

# Hacker space? Is that not some kind of pirate bay?

By Yori Fournier

(4/4)

# About the conference series

- Four talks of 30 minutes each
  - 24<sup>th</sup> of September → **What is the Internet?**
  - 8<sup>th</sup> of October → **How to use the Internet?**
  - 22<sup>nd</sup> of October → **What is the impact of the Internet on the virtual world?**
  - 5<sup>th</sup> of November → **What is the impact of the Internet on the physical world?**
- 30 minutes discussion
- Beer !

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# What is a Hacker?

# What is a Hacker?

- Short Story:
  - With Internet programmers could **exchange** pieces of programs.
  - A program is made of **functions** (a program is very modular)
  - A function is **like a lego brick**.
  - Using a function for **another purpose** than what it was designed for is a **Hack!**
  - In the late 70's there were **no tools** to use the **internet** and just a few to use **computers**.
  - Hence, most of the Internet users were hackers. **You had to hack** to do what you wanted.

# What is a Hacker?

- Hacking:
  - It is older than the Internet.
  - Internet made it global. Hacking is a **key brick** of the **Internet culture**. To use the internet you had to be a hacker.
- Hacker **is not**:
  - an evil person, not a **pirate**, not necessarily a **programmer**.
  - what the **mass media** are calling a **hacker** (cracker).
- Hacker **is**:
  - a person who is using a digital/physical object for **another purpose** than it was designed for.



# Hacker Space

# Hacker Space

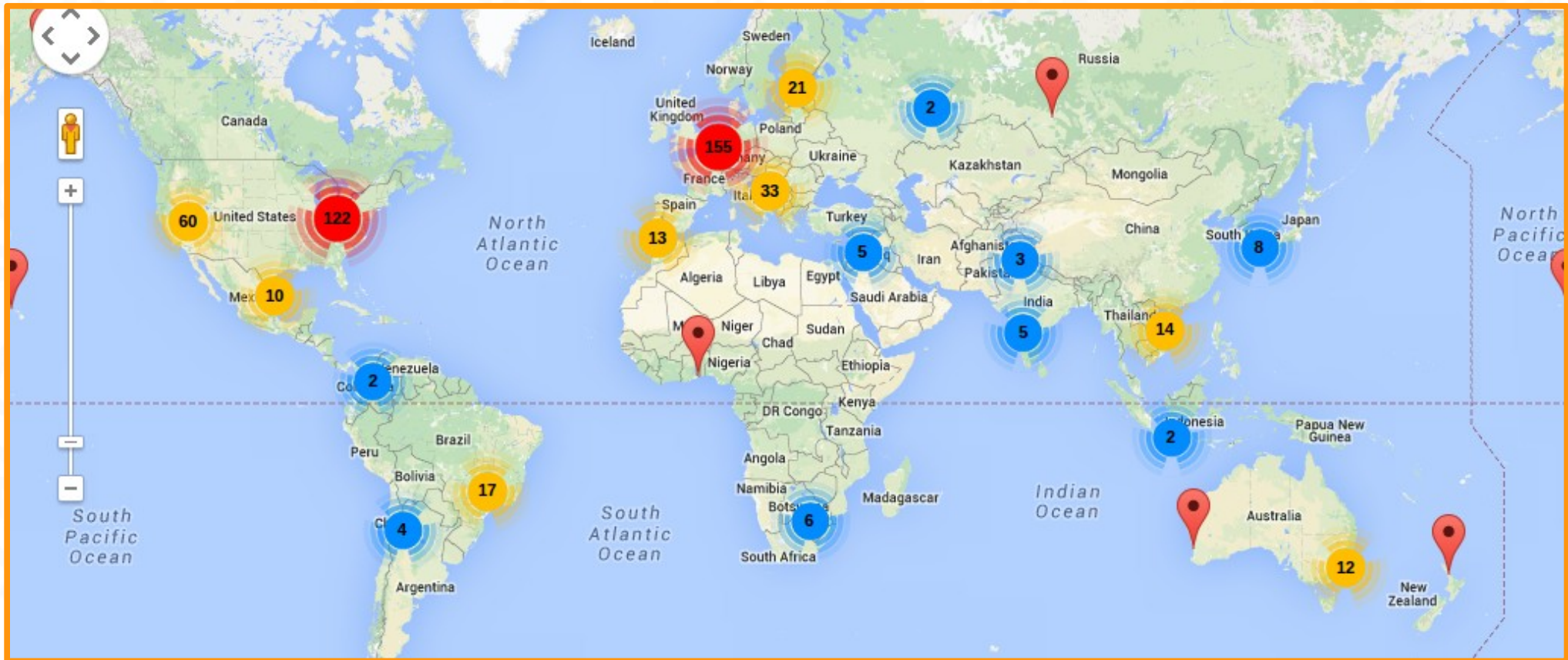


- Like any cultural movement hackers needed a place to meet.
  - **A place for hacking!**
  - A social place, where people are driving projects. A place of learning, discussing, **sharing!**
- Hacker spaces are the continuity of the **Internet in the physical world.**
  - What happened on the Internet (hacking, social connection, chating, jockes, sharing, teaching, learning...) happen in hacker spaces.
- <http://hackerspaces.org/wiki/>

# Hacker Space



- Hackers spaces in the world (~1000)



<http://hackerspaces.org/wiki/>

# From Hacking ... ... to DIY

- **Why hacking ?**
  - For knowledge (ex. of the network guy)
  - For solving a problem for which there are no available tools.
- A **lack of tool** is what another community is often facing:
  - The **Do It Yourself** community (DIY)
- Hacking is also a key brick of the **DIY culture**.

# From Hacking ... ... to DIY

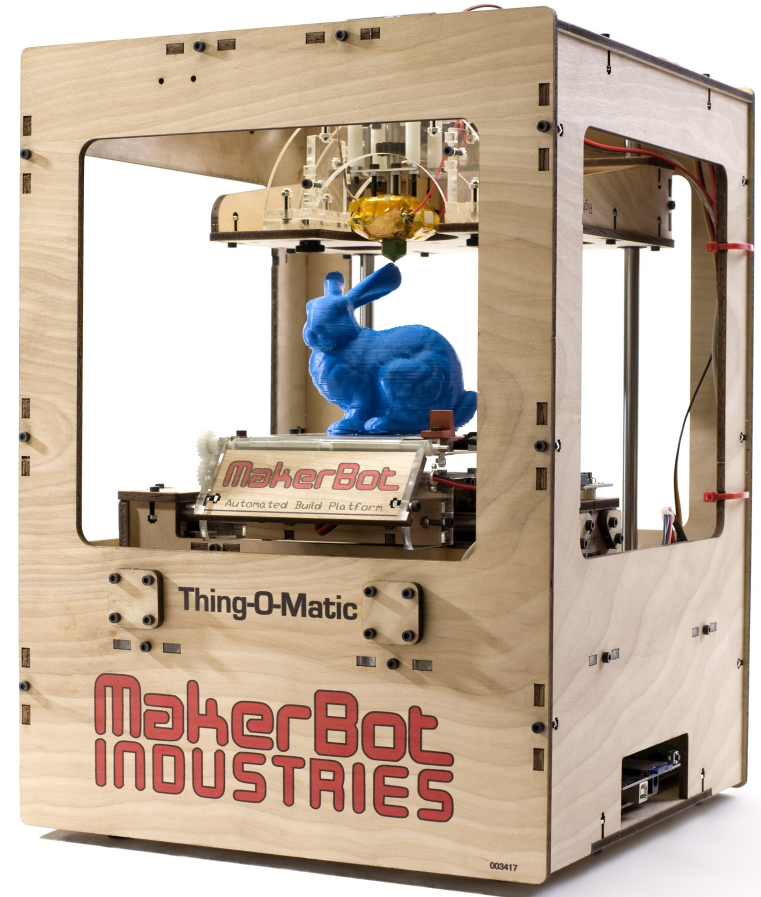
- Both movements **profited from the Internet**, because they had similar **cultural practices**:
  - **Sharing** in the internet sense
  - **Teaching** what you know
  - **Learning** by doing (LBD)
  - The one who knows-how decides. **The know-how power.**
- The **Internet** brought the platform for these communities and a **place to mix**.
  - **Hackers** and **Makers** (DIY) are very close to each other.
  - Hackers: for knowledge, Makers: for building.

# From Hacker Spaces... ... to FabLabs

- A Maker is hacking by default but he wants to build.
  - Some time he doesn't want to hack (dirty).
  - But he still doesn't have the tools ...
- Fabrication Laboratories (FabLabs) are places where
  - the tools are.
  - you can learn how-to (use te tools, drive your project...)
  - you can share your knowledge
  - You can hack! (no dirty hack)
- FabLab in Potsdam: Freiland (<http://machbar-potsdam.de/>)

# From DIY to Open hardware

- The Problem with DIY:
  - you rarely have access to the plan/source of an object. Hence people got **same problematic than with softwares**.
- You needed **open hardwares**.
  - Example: the MakerBot 3D printer.
  - They face more complex licenses problematics.



By MakerBot Industries (CC-BY)

# Examples of famous communities.

**Chaos Computer Club** (1981)

- 1984 Chaos Communication Congress
- 3600 members
- own journal
- Website: [ccc.de](http://ccc.de)





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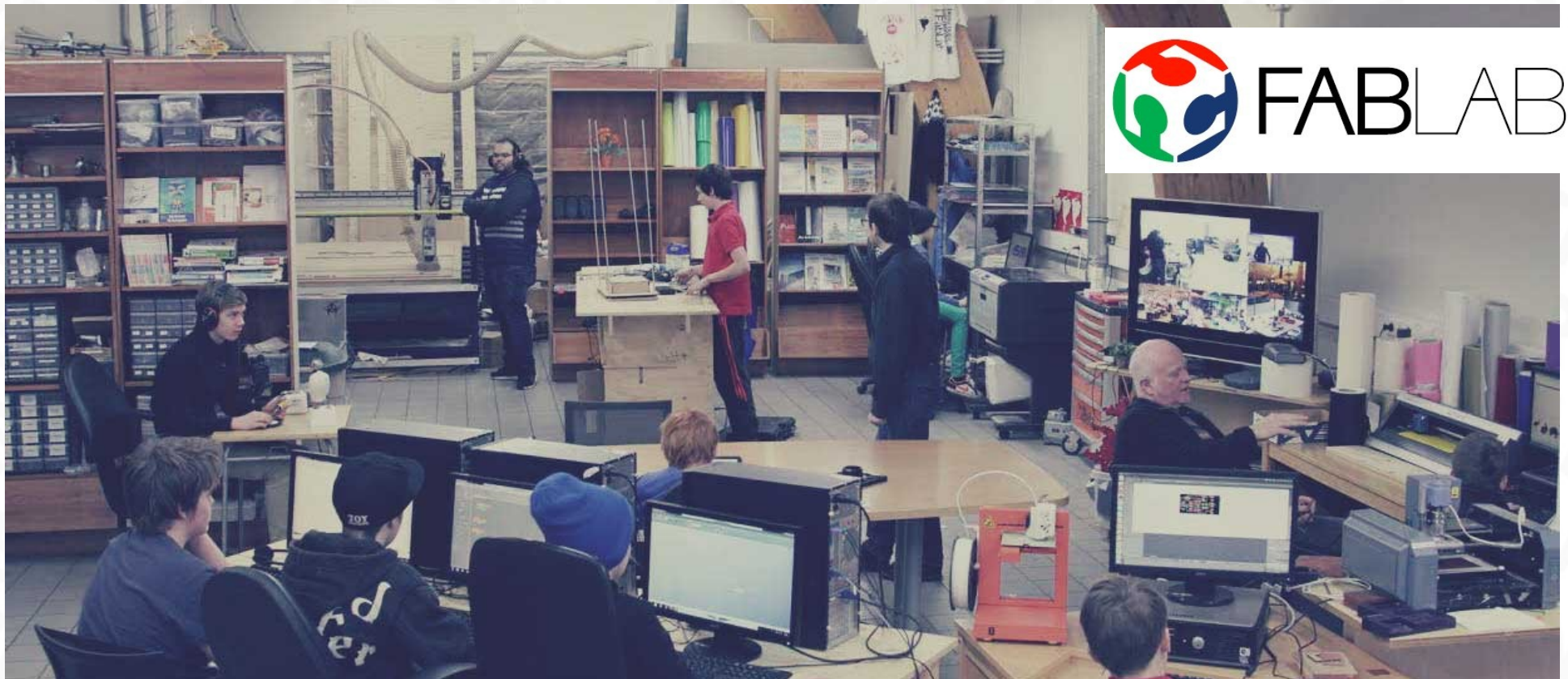
- C-base
  - Hacker space in Berlin (Jannowitzbrücke)
  - Part of the hackers space network
  - Website: [c-base.de](http://c-base.de)



**c-base**  
CULTURE COMMUNICATION CARBONITE

# Examples of famous communities.

- FabLab Vestmannaeyjar (Iceland)



# Internet is real

- Hacker spaces and Fablabs are not the exclusive physical continuation of the Internet.
  - The **Open Data** Movement: free access to scientific publications.
  - **Net Neutrality** Movement and Hacktivists.
  - **CopyLeft** Movement
  - The **Self-Hosting** Movement and The **DIY-ISP** movement.
  - many more ...
- They are all very real ! As well as their actions.
  - Sometime too real...

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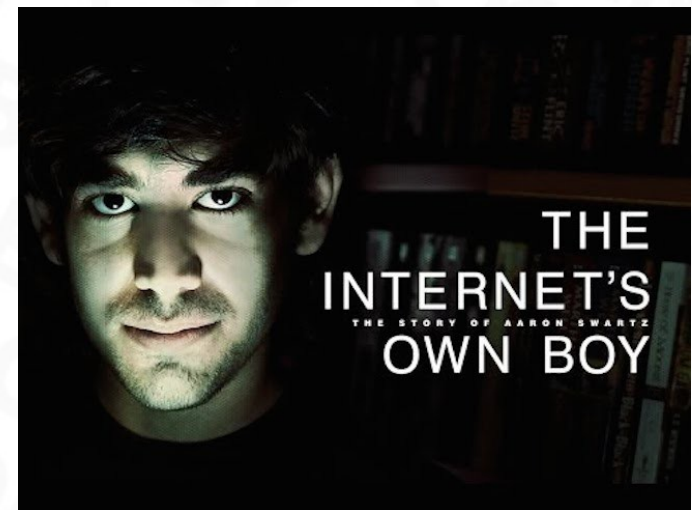
- Dramatic stories
  - The Pirate Bay: check the movie: **TPB AFK**
  - WikiLeaks: just read the news.
  - Aaron Swartz: **The Internet's own boy.**
- I'll make a movie session about this topic this winter.



The Pirate Bay



WikiLeaks

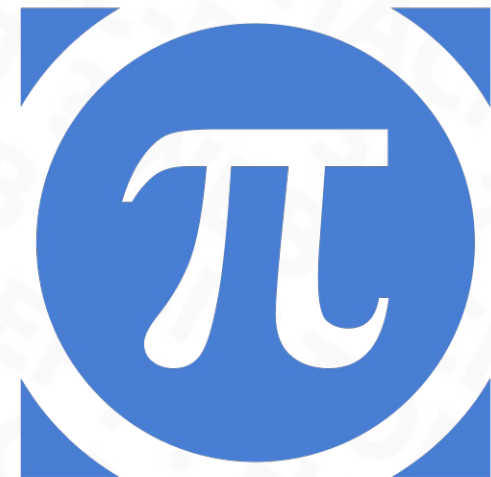


# Internet is real

- Happy stories
  - **Stop Online Privacy Act** (SOPA): Aaron
  - **HADOPI**: Quadrature du Net
  - many more...



By Daniel J. Sieradski (CC-BY-SA)  
(modified by my self)



**LA QUADRATURE DU NET**  
by la quadrature du net (CC-BY)

# Conclusion of the serie

- **What is the internet?**
  - A decentralized network meant to avoid control
- **How to use the Internet?**
  - Avoid centralized network → toward selfhosting.
- **The impact of the Internet on the digital world**
  - Sharing like internet: Copy left, free software...
- **The impact of the Internet on the real world**
  - New place for creativity, new way of communication, very real.

**Internet is an idea. Share it!**