



## EDITOR'S NOTE

### WE'RE NOT IN KANSAS ANYMORE

Anyone returning to the standards scene after a long absence might feel strangely like Dorothy arriving in the land of Oz: the landscape in the distance looks very different from what it used to. Continuing where we left off in our last issue, we explore what may lie ahead.

Last month we reviewed the Open Source phenomenon from a business perspective, looking at what must be done before Open Source software becomes ubiquitous in the business world (see: **Open Source – Coming of Age?**).

This month, we take a broader view, examining why Open Source and similar non-remunerative collaborative projects have become so common. Is it just because the Internet and the Web have made them possible, or is there something more profound going on?

In doing so, we look at how collaborative projects fit into the standard setting infrastructure, highlighting what is different and what is the same in comparison to more traditional means of achieving kindred goals – and what unique advantages can be gained by employing these new methodologies in preference to legacy processes.

We also take pleasure in welcoming a guest author to this issue: David Galiel, a visionary with his own non-profit, commons-based Web-deployed project, and some intriguing ideas about why “networked peer production” has become such a popular and productive model for creative endeavor.

As always, we hope that you find this issue intriguing. If you have your own ideas to share, please let us know.

Best regards,

Andrew Updegrove  
Editor and Publisher