# what are your rights?

The internet enables us to share information easily.
This is a GOOD THING. People all over the world use it to access
information and other people. We create and contribute.
We choose and compare information from a wide range of sources.
We participate, interact, share, critique and discuss.
We need freedom AND shared culture AND dialogue AND good business.
Exchanging everyone's right to participate for
control by a few people is not an option.
Its even a bad economic idea as it restricts most of us from innovating.
Laws should support sharing and collaboration and participation.
New business models need to be developed to work in a world
where we can share easily.  This is also a GOOD THING.
Describing sharing as piracy ignores the fact that public domain,
creative commons, copyleft, GPL projects and ideas are meant to be shared,
It also assumes we can only 'consume'. .

# software freedom day 2006

## 16 September 2006

# freedom to participate

Free culture and and Free/Libre software people invent, create and share.
We make things which add to our collective wealth as an international community
as well as building technologies, resources, stories, characters, images and ideas
which contribute to our own projects, culture and businesses.
Software Freedom Day is a celebration of this freedom to interact and share.
It is also a chance to invite everyone to talk about these issues.

# we make freedom

We make freedom by making our work and ideas accessible.
We need to defend our freedom.
Copyright, DRM and broadcast lobbies promote their perspectives.
We need our law makers to hear that we need freedom to confidently
access, interact, discuss, repurpose, adapt, customise, refurbish,
repair, replay, retain, collaborate, critique, participate, compete.
Freedom is important for vibrant and expressive local culture.
Freedom is also important for vibrant and innovative local economy.
We are all creative, we all have potential to contribute.
We should all have the right and the freedom to participate.
Come and join us. http://softwarefreedomday.org/teams

plans for ideal consumer v3
one ear for listening
once per purchase.
one eye for watching
once per purchase.
no brain for thinking
differently
replace mouth
with auto coin slot
for pay as you see
subscription.
no hands
for interacting.
no feet for
buying elsewhere