

Cultural Emergence | PUBLIC ACCESS TO IDEAS

THE FREE CULTURE GAME: PLAYER IMPACT GUIDE

AGE 10+ | 1 Hour

“The danger in media concentration comes not from the concentration, but instead from the feudalism that this concentration, tied to the change in copyright, produces.”

--Lawrence Lessig, Free Culture: The Nature and Future of Creativity



THEME FOR THIS GUIDE: Public Access to Ideas

As technology evolves and changes, the nature of intellectual property and idea generation will change as well. Law and policy must keep up with these changes, but the outcome of legislative debates will affect the nature of creativity, art, and commerce. *The Free Culture Game* attempts to clarify the significance of copyright law through an interactive art piece (some writers avoid the word “game”). While *The Free Culture Game* is not a debate by itself, experiencing the piece will introduce people to the concepts involved in one perspective. For more information, visit: <http://bit.ly/X1SJCj>

<p>WHY USE THIS GUIDE?</p>	<p>In this guide, we invite you to think about the public access to ideas and consider why it might be important to maintain a freedom of thought and ideas in a society. When ideas become scarce in a community there will be an impact on both the generation of and flow of the ideas. While it might not seem possible that ideas could be limited or controlled, <i>The Free Culture Game</i> illustrates what can happen as copyright and commodification are introduced to the management of ideas in a community.</p> <p><i>Answer the questions below and add up your points when you are finished!</i></p>
<p>GAME BASICS</p>	<ul style="list-style-type: none"> • Use the Cursor move ideas to the center of The Common field. Why is this important?[+1] • How does the Vectorialist create scarcity in The Common?[+1] • What indicates that someone is about to leave The Common?[+2] • How do you keep someone from leaving The Common?[+2]
<p>THEME INSIGHTS</p>	<ul style="list-style-type: none"> • What does the Cursor represent? [+2] • What does the Vectorialist represent? [+2] • What does it mean for someone to switch from The Market to The Common?[+2] • What does feeding someone with an idea represent?[+2]
<p>WORLD CONNECTIONS</p>	<ul style="list-style-type: none"> • Why is it important to keep ideas on the real-world equivalent of The Common? What is that real-world equivalent of The Common? [+1] • Is the game a reasonable simulation of how people generate and consume ideas? Why or why not?[+2] • What are the pros and cons to the Vectorialist controlling all the ideas? [+2]

Bonus Challenge: Dream up a game-mod. How would you enhance *The Free Culture Game*? Do you imagine some better tools or skills for the cursor to have? What would you “fix” in the game, and what would your fixes represent in the world? Post it to YouTube, and share the link on the Center for Games & Impact Facebook page at <http://facebook.com/gamesandimpact>.