



















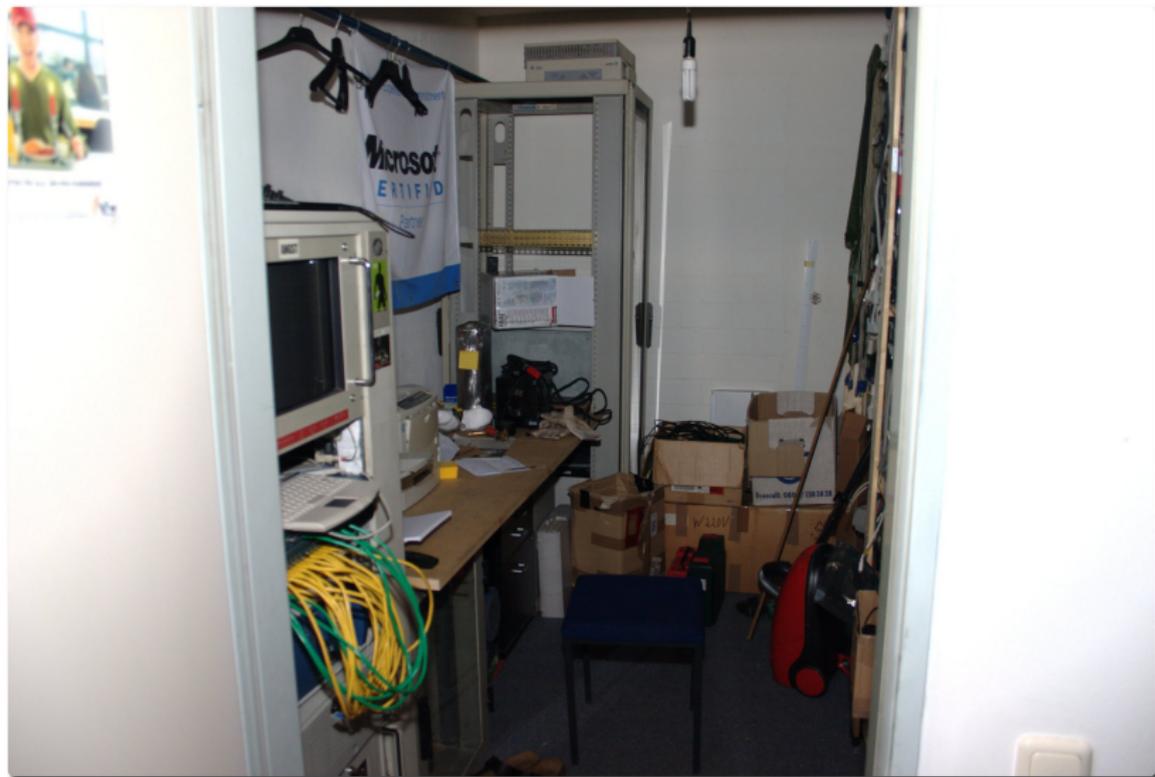








# NOC with Server Racks









































# The Kitchen









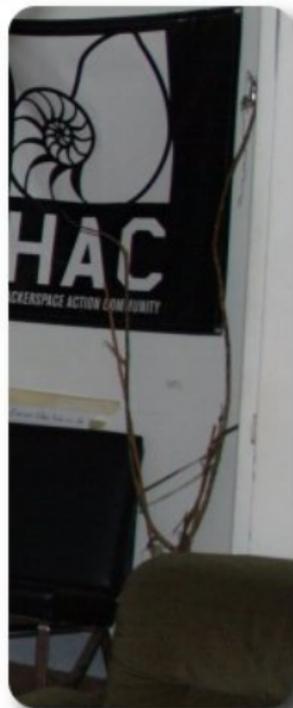
# The Fnordcenter



# Our Poor Plant Named "Egor"...



Sep. '06



Dec. '07





# The Bathroom (extract)











# The Sponsoring Anti-Pattern

## Problem

You think it's a good idea to meet at a company that likes you or at a university where most of you study anyway.

## Implementation

**Never ever depend your space on external sponsors.** Donations are great, but remember that companies can go bankrupt and you won't be a student forever. Meeting at a university will exclude high-school kids or people who don't like the university culture. No company, no matter how nice, will give away presents forever without asking for favours in return. That's capitalism. . .

# Outline

## ① Introduction

Who we are

Why this catalogue?

## ② The Hacker Space Design Patterns Catalogue

Sustainability Patterns

Independence Patterns

**Regularity Patterns**

Conflict Resolution Patterns

Creative Chaos Patterns

## ③ Conclusion

This is not a cookbook

Find your nearest Hacker Space

# The Plenum Pattern

## Problem

You want to resolve internal conflicts, exercise democratic decision-making, and discuss recent issues and future plans.

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## Implementation

Have a **regular meeting** with possibly all members. Have an **agenda** and **set goals**. Make people commit themselves to tasks. Write down **minutes of the meeting** and post them on a mailing list and/or Wiki. Go for the only date that works: **once a week**. Weird dates like “first full-moon after the third Friday” will never work. Likewise doesn't every other week or anything similar.

# The Tuesday Pattern

## Problem

Every weekday sucks. You will not find any day when every hacker can attend a meeting. Someone always has an appointment.

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## Implementation

**Meet on Tuesday.** Since all days are equally bad, just pick the Tuesday. End of discussion.

# The OpenChaos Pattern

## Problem

You want to draw in new people and provide an interface to the outside world.





# The U23 Pattern

## Problem

Your older members graduate from college or get married. Your space needs fresh blood.



# The Sine Curve Pattern

## Problem

You did everything right. You had some big events and a nice time in your shiny hacker space. But after some time the enthusiasm goes away and your projects are stagnating.

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## Problem

You did everything right. You had some big events and a nice time in your shiny hacker space. But after some time the enthusiasm goes away and your projects are stagnating.

## Implementation

Peak enthusiasm at a hacker space has the form of a **sine curve with a cycle duration of four years**. Keep the hacker space running, even if the feel-good-factor is temporarily on holidays. Chances are your space will be awesome again in two years. **Don't give up!** Maybe an exciting new member will knock on your door tomorrow.

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# The Consensus Pattern

## Problem

You need a group decision and want to make sure no one gets left behind.

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## Problem

You need a group decision and want to make sure no one gets left behind.

## Implementation

Use the weekly plenum for discussion. Don't take votes—**discuss until everyone agrees.**

For some problems this pattern is the best.



# The Democracy Pattern

## Problem

You need to make a group decision. Discussion does not seem to lead you anywhere.

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## Problem

You need to make a group decision. Discussion does not seem to lead you anywhere.

## Implementation

Use the weekly plenum for discussion. Do take votes—**the strongest minority wins over the weaker minorities.**  
For some problems this pattern is the best.

# The Command Pattern

## Problem

Nobody does the dishes. Your hacker space looks crappy. No one seems to care.

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## Problem

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## Implementation

**Order people** to do the dishes, take out the trash, keep the infrastructure up and running. **Yell, if necessary!** **But always participate.**

For some problems this pattern is the best.

# The sudo leadership Pattern

## Problem

You started as a community of like-minded people, but suddenly you find yourself in a dictatorship run by a single hacker.

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## Problem

You started as a community of like-minded people, but suddenly you find yourself in a dictatorship run by a single hacker.

## Implementation

Do not have ranks. **Use leadership temporarily**, like for projects and when you really need it. **Don't have a single root.**

# The Responsibility Pattern

## Problem

You volunteered for the task of running a critical piece of infrastructure, e.g. the mail server, but you feel the sudden urge to slack.

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## Problem

You volunteered for the task of running a critical piece of infrastructure, e.g. the mail server, but you feel the sudden urge to slack.

## Implementation

Just because volunteer work doesn't get paid doesn't mean it's less important. Remember that you will directly hurt your friends and the hacker space. **Take pride in your volunteer work.** It will make you grow stronger as a person and is satisfying. When you realise that you really cannot do the job any more, **your last task is to hand it over.**





# The Debate Culture Pattern

## Problem

You are in the middle of your weekly plenum. Everybody's yelling, nothing gets done.

## Implementation

Many geeks have very poor debate skills, the result of years of flame wars on the Net. Make **people with actual social skills lead the discussion**. Those with a background in real-life political work (e.g. student council) were best for our group. **Learn from them. Learn not to interrupt others.**

# The Bikeshed Anti-Pattern

## Problem

You suggest creating something new for your hacker space, like a bikeshed. But now everybody discuss about it's colour. No bikeshed will be built.

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## Problem

You suggest creating something new for your hacker space, like a bikeshed. But now everybody discuss about it's colour. No bikeshed will be built.

## Implementation

That's a known problem. If you suggest something what everybody else in your hacker space can build, **they will take part in the discussion**. And if it's only the colour of the bikeshed, the design of the T-shirts, the Linux-distribution on the server, etc. Nerds tend to discuss trivial problems in epic detail, while more complex tasks will be ignored. **Identify pointless discussion** like these and just end them.

# History of the Bikeshed-Problem

*C. Northcote Parkinson wrote a book in the early 1960s, called "Parkinson's Law", which contains a lot of insight into the dynamics of management.*

...

*In the specific example involving the bike shed, the other vital component is an atomic power-plant, I guess that illustrates the age of the book. Parkinson shows how you can go into the board of directors and get approval for building a multi-million or even billion dollar atomic power plant, but if you want to build a bike shed you will be tangled up in endless discussions.*

see <http://www.bikeshed.com/>





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(Sorry, in German only)

### ***Bereitstellung von Hardware im Chaoslabor***

*§1 Das Chaoslabor ist ein Bereich vorbildlicher Ordnung und Sauberkeit, in dem der Chaos Computer Club Cologne e.V. seine Vereinstätigkeit ausübt.*

*§2 Unter Aufräumpersonal werden Personen verstanden, die sich um den Zustand des Clubraumes kümmern. Aufräumpersonal genießt Heldenstatus und Immunität gegenüber Anfeindungen von Besitzern nicht funktionierender Hardware.*

...

see [http://wiki.koeln.ccc.de/index.php?title=Hacker\\_Space/Hardware-Gesetz](http://wiki.koeln.ccc.de/index.php?title=Hacker_Space/Hardware-Gesetz)

# A Stack of Old Hardware













# Golden Club-Mate









