



# Making Spaces / Making Publics / Making Politics

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DIY Citizenship 2010



# Hackerspaces

- **TAZ for the embodiments of network culture**
- **But how do we maintain transgressiveness?**
- **Potential compromised by social reality**





# Social Reality

- **Homogenous social profile**
- **In communities w/ different racial & class profiles**
- **Isolated from host communities**
- **Non-economic spaces, in an exclusive fashion**
  - **Economic production leaves the space**
  - **Third-space nature requires disposable income**
- **Anti-political**
- **Techno-fetishist**
- **Lack of historical perspective on collective spaces**





# Why Catalog This?

**The spaces we occupy reflect and shape  
what we do and can do.**





# Built Reality

- **Commercial spaces without street frontage**
- **Private and anonymous**
- **Getting space as a defining moment**
- **Constrained by property**
- **Privacy frees and isolates**





# Doors

- **Little or no sign of activity**
- **Physical transparency and transparency of community**





# Build Out

- **Forms the character of a space**
- **Communal workspaces; little storage**
- **Non-productive bent limits exploration of options**





# Decorations

- **Other spaces exist in a world of color**
- **Graffiti and sculpture becomes memory**
- **Hackerspace a-politicality is represented in white walls**
- **Respectability -- passing privilege for spaces of production**





# Aging and Growth

- **From insurrection to institution**
- **From TAZ to only supporting limited forms of transgression**





# Changing Spatial Metaphors

- **Infrastructure and agglomeration**
- **The camp**
- **The factory**



**Thank you!**

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