



Open models in knowledge intensive sectors: Free/Open Source Software and beyond

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The track focuses on *how new collaborative ways of generating, organising, and managing knowledge are currently affecting production and innovation processes in knowledge-intensive sectors*. We encourage the submission of papers that investigate both well-known domains of *commons based peer production* (e.g., Free/Open Source Software – F/OSS – development; user generated content production, etc.) and less studied knowledge-intensive domains, such as scientific and non-scientific publishing, biotech, pharma, media or entertainment industries.

Various streams of research have already started to question the appropriateness of the Free/Open Source approach for non-code related projects and its effectiveness for production and innovation processes of other knowledge-intensive sectors. The cooperative/open development in software is eased by *self-moderation*: contributions cannot be arbitrary since the code should be compilable without incurring in programming mistakes. Also, F/OSS relies on communication and coordination infrastructures characterized by very low costs. While some of these features are unique of software, empirical evidence seems to support the applicability of the open collaborative model beyond code production. The on-line encyclopedia Wikipedia and the flourishing of user generated content released under Creative Commons license; the open movie “Swarm of Angel”; the CAMBIA/BIOS project for the development of rare diseases drugs, the Liquid Publication project, a new paradigm for scientific knowledge production, dissemination and evaluation, are some valuable examples in this respect.

This track aims at contributing to the research agenda on the economic and managerial implications of the extension of the Free/Open Source, peer production paradigm to various sectors by inviting well-crafted papers contributing original ideas on topics such as (but not limited to) *business models; crowdsourcing and distributed problem-solving; governance structures; organization of online communities; quality evaluation; users’ involvement in production and innovation; organizational practices and institutions enabling the production process; motivation and incentives, interplay between voluntary communities and firms.*