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# **CyberCultu®e beyond techn%gy** **- ASU2, Project Report -**

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# P2P B2B

**Josephine Bosma**

# CC: topology

omiting the old (museums, permanent jobs, office...)

- **workspaces (media labs, bedroom artists, backyard activists...TMP Media Labs)**
  - **tools (on-line, distributed, functional)**
  - **events (European circuit media festivals)**
    - **media (maillinglists)**
  - **profiles (part time working/freelancing mobile networkers 20-40)**
- **networks (open streaming alliance, ECB, ENCART, NICE, a.network)**

# COMMUNITY:

**what ? when ? how ?**

target audience = 0

from sovereign media to "slashdot effect"

# ASU2

**.art new media art - computer asisted art**

**.act "tactical" media**

**.alt alternative technologies**

**= a.network => a.LAB**

# Internet 3

**where no broadband has gone before...**

**...MEANINGFULL CONTENT!**



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