VoyeurOne Baron: I think its time to get started. I see several new faces here today, which is great. Basically this is the first meeting for editing the new magazine called Flack Attack. All contributions to the magazine are made at the wiki www.flackattack.org. And what you see on the long white wall behind me is where we will do the layout.

Gonta Maltz: an e-zine, if you will?

Sorgaard Jacques: Whith an intent on being physical as well

VoyeurOne Baron: So a lot of material can go into the wiki, but for the printed version the editorial meetings will be crucial.

Salas Steinbeck: Please explain the topic again.. aouto..?

Sorgaard Jacques: Autonomy

Salas Steinbeck: I am afraid I do not know that word..

Lenin Camus: By autonomy are we focusing on all the issues of individualism and self-reliance, or just a few select Second Life related ones?

Benny Pirandello: Autonomy of whom or what

Gonta Maltz: What type of autonomy?

Sorgaard Jacques: Well... that is what the magazine issue will try to sort out

Benny Pirandello: Can we sort it out alone or with each other?

Lenin Camus: ooooh, fun. Count me in.

Salas Steinbeck: Autonomy as in self-government? Like Second Life beeing self governing_

Sorgaard Jacques: There are many angles of discussing it

Gonta Maltz: “Autonomy” is a broad subject, will this be covering just how broad of a subject it is?
Sorgaard Jacques: The concept of autonomy is relevant for a context like Second Life where we dwell within someone's (Linden Lab's) code

Lenin Camus: In real life we still live within a “code”, it’s just physics/biology

Sorgaard Jacques: Also social codes. Like LAW

Lenin Camus: true

VoyeurOne Baron: I think the interesting part with second life is that it brightens certain aspects of first life like the notion of existing inside code...

Lenin Camus: Let’s make sure we stay away from Matrix references. That’s a death trap of pseudo-intellectual nonsense... If we’re going down the “living in code” road

Gonta Maltz: The existence of rules and regulations seems necessary for autonomy to exist

Lenin Camus: Don’t laws that go beyond stopping violence, theft, etc. only interfere with autonomy?

Benny Pirandello: The genius of second life is that they created a framework where people could function autonomously

VoyeurOne Baron: Well, is that really true Benny? Whatever you do in Second Life you are part of promoting a commercial company (Linden Lab). Is that being autonomous? might be worth asking

Lenin Camus: We still have near complete freedom, it’s just that they reap the benifits of our freedom.

Benny Pirandello: Yes but you have a certain freedom to act as you wish here...within the rules

MichaelJohn Turner: You’re obviously choosing to be here

Gonta Maltz: Does their reaping of benifits cause us harm?

Lenin Camus: I don’t think it causes us harm, as long as they don’t take any assets. Using us for promotion isn’t hurting us.

Benny Pirandello: In a sense more freedom to be candid than in real life

VoyeurOne Baron: A certain freedom, indeed. But autonomy?

Gonta Maltz: I believe the key term would be, we are allowed a “level” of autonomy

MichaelJohn Turner: As well as being able to be here

Komuso Tokugawa: True autonomy would be running a free peer to peer grid of linked servers running open source

MichaelJohn Turner: True autonomy would be without form and is the same as nothing

Lenin Camus: And that would be hell. Laggy.

Komuso Tokugawa: Not like second life laggy:-)

Benny Pirandello: The great strength of the humans is our ability to cooperate with each other

Gonta Maltz: No one has brought up the topic of the recent W-hat attack

Lenin Camus: I’m unaware of that Gonta?

Gonta Maltz: Ah, it was a massive attempted take down of Second Life’s servers

MichaelJohn Turner: I saw a law enforcement message at login

Gonta Maltz: Self-spawning balls were clogging the servers

VoyeurOne Baron: I think that’s what becomes interesting Benny: How can we cooperate and still be autonomous? Or is that what we want?

Lenin Camus: Cooperation and community are not mutually exclusive. The balance of those two is the basis of the anarchist movement.
jesz Murakami: Our general first life cooping SUCKS... read a newspaper

jesz Murakami: Sorry dont read, just look at

Sorgaard Jacques: Ha


Komuso Tokugawa: how? griever motivations

Lenin Camus: Yeah, but cooperation does work when people try. Most of the time conflict happens because one group tries to dominate another.

Gonta Maltz: Here in Second Life “cooperation” seems to be more “people trying to accomplish the same goals”

Komuso Tokugawa: Fact is some people get their rocks off annoying other people

jesz Murakami: Its all a game of alienating social structure

Benny Pirandello: Even groups bent on domination achieve power by cooperating within their group

Lenin Camus: In Mexico groups of farmers and managers have set up collectives that share profits more equally.

jesz Murakami: And unless they can start an intimacy making structure they will go extinct

Benny Pirandello: In Jazz, all the musicians cooperate to create a groove. But then the individual gets a turn to solo and truly express his self. The group cooperation allows the individual to soar

Komuso Tokugawa: Unless they are a saxaphone player in which case they never stop playing:-)

Benny Pirandello: Thats a good example... It could work the other way of course

Noel Marlowe: Groups can discourage an individual from doing things outside the norm

VoyeurOne Baron: Indeed... most groups create institutionalized behaviour, I would say

Lenin Camus: That’s why groups must serve the members instead of the reverse.

Benny Pirandello: The group can empower us or enslave us

Lenin Camus: It’s fascism vs. socialism.

VoyeurOne Baron: I dont think its that easy, Lenin

Lenin Camus: The concept of empowering or oppressing I mean. There are some exceptions of course.

Komuso Tokugawa: What do you all think of the government movement in Second Life? Do we really need virtual politicians?

Lenin Camus: Current modes of Government is outdated in Real Life, so no to them in Second Life.

VoyeurOne Baron: I tend to agree that the potential of Second Life is to find new modes of decision making and participation and not to reinvent that which we already know from first life...

Komuso Tokugawa: So many people seem to want to replicate existing systems though

Lenin Camus: I think it’s the perfect environment for syndicalism

MichaelJohn Turner: ?

Gonta Maltz: Well, we need to draw from our previous knowledge to base things, right?

MichaelJohn Turner: Can’t do otherwise?

Komuso Tokugawa: Sure, but get creative:-)

Benny Pirandello: Uh oh... real life intrudes....must leave...thanks for the stimulating discussion.....bye bye

Komuso Tokugawa: I like the jam session metaphor for collaboration