Toonmoment Indymedia

NC - 17 februari 2008
Map of Online Communities and Related Points of Interest

Geographic area represents estimated size of membership.

MySpace

Gulf of YouTube

Sea of Culture

Ocean of Subculture

The Icy North (Yahoo, Windows Live)

AOL

Noob Sea

Yahoo Games

Here be Anthropomorphic Dragons

Bay of Angst

Focus on Real Life

Focus on Web

Practicals

Intellectuals

The Blogipelago

The Wikipedia Project

Sea of Memes

IRC Isles

The Contrast (Real-Shaped Island)

Last.fm

Flickr

Piczo

Broadcast

Streets of Web 2.0

P2P Shallows

LJ

Facebook

Orkut

Xanga

Classmates

Dot.com

Chat Books

Myspace

Games

Egg

Park

Rediff

Virals

Sparmart

(YTMND)

Viral Stories

Reddit

SourceForge

Spring 2007

(Not a complete survey. Sizes based on best figures I could find but involved some guesswork. Do not use for navigation.)
1. **Net Narcissism**  
   - Narrating the self (but the personal is political)

2. **Detachment**  
   - Linking semiotic democracy to representative democracy

3. **Organisational Structure**  
   - Political economy of Web2.0 and commodification  
   - Lack of participation in organisational structures

4. **Technological Determinism**  
   - Naive belief in technology as societal driving force

5. **Novelty**  
   - Old media (structures)?

6. **‘We the People’**  
   - Aggregation of individuals & exclusion

7. **Semantic reductionism**  
   - Reducing participation to access and interaction  
   - Participatory media to Citizen journalism
Burgermedia
Diversiteit

- Diamant = Participatory media organisations
- Ster = Civil movements and/or organisations
Positioning four theoretical approaches towards participatory organisations

<table>
<thead>
<tr>
<th>Autonomous identity of PM (Essentialist)</th>
<th>Media-centred</th>
<th>Society-centred</th>
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</thead>
<tbody>
<tr>
<td>Approach I: Serving the community</td>
<td></td>
<td>Approach III: Part of civil soc</td>
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<tr>
<td>Identity of PM in relation to other identities (Relationalist)</td>
<td>Approach II: An alternative to mainstream</td>
<td>Approach IV: Rhizome</td>
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Understanding Alternative Media

INSPIRADO NA HISTÓRIA DA RÁDIO FAVELA

UMA ONDA NO AR
UM FILME DE HELVÉCIO RATTON
De Sociale Dienst komt vaker niet dan wel. Les services sociaux n'y viennent plus.

Is uw papegaai ontsnapt? Votre perroquet est parti?

Laat me nou even kijken. Laissez-moi regarder.

maar de pijn gaat niet weg. et la douleur continue.
Approach I
Validating and strengthening the community, by enabling and facilitating access and participation by members of that community.

Approach II
Alternative ways of organization, of producing representations, discourses and formats that vary from those originating from mainstream media, with an emphasis on self-representation.

Approach III
Importance of civil society (as such) for democracy, democratization of and through the media.

Approach IV
The crossroads of a networked civil society, with fluid and contingent media organizations, that destabilise the rigidities and certainties of public and commercial media organizations.
Approach I

Dependency towards the community, which often lacks two-way communication skills and culture and interest.

Approach II

Lack of financial and organizational stability, confronted with antagonistic reactions of market and state.

Approach III

Facing a contested need for organisations that deepen democracy, and the practical difficulties of making democracy work, especially when dealing with internal and external power imbalances related to expertise.

Approach IV

Not realizing its role as crossroads because of diverging or conflicting objectives, risking loss of independence towards or incorporation by market and state.
Structuring the diversity of (semi-) participatory media organisations

<table>
<thead>
<tr>
<th>Membership organisation</th>
<th>Non-membership organisation</th>
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<tbody>
<tr>
<td><strong>Organisation aimed at access, interaction and participation</strong></td>
<td></td>
</tr>
<tr>
<td>Model 1&lt;br&gt;Example: Alternative Radio or Independent media center (IMC)</td>
<td>Model 2&lt;br&gt;Example: Community Radio or Digital Storytelling Project</td>
</tr>
</tbody>
</table>

| Organisation aimed at access and interaction |  |
| Model 3<br>Example: Community Wifi | Model 4<br>Example: Blogging / Vlogging and Social Networking |
Indymedia en toekomst
De uitdagingen

• centrale positie verworven in medialandschap, met een redelijke stabiliteit
• groei creëert uitdagingen voor participatief gehalte, zoeken naar optimaliseren van (interne) structuren, vermijden te sterke informele machtsonevenwichten
• expliciet beschermen radicale invulling van participatie (context van “verzachting” van het begrip)
• uitwerken alternatieve kwaliteit
• conflictresolutie en samenwerking binnen Indymedia België
• uitbreiding van het rizoom / de bruggen en allianties vanuit Indymedia, ook met de mainstream (objectieve bondgenoten)
• een netwerk van Belgische alternatieve media
http://homepages.vub.ac.be/~ncarpent/