

LINUX WORLD NEWS

THE WORLD OF PEER PRODUCTION IN OPEN SOURCE

A disappointingly low number of around 50 participants attended the 4th Oekonux Conference in Manchester, UK, the last weekend in March. Under the title “Free Software and Beyond: The World of Peer Production,” the conference brought together researchers, activists, students, and decision makers.

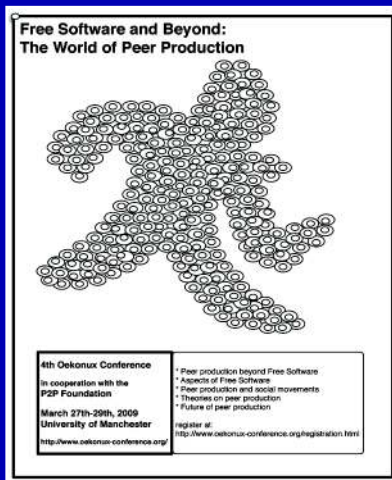
An enormous variety of sessions divided into three parallel tracks could appeal to almost any curious open source and peer production devotee. Some more theoretical presentations were related to virtual communities and the development process, leadership in open source communities, women’s participation in software development, peer production-based economies, and political scenarios and limitations. In

line with these, project- and location-based lectures covered topics like open source car, free farming, open street maps,

free software in Latin America, indigenous communities, and cyberspace. The 20 invited speakers came from Australia, Canada, England, Germany, Denmark, Iceland, the USA, and Argentina.

“There is probably no other place on this planet where engineers and political people, thinkers and practitioners, scientists and activists come together in such an open and constructive atmosphere,” said Stefan Merten, the main organizer and the founder of the Oekonux Foundation, at the closing session.

<http://fourth.oekonux-conference.org/>
<http://www.oekonux.org/>
<http://p2pfoundation.net/>



OSS-BASED GAME WINS BRITISH GAME AWARD

The Blender-based game “Boro-Toro” won the BAFTA “Ones to Watch” new talent award presented at the GAME British Academy Video Games Awards ceremony in London, March 10, 2009. The judges applauded the makers of this side-scrolling puzzle game, the Darkmatter Designs team of Wolverhampton University and the University of Birmingham, for its innovative control system that uses



Wii technology.

The game is an outcome of the “Dare to be Digital” video games development competition. Each year, teams of five art and science students, recent graduates, or a combination of both are filtered through a rigorous industry selection process to work together to build a videogame in the course of 10 weeks starting in June. At the end of this period they compete for cash prizes.

These games formed the short-list for the BAFTA Ones to Watch award, now in its second year. The experience gained during the 10-week race has become a favorite for development companies when looking at CVs.

<http://www.boro-toro.co.nr/>
<http://www.daretobedigital.com/>
<http://www.bafta.org/awards/video-games/ones-to-watch-award,476,BA.html>

OPEN CONTENT EXCHANGE FOR BRITISH SCHOOLS

The widespread use of open source learning platforms like Moodle has led to many British schools re-inventing the wheel as many of them develop very similar course material and learning activities. If shared in the spirit of open content, a lot of double work, personal resources, and costs could be spared.

Following an agreement signed at the beginning of February between the British Educational Network, JANET, and the Spanish government, this unfortunate situation should come to an end soon. JANET will provide a National Digital Resources Bank (NDRB) that is based on the Spanish publicly funded open source platform AGREGA. The NDRB is supposed to function as an easy-to-use exchange for learning materials licensed under the Creative Commons non-commercial, share-alike license. Schools that use this knowledge base must commit themselves to share alike.

<http://opensourceschools.org.uk/open-content-and-national-digital-resources-bank.html>
<http://www.proyectoagrega.es/> (Spanish/English)