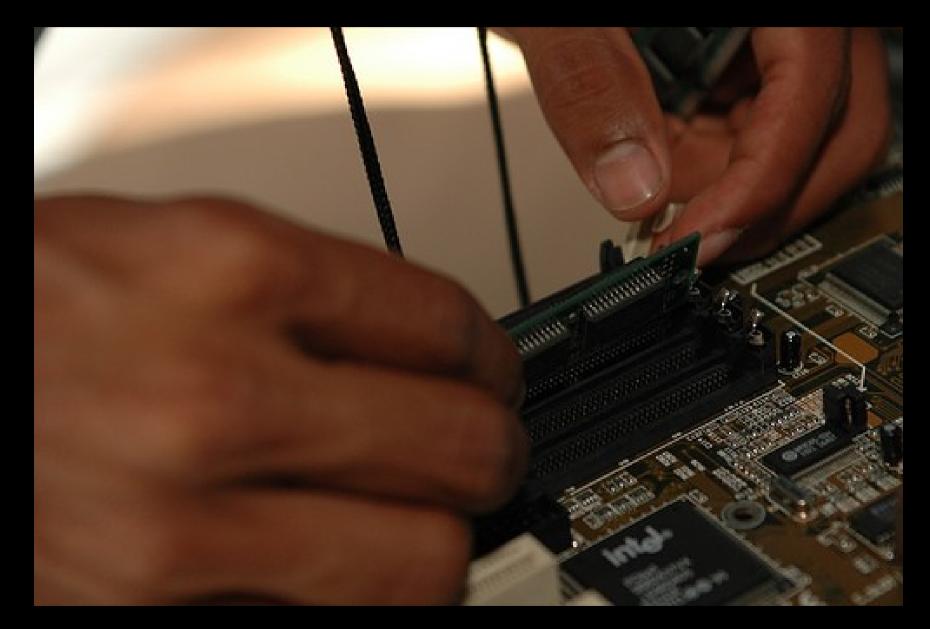


## *metareciclagem* 7 unstable definitions



- de-construction and appropriation of technology
- media and tech education
- social change
- · diy
- low tech as craftsmanship
- free and open technologies











#### Background - 2002

#### projetometafora.org

- mailing list + wiki
  - collaborative practice
  - free and open source -> free knowledge?
  - critical perspective on "digital inclusion" more than pressing buttons
  - xemele
  - · spora
  - online projects
  - plenty of different personal backgrounds



## MetaReciclagem is the hardware spore of projetometafora

1

local // well-defined boundaries
 experimental

lab, donations, volunteers





















- tactical media MTB
- new gov empty spaces
- autonomy from metafora
  - metafora has been killed



#### 2.

## MetaReciclagem is an independent collective

self-organized

activist // political practice











- public projects
- need for accountability
- scale by replication, not organizational scale
- "we" becomes fluid
- no single NGO or stupid scaling
  - 240,000 computers!





## MetaReciclagem is an idea about the re-appropriation of technology

· open

 distributed people, NGOs, consultancies, public instances

Spora and ConecTAZes









- out of control
- real scale nation-wide projects
  - to hack or to be hacked?
- how can we scale fun?
- ensure group identity





### MetaReciclagem is an open methodology

replicable anywhere, once followed some principles:

- appropriated technology for social change
- documented and published with open licenses
  informed in autonomous infrastructure



- Independent spora
  - Self-organized
  - Local context











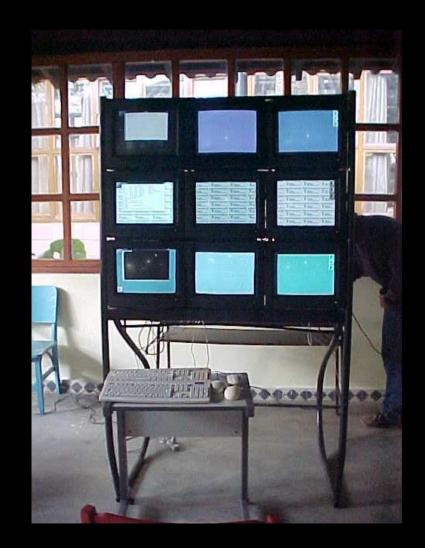




- · gov
  - influencing rather than lobbying
- innovation not only remanufacturing computers, but other technologies, music, video, language, social organization















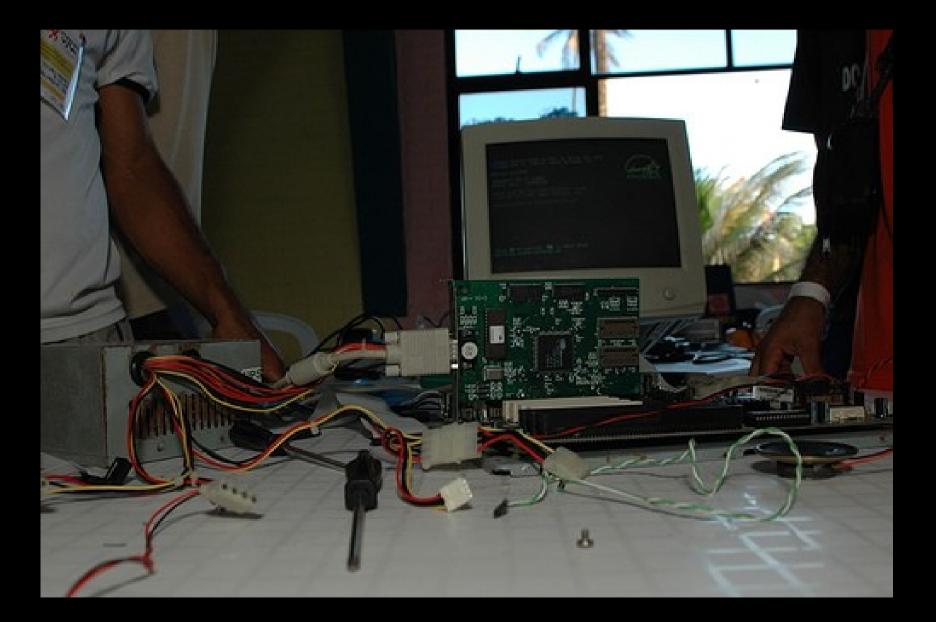
### MetaReciclagem is an attempt to identify and empower potential inventors / innovators

a pandemonium made of creative minds











spora, rhizome, neural network, tactical media, social change, digital inclusion, media education, free knowledge, chaordic organization, media arts, diy, public policy, deconstruction, bricolage, community development...



#### **6**.

# MetaReciclagem is a collective role playing game

whose main goal is to define its own goal



### 7. *MetaReciclagem é* o mutirão da gambiarra



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