



**OPEN  
DESIGN  
MANIFESTO**



# OPEN DESIGN MANIFESTO

## #03

### OPEN COLLABORATION

Makers share designs, code, and ideas globally but making occurs locally. Makers share their expertise with a worldwide audience. “We” are smarter than “me”. Collaboration on projects of intense personal interest drive the need to share ideas and lessons learned more than external incentives like compensation, credit or fame. A collective can only exist if Openness is the core ideology.

## #06

### MENTORING DEFIES AGEISM

You are a cool and amazing person. You have worked for years and in your setting you are one of the smartest. That is great. But do not assume that this also applies everywhere. People a lot smarter than you and who most probably have a hundred times more experience in the specific topic are involved. Open Design honours learners of all ages and embraces the sharing of expertise. Young people are valued alongside decades-older master. Keep cool and better be shy than snobbish.

## #09

### FREE REDISTRIBUTION

The design shall not restrict any party from selling or giving away the file/drawing/sketch. The design shall not require a royalty or other fee for such sale for non-commercial purpose.

## #12

### DESIGN MUST NOT RESTRICT OTHER DESIGNS

The design must not place restrictions on other designs that form a system with other types of licences. For example, the design must not insist that all other designs distributed on the same system must be open-source as well.

## #01

### DESIGN IS OF, BY & FOR THE PEOPLE

Design cannot be done in isolation; it has to be done keeping people in mind, combining form, function and meaning with a focus on eco-centeredness. People, contexts, environment needs to be involved and taken into consideration in the entire process of designing, otherwise it makes the entire point of sense making insignificant.

## #04

### STOP THINKING, START MAKING

To invent the solution to any problem by making things and then making those things better. Perhaps “grit” or determination can be taught, but there is no substitute for experience. The best way for collaborators to become deeply invested in their work is for their projects to be personally meaningful, afforded sufficient development time, given open access to constructive materials, and the collaborators themselves encouraged to overcome collective as well as personal challenges.

## #07

### NO DISCRIMINATION AGAINST PERSONS OR GROUPS

Design must not discriminate against any person or group of persons. When people come together to look at the problem as a collective and listen to the issues and concerns of each member, they end up forming a very holistic perspective of the problem at hand. Solutions are built with the participation of everyone and by building on the ideas of others, the system thus formed is an open and a democratically designed one. It’s a inclusive transparent system with every single entity visible to each member.

## #10

### DERIVED WORKS

The design must allow modifications and derived works, and must allow them to be distributed under the same terms as the license of the original design: Share Alike.

## #13

### DESIGN MUST BE TECHNOLOGY-NEUTRAL

No provision of the design may be predicated on any individual technology, tool, or style of interface or working. Design should not be dictated by technology and must be available to people who don’t have access to specialized tools and technology.

## #02

### LEARNING IS EVERYTHING

The most important idea behind open design is to learn. People provide their knowledge in an open way, to let other people learn from it and to learn from other peoples contributions. Be sure to learn something from everything you see, might it be an object, a process, a system or even a conversation. You can learn from anyone out there.

## #05

### DOCUMENTATION

The documentation of the design must include Bill of Material, sources of procurement, process, steps schematics, functioning and repairing procedure whenever possible. Where some form of a product is not distributed with the documentation, there must be a well-publicized means of obtaining the documentation for no more than a reasonable reproduction cost, preferably downloading via the Internet without charge.

## #08

### NO DISCRIMINATION AGAINST FIELDS OF ENDEAVOUR

The design must not restrict anyone from using it in a specific field of endeavour. For example, it may not restrict the design from being used in a business, or from being used for social innovation.

## #11

### DISTRIBUTION OF DESIGN

The rights attached to the design must apply to all to whom the design is redistributed without the need for execution of an additional license by those parties.

## OPEN DESIGN MANIFESTO

Derived from the Debian Free Software Guidelines (DFSG) and Ekprayog: Design Democracy and Tinkering.

Can turn this poster to project trigger cards as well by cutting on the dotted line and use a required permutation, combination.