Minister of Travel	John Guest
Computer Room	Angie Fox	Geeks with Guns	
	Marshal Newrock, GLLUG	Garrett Kajmowicz	
		Badge Art	Dan DeSloover

Documentation created for Penguicon using Scribus, Adobe InDesign, the GIMP, Inkscape, Open Office, Perl and Linux.

# NA NOTACON

April 27th-29th, 2007 in Cleveland, OH

## What is Notacon?

**Hackerspace, tangible creativity, technology,  
demo-party, networking, communication,  
security, open source, exploration and, well... FUN.**

**30+ presenters, events & games & demoparty**

**Not your typical con. Register Now.**

**<http://www.notacon.org>**

**Games at a Glance** - [all events are in Maple B unless otherwise specified]

TBD Steve Jackson Games Playtesting  
 TBD (1.5 hours) Morton's List  
 TBD (1.5 hours) Giant Settlers of Catan

**Friday**

3:00 pm - 12:00 am Open Gaming  
 3:00 pm - 5:00 pm Looney Labs Demos  
 3:00 pm - 5:00 pm Munchkin  
 4:00 pm - 5:00 pm Alchemist  
 4:00 pm - 7:30 pm Paint and Take  
 5:00 pm - 6:00 pm Dos Rios  
 5:30 pm - 6:30 pm Munchkin Preview  
 5:30 pm - 6:30 pm Smarty Party  
 5:30 pm - 7:00 pm  
 Morton's List: Solar Rise Theme Quest  
 5:30 pm - 7:00 pm KidSprout? Jumboree  
 6:00 pm - 8:00 pm Ninja Burger Card Game  
 7:00 pm - 8:00 pm Rocks For Sale  
 7:00 pm - 8:30 pm  
 Morton's List: Cosmic Law Theme Quest  
 7:00 pm - 8:30 pm Piecepack Letterbox  
 7:30 pm - 9:00 pm Bean Trader  
 8:00 pm - 9:00 pm Cannon  
 8:00 pm - 10:00 pm Burn in Hell  
 8:00 pm - 10:00 pm  
 GURPS Faeries - Maddening Mischief  
 8:00 pm - 11:00 pm  
 Dungeons & Dragons: Blackrock Hall  
 8:30 pm - 10:00 pm Tile 13  
 9:00 pm - 10:00 pm  
 Around the World in 80 Days  
 9:00 pm - 10:30 pm  
 Morton's List: Mortal Ties Theme Quest  
 9:00 pm - 11:00 pm Call Of Cthulhu: The Source and the End  
 9:00 pm - 11:00 pm Shadows over Camelot  
 10:00 pm - Sunday 12:00 am  
 Celebrity Munchkin  
 10:00 pm - Saturday 12:30 am Platonia  
 10:00 pm - Saturday 1:00 am  
 What Happens at the Mall Stays at the Mall  
 10:30 pm - Saturday 12:00 am Morton's List: Nightscape Theme Quest  
 11:00 pm - Saturday 1:00 am Pillars of the Earth

**Saturday**

12:00 am - 12:00 pm Open Gaming  
 1:00 am - 2:00 am Dead Man's Island

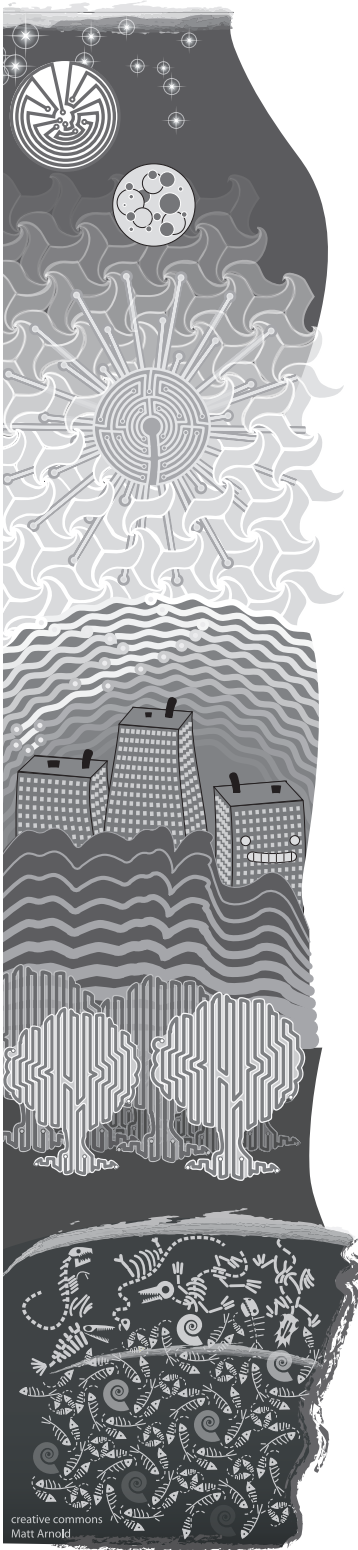
9:00 am - 10:00 am Courtyard  
 10:00 am - 11:00 am Cubed  
 10:00 am - 12:00 pm Cowpoker  
 10:30 am - 11:00 am Ricochet Robots  
 11:00 am - 12:00 pm YangTzee?  
 11:00 am - 12:30 pm Vegas Showdown  
 11:00 am - 1:00 pm The Happiest Dungeon Ever  
 11:30 am - 1:00 pm  
 Morton's List: "I'm Neutral" Theme Quest  
 12:00 m - Sunday 12:00 am Open Gaming  
 12:00 m - 1:00 pm Ballroom A  
 What's New at Steve Jackson Games?  
 12:00 m - 2:00 pm ChessLARP  
 12:00 m - 4:00 pm Looney Labs Demos  
 12:00 m - 4:00 pm Munchkin  
 1:00 pm - 2:00 pm Killer Bunnies  
 1:00 pm - 2:30 pm  
 Morton's List: Mountain Theme Quest  
 1:00 pm - 3:00 pm Leonardo Da Vinci  
 1:00 pm - 5:00 pm Munchkin Impossible  
 2:00 pm - 3:00 pm Cambridge  
 2:00 pm - 3:00 pm Kinder Bunnies  
 2:00 pm - 6:00 pm Illuminati  
 2:00 pm - 6:00 pm Vampire: The Requiem  
 2:30 pm - 4:00 pm  
 Elasund: The First City of Catan  
 3:00 pm - 4:00 pm Central Pacific  
 3:00 pm - 4:00 pm Sitting Ducks Gallery  
 3:00 pm - 4:00 pm World Gauntlet Federation  
 3:00 pm - 5:00 pm Terror in the Skies  
 4:00 pm - 5:00 pm Dead Man's Treasure  
 4:00 pm - 5:00 pm Extreme!  
 4:00 pm - 6:00 pm Call Of Cthulhu: The Transgression of Effram Harris  
 4:00 pm - 6:00 pm  
 World Gauntlet Federation RPG  
 4:00 pm - 7:00 pm Age of Steam  
 4:30 pm - 6:00 pm  
 Morton's List: Vision Quest Theme Quest  
 5:30 pm - 7:30 pm Alien City  
 6:00 pm - 7:00 pm Killer Bunnies  
 6:00 pm - 7:30 pm  
 Morton's List: Chaos Theme Quest  
 6:00 pm - 8:00 pm Gaming ROOM? Kings Blood  
 6:00 pm - 9:00 pm Bunnies & Burrows  
 6:00 pm - 10:00 pm Star Munchkin  
 7:00 pm - 8:00 pm Hey! That's My Fish!

7:00 pm - 8:00 pm Kinder Bunnies  
 7:00 pm - 9:00 pm GURPS Faeries - Good & Evil are Four-Letter Words  
 8:00 pm - 9:00 pm Sitting Ducks Gallery  
 8:00 pm - 10:00 pm Looney Labs Demos  
 8:00 pm - 10:00 pm Munchkin  
 9:00 pm - 10:00 pm Dead Man's Treasure  
 9:00 pm - 10:00 pm  
 PyroMyth? Games Play Testing  
 9:00 pm - 11:00 pm Hacker  
 9:30 pm - 11:30 pm The Shadow of Yesterday  
 9:30 pm - Sunday 12:30 am  
 Morton's List: 988th Ninja Clan Showdown  
 10:00 pm - 11:30 pm Good Portsmanship Piecepack Contest Winner  
 11:00 pm - Sunday 12:30 am Chess Jam  
 11:00 pm - Sunday 6:00 am  
 1861: The Railroads of the Russian Empire

**Sunday**

12:00 am - 12:00 pm Open Gaming  
 8:00 am - 9:30 am Morton's List: Lore Galore Theme Quest  
 8:00 am - 10:00 am Looney Labs Demos  
 8:00 am - 10:00 am Munchkin  
 8:30 am - 9:30 am Relationship Tightrope  
 9:00 am - 10:00 am Buccaneer  
 9:00 am - 10:00 am Killer Bunnies  
 9:00 am - 12:00 pm Munchkin  
 9:30 am - 11:00 am  
 Morton's List: Yang of the Sky Theme Quest  
 10:00 am - 11:00 am Kinder Bunnies  
 10:00 am - 3:00 pm  
 Steve Jackson Open Game Demos  
 11:00 am - 11:30 am Mega Star  
 11:00 am - 12:00 pm Sitting Ducks Gallery  
 11:00 am - 1:00 pm Speed Painting Workshop  
 11:30 am - 1:00 pm  
 Morton's List: Rainbow Dragon Theme Quest  
 12:00 pm - 1:00 pm Shear Panic  
 12:00 pm - 4:00 pm Open Gaming  
 1:00 pm - 2:00 pm Dead Man's Treasure  
 1:00 pm - 2:00 pm Munchkin Bites  
 1:00 pm - 2:30 pm  
 Minis Sculpting Demonstration and Requests  
 1:00 pm - 2:30 pm  
 Morton's List: Yin of the Earth Theme Quest





creative commons  
Matt Arnold

# The Knowledge Ecology and your part in it!

Why everybody should care  
about open software and formats,  
and why hackers need  
non-technical end users.



I don't speak on behalf of Penguicon and I'm not claiming the views expressed here are representative of anyone else running it. That's as it should be. Penguicon is all about 1. Fun, 2. More Fun, and 3. Keep Fun First. It's not about ideology. But Penguicon has two incidental side benefits that get me excited and are very fun for me. One is spreading Free and Open Source Software to fans of science fiction, fantasy, games, anime, and comics, who aren't technically skilled. The other is to use the political and social visions of science fiction to interest some of those hackers who are not yet interested in Hacktivism. I want to get them excited about how the fight for "knowledge goods"-- not just code alone-- benefits hackers, how non-engineer users benefit hackers, and how damage to the knowledge ecology harms innovators first like canaries in a coal mine. Specifically, I want to get more hackers interested in contributing to software for non-engineer users, and keeping non-engineer users around with volunteer tech support.

Penguicon's past Guest of Honor, science fiction author and internet activist Cory Doctorow, gave a talk at the signing ceremony of his Fullbright ceremony chair. The full audio is online as the latest episode of his podcast. All of it was fascinating, but I felt compelled to transcribe this segment from the Q & A session that illustrated the distinction between hacktivists and other hackers.

*The Free Software movement was a bunch of academic programmers, notably a very driven man named Richard Stallman at the MIT Artificial Intelligence Lab, who reacted to the first instance in which the code that they'd all shared and improved on together-- in the kind of procrustean era of the IT revolution-- was suddenly enclosed, and they were told that they could no longer share and improve on each other's code. And so Stallman and his gang put together a license that said that "we're releasing this code and this code comes with the condition that you can do anything with it, provided that you also allow anyone else to do anything with it, except for prohibiting other people from doing anything with it."*

Penguicon - <http://www.penguicon.org> Cory Doctorow's podcast of his Fullbright acceptance speech in MP3 - <http://craphound.com/?p=1677>

*It was like the punchline of a Star Trek episode almost, you know? Or the end of "Wargames", you know, it's "THERMONUCLEAR WAR: WOULD YOU LIKE TO PLAY A GAME?"*

*And the interesting thing about Stallman is that he articulated an ideology of Free Software, where he talked about fundamental freedoms. So he didn't want to focus necessarily on code. He wanted to focus on what his objective was in freeing code. And his objective was to see to it that people could understand, improve upon, and communicate their improvements on, the tools that they use. And when you think about that, that's as close a definition of self-determination in a technological era as you can imagine.*

*Now what came later was a more kind of utilitarian movement called Open Source. And Open Source said, "well, those freedoms are very nice, but your bit of wordplay in calling this Free Software because it gives you liberty has confused people and scared them off because they think it also has to be free and gratis -- that they'll never make any money off of it." And so they created a kind of splinter movement that focuses on the economic value of knowledge sharing and code, and of producing commodity codebases.*

*I just heard a program last week where security researchers were talking about all the new virtualization features in the new AMD processors that allow you to simulate hundreds of computers in your computer at once. But of course if you have to install Windows on every one of those computers and buy a license for every one of them, your \$500 computer would cost \$15,000 in license fees. It's just not feasible to do that kind of research anymore if you have proprietary code there.*

*And so that's what they focused on.*

*The problem is that by focusing on the utilitarian benefits of code, and not the philosophical benefits of freedom, they've kind of painted themselves into a corner. With Trusted Computing, which is the new Microsoft initiative shared by Intel, AMD, and other chip vendors to allow programs to determine what computer they're running on (make sure they're not running on an emulator), and what other programs they're talking to (make sure that they're only talking to authorized programs and not your own program), it's possible to ship Open Source code that you can't modify or improve upon, or communicate your improvements to other people with.*

*And so you now have people producing what they call Open Source Digital Rights Management code, like Sun Microsystems with its Open Dream. Open Dream is essentially something that honors the license for GPL, but guts its intention.*

*And the GPL has responded by drafting a new version that guarantees those freedoms, and revisits the question of whether the code is the only thing that should be free, or whether keys should also be free. **And the Open Source movement, having become so fixated on code, is finding itself coming to a real combative stance to the Free Software movement.** And I think that's something that bears a lot of watching in the next couple of months as that license moves towards completion.*

Emphasis mine.

Listening to this speech was a tipping point for me. I previously regarded the distinction between the Free Software Foundation and the Open Source Initiative as a trivial, fractious, hairsplitting spat between identical twins. But Cory's right about this issue, and it's vitally important. That having been said, keep in mind Richard Stallman is an unnecessarily acrimonious, oversensitive zealot

Free Software Foundation - <http://www.fsf.org/> Open Source Initiative - <http://www.opensource.org/> Identical Twins - <http://www.youtube.com/watch?v=gFAJDbV9Vfs> Free Culture - <http://www.free-culture.cc/> Pirate Party - [http://en.wikipedia.org/wiki/Pirate\\_Party](http://en.wikipedia.org/wiki/Pirate_Party)



who shoots his own troops, and I don't wish to be like that. I still think they have more in common with each other than with anyone else in the world, that they need to be allies, that it resembles a schism within Esperanto, and that a person can be in both camps. I consider all of them my friends. But on the issue of stressing a political and social movement to preserve free culture, I come from the angle of Brazilian Free Culture activists and the Swedish Pirate Party rather than just the hackers alone.

I may be an early adopter and I live on the web, but I haven't programmed anything more complex than a markup language since BASIC on a Commodore 64 in the eighties. Given that, I want to explain why I evangelize Free Open Source Software (FOSS) and GNU Linux and get excited about it. Earlier in the Q&A, Cory said:

*It's certainly true that there's been no central unifying idea around all these different knowledge goods fights for a long time. James Boyle, I think, at the Duke Center for the Public Domain, has written about the need for an ecology movement for knowledge goods. You know, before the coining of the term "ecology", I think it seemed to a lot of people that saving whales and fighting pollution and stopping the ozone layer from being depleted and, you know, all the other elements that make up what we think of today as "the ecology movement" were in fact separate issues and separate questions.*

The current knowledge ecology is computers plus human culture. Sir Tim Berners Lee, the inventor of the world wide web, was correct when he recently said Web 2.0 was not different technology from the system he introduced, but he was wrong to discredit the term. Web 2.0 isn't a technology, it's a change in us. It's a phenomenon of cultural behavior in our society. Many companies tried to launch Web 2.0-style sites years ago. Not enough users were ready to get into that headspace. Most humans were still in parasitic relationship to computers. Now, the knowledge ecology is running on computer cycles and human processing, in symbiosis. The intelligence behind almost every service Google offers is a massive number of humans. That is the greatest knowledge ecology, or "noosphere", this planet has ever seen.

Whatever term emerges to describe a combination of Free Culture with FOSS Hacktivism will bring together all the elements of an environmental movement for the mechanisms of human civilization. We are its curators. FOSS, Creative Commons licenses, and transparent publicly accountable file formats and protocols are all healthy habitats of our knowledge ecology: the noosphere. The organisms include every example of art, science, and all of culture and technology. Whether an example is on the internet or not, today the internet is not just part of the culture. It is the culture. It's a watershed of ideas and influence that flow downhill like tributaries into everything else.

I evangelize Free and Open Source Software (FOSS) to nurture the health of the knowledge ecology. Every person is a node in this ecology, whether they're a hacker or not. It's not just freedom to code that's at stake. It's the freedom to keep our high-tech civilization serving us. It's the freedom to keep it from sliding into a dystopia of high-tech handcuffs. Unaccountable, non-transparent software and hardware in electronic voting machines is just one example.

For this the noosphere doesn't just need hackers, it needs non-hacker users. It's not enough to use FOSS on your own computers. That doesn't make you safe. It's the mass of non-hacker users who create huge network effects that form the noosphere.

- The more users of Windows, Internet Explorer, and Outlook: the more infected zombie computers are sending us all spam.
- The fewer users of open document formats: the fewer you can send your Open Office suite document to who can open it, and the more who are locked down into documents with access controlled by Microsoft. (Most importantly to our liberties: government records.)

James Boyle - <http://james-boyle.com/> Duke Center for the Public Domain - <http://www.law.duke.edu/cspd/> The need for an ecology movement for knowledge goods - <http://www.law.duke.edu/boylesite/intprop.htm> Premature Web 2.0 years ago - [http://web2.wsj2.com/all\\_we\\_got\\_was\\_web\\_10\\_when\\_tim\\_bernerslee\\_actually\\_gave\\_us\\_w.htm](http://web2.wsj2.com/all_we_got_was_web_10_when_tim_bernerslee_actually_gave_us_w.htm) Video presentation about using human processing cycles in software - <http://video.google.com/videoplay?docid=8246463980976635143> Creative Commons licenses - <http://creativecommons.org/>

- The more who buy Apple's digital-rights-managed music format: the more we are all locked into iTunes and iPods as the music player industry competes with each other to see who can manufacture the most anti-competitive, most user-hostile device, to hold our purchases hostage, make the content industry fat cats get fatter, and surveil us.
- The fewer people who put content up on a particular filesharing protocol--
- The fewer of our friends using Jabber IM client--
- The fewer bloggers and podcasters publishing Atom subscription feeds--

The less valuable it is to all of us, and the more ascendant are the locked-down protocols and clients that put our computers in service of vested interests and artistic gatekeepers. The anti-curators.

## And yet many hackers I know are indifferent to non-hacker users.

Well, that's all right; I hold no ill-will to them. Not everyone has to care about the knowledge ecology that made possible the scientific age, and the modern age, and the hacking they enjoy. Not everyone has to contribute to civil rights by offering free Ubuntu tech support to their grandparents. I want it to be enjoyable for you. Do not allow what you do to become a duty that you don't enjoy anymore. As long as you understand Hactivism and Free Culture, and don't get in the way with short-sighted self-serving tunnel vision, that's enough for me. Others, such as my own Linux tech support volunteer and teacher, my good friend Dan, will be my heroes. We should wait for when tech support is convenient for them, thank them profusely, and give them generous tips in their Paypal accounts.

**I also have something to say to non-hackers** like me who do not have an engineering orientation, and also to those who are content with low levels of computer literacy. I hold no ill-will to those who prefer to remain in a relationship to the internet that is "read-only", rather than "read-read". It's not your duty to be a curator, and if you don't enjoy it you wouldn't be good at it anyway. Create things offline, and the rest of us will record it and put it online so you'll contribute to planetary culture. You can't avoid feeding off it and feeding into it.

More important for the non-engineer user is whether you keep the info-habitat clean. Are you environmentally responsible in the knowledge ecology? Please, for digital hygiene and a computer that isn't slowing to a crawl with viruses, use Firefox and Thunderbird for Windows. At least *install* Open Office for Windows even if you don't create docs in it, so we can send you documents that Microsoft doesn't own.

Most important for the non-engineer user is whether you're a happy user, which is supposed to be the whole point for all of us. Don't switch your operating system until and unless it makes you happy, and preferably not until you have a techie friend in case of the occasional error message. It would be nice to let me give you a free Live CD for Ubuntu ("Linux for Human Beings"). A Live CD loads GNU Linux temporarily from your CD drive without replacing Windows at all, so you can sample how easy and attractive Ubuntu is. It's even easier and more attractive with Automatix.

Hactivists have made several prominent pieces of software for non-hackers beautiful, simple, functional, and commitment-free, and if you just look it over sometime, you are an even nicer person than you already were. You have nothing to lose.

Comments welcome at <http://matt-arnold.livejournal.com/148281.html>



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