We all agree open sourcing hardware is important, and as practitioners, many of us have been involved in work, research and talks about it. To date, no universal “right solution” exists. While Creative Commons licenses are widely used for software, there is a growing number of groups using the licenses for hardware, without necessarily accounting for the difficulties and restrictions hardware imposes. In short, open source for hardware is not like open source for software, and thus cannot use the same legal tools.

The purpose of this workshop is to create a direct dialogue between Creative Commons and some of the most significant players in the Open Source Hardware Community. CC representatives will be sharing their perspectives while listening to the needs and perspectives of this community, in order to help form more appropriate licensing options for open hardware.

1:30- 2:00 Welcome and Introductions by Ayah Bdeir and John Wilbanks
2:00-3:30 Teaching session on IP and open source by Thinh Nguyen and John Wilbanks, dialogue on possible standards for open source hardware licensing
3:30-4:00 Break
4:00-6:00 Lightly moderated interactive discussion and whiteboard exercise with the group
6:00-7:00 Cheese and wine wrap-up sponsored by Creative Commons

Following the workshop, a living list of resources about open source hardware licensing will be accessible at the website below. This will include video documentation of the workshop, a transcript of brainstorming results, and other relevant links.

http://www.eyebeam.org/projects/opening-hardware
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Wired Magazine - Editor in Chief

Anderson took the helm of Wired in 2001 and has led the magazine to nine National Magazine Award nominations since winning the prestigious top prize for general-circu- lation magazines in 2005, 2007, and 2009. He is the author of the New York Times bestsellers The Long Tail and FREE: The Future of Radial Price, both of which are based on influential articles published in Wired. He is also founder of BookLoung.com, a free online service that connects authors on tour with audiences.

Celine Assaf
littleBits - Legal Counsel

Celine is a lawyer specializing in Intellectual Property law. She gradu- ated from Columbia Law School with a Masters in Law (LL.M.) after ob- taining her Masters in Multimedia Information Technology law (D.K.S.S.) from Universität Pauhau- Annau (Paris II) in Paris, and a law degree from Saint Joseph University in Beirut. She has been practicing law for a year in Lebanon and France focusing on Copyright, Trademark, Patent, Domain name dispute arbitration and Media law.

David Cuartielles
Arduino - Software Creator

After finishing his MSc in Telecommu- nications Engineering, David dedicated a couple of years to work first as project manager and later as development engineer at M2mplus Technologies (Munich, Germany). He became the head of the Mechatronics Laboratory at the School of Arts and Communication located in Malmö, Sweden. During 2005 David, together with Massimo Banzi created the Open Hardware platform Arduino. http://arduino.cc

Ayah Bdeir
EYEEM - Senior Fellow
littleBits - Founder

Ayah Bdeir is an artist, engineer and interaction designer. She graduated from the MIT Media Lab with a Mas- ter of Media Arts and Sciences. Her work spans a range of mediums including interactive installations, electronic-fashion, gadgets and active furniture. She is the founder of littlebits.co, an open source library of electronics, made easy by tiny magnets. Ayah is a fellow at PROBEAM, and a princi- pal of art&d studio for creative technologies, New York.

Limor Fried
Adafruit Industries - Founder

Limor is an engineer, artist & hacker. She received her M.Eng in EECS from MIT where she designed and implemented technologies to help people defend their personal space from cell phones and televi- sion. She makes electronics toys (Dust, HoBo, 1BIT, Jeralin, POPC, sandbits) and sells kits online. EPP’s judges chose to honor Limor with a Pioneer Award in part to encourage the hardware hacking com- munity to continue good work.

Jon Phillips
StatusNet - Community Advisor
Creative Commons - Fellow

Jon Phillips is an artist and devel- opment living in San Francisco and Be- nnington, Vermont. His work is about using existing technology and the “new” media projects. His notable involvements include Open Source and Peek Culture movements,Kickstart, Open City Art Library, and building community and business development for Creative Commons. Jon is also an advisor at Overlap, a platform for experimental media.

Phil Torrone
MAKE Magazine - Snr. Editor
Adafruit Ind. - Creative Director

Phil has authored and contributed to numerous books on program- ming, mobile devices, design, and hardware hacking and is also a contributing editor for Popular Science and an Associate Editor for Creative Director at Adafruit Industries, an NYC-based open-source hardware & electronic kit company. Prior to MAKE, Phil was Director of Product Development for creative firm Fulf일n Worldwide, known for their award-winning films.

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