

Abstract submitted by Alekos Pantazis

*Title:*

## **How to talk about the commons transition in non-expert audiences?**

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We often find it difficult to explain -even within social movements- what Commons stands for and what the process of Commoning is about. This workshop, based on non-formal education, hacks the rules of an old game to talk about the basic concepts of Commoning and to apply experiential learning techniques for the benefit of social movements. To introduce the commons to a general audience, we propose the use of the musical chairs game. A commons-oriented musical chairs game is the reverse of the classical capitalist musical chairs game (collaborative and community-driven vs competitive and individualistic). In the context of the former, new chairs are added to the game instead of removing them and the community is challenged to find inclusive solutions instead of pushing players out of the game. While in the dominant form of the game, each year has less environmental "chairs" and less humane "chairs", commoning is a vibrant activity for the deployment of a new type of game that treats "chairs" as a common good. So, in the "musical chairs as commoning" game, when the music stops a chair is added and another person can join the game. This presentation will show how such an educational scenario could be performed.

*CV:*

Alekos Pantazis is Research Fellow at the P2P Lab <<http://p2plab.org/>> and PhD student at the Tallinn University of Technology. He is an environmental engineer and has 17 years experience of active involvement in civil and agrarian grassroots movements as well as in degrowth and commons movements. He has strong background in non-formal education.