

# Open Source/Open Culture

UHON 402-005 | R | 1:00-3:45 | HART 100 | 44345

Andrea Polli

Open Source/Open Culture examines contemporary open source, free software and DIY movements through hands-on projects and/or theoretical research. This class is connected with the university-wide Open Source Learning Community (OSLC) sponsored by the Office of Support for Effective Teaching. Students from all disciplines welcome.

Open source describes practices in production and development that promote access to the end product's source materials. Some consider open source a philosophy, others consider it a pragmatic methodology. The open source model includes the concept of concurrent yet different agendas and differing approaches in production, in contrast with more centralized models of development such as those typically used in producing commercial software. A main principle and practice of open source software development is peer production by bartering and collaboration, with the end-product, source-material, "blueprints" and documentation available at no cost to the public. This is applied in various fields of endeavor, from computing to design to biotechnology (Wikipedia).

## Readings

Graham Meikle, *Future Active*

Lawrence Lessig, *The Future of Ideas* (Available online for no cost.)

With additional resources available at:

<http://www.andreapolli.com/unm/opensourcesyllabus.htm>

## About the Instructor

Andrea Polli ([www.andreapolli.com](http://www.andreapolli.com)) is currently an Associate Professor in Fine Arts and Engineering at the University of New Mexico and Mesa Del Sol Endowed Chair of Digital Media at the University. She directs the Social Media Workgroup at UNM's Center for Advanced Research Computing (CARC). Polli's work with science, technology and media has been presented widely in hundreds of presentations, exhibitions, and performances internationally, and has been recognized by numerous grants, residencies, and awards including a Fulbright Specialist Award and the UNESCO Digital Arts Award.