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Community Sourcing and Crowdsourcing in Network Societies

Abstract

Crowdsourcing and community sourcing are two keywords widely acclaimed as an alternative approach for individuals in networked societies to carry out a project. But what does crowdsourcing and community sourcing actually mean? How are they connected, and what is the difference between these network mechanisms in terms of the design process and design culture? Can community sourcing and crowdsourcing help accomplish expert work or will specialist knowledge perhaps even be replaced by the collective knowledge of the Network Societies? Has the age of the genius creator come to an end due to the swarm intelligence and the butterfly effect's efficiency in generating new ideas and transferring new visions to concrete projects?

There is no doubt that the new working methods and development processes of the Network Societies will allow a new generation of projects as far as authorship, creative dimension and input, as well as unpredictable project output, are concerned. Individual pieces of work by individual protagonists or groups of designers and architects will be replaced by discursive forums and design practices. The creative scenarios of the future will radically change the current situation. And what's next? These and other questions are this lecture's basis, accompanied by case studies on crowdsourcing and community sourcing in the field of editorial and exhibit design. (Postproduction/editing: Sebastian Weindauer)