Index

Actor–network theorists (ANT), 11–12 Additive manufacturing, 30, 32–33, 210	Creative Quarter (CQ), 133–134 Crowdsourcing, 13 Cultural quarter, 113–114
Apple, 21–22	Cultural squares, 113
Appropriate Technology movement, 41–42	Cyber-physical systems, 73
Art, 93–98	Darwinian Marxism, 84-86
Asymmetric innovation, 9–10	Decentralization of production, 99–103
Audience labor, 13	Democratization, 172–175
Autonomen, 159	of technology, 172-173
Autonomy, 58–59, 69	Derby Hackerspace, 22
Autopoiesis, 88, 103, 108	Derby Maker Faire, 130
Autopoietic machine, 105	Derby Silk Mill, 130
	Diffusion of practices, 33–34
Big cottage industry, 212	Digital Agenda for Europe, 75–76
Biofinantialization, 69	Digital economy, 12
Buzzwords, 66	Digital Single Market strategy, 75–76
	Digital technology, 211
Cambridge Makerspace, 23	Disruptive innovation, 198–199
Capitalism, 9	DIY metal 3D printer, 42–43
Capitalist economies and societies, 55	DTM, 36, 38–39
Carbon 3D, 34–35	
"Catapult" program, 170	Empty signifier, 59
Civil, Mechanical and Manufacturing	Engineering Directorate (ENG),
Innovation (CMMI), 32–33	32–33
Cold War laboratories of Battelle	Enthusiasm, 191
Memorial Institute, 30–31	Entrepreneurial approaches, 10
Computer numerical control (CNC),	Entrepreneurship, 155–168
152–153	Ethnographic methodology, 16–17
Computer-aided design (CAD), 174	European Union (EU), 170
Consumer-generated content, 13	
Contentious politics, 125	Fab Labs, 5–6, 23, 81–82, 109,
Continuous liquid interface production	212–213
technology (CLIP	Charter, 125
technology), 34–35	FabLabs. io, 113
Craft thinking, 192–199	truck, 164–165
Crafting science, 184–191	Financialization, 68–69
Creative destruction, 9	Fixer's Manifesto, 126–128
Creative industries, 49	Forces of production, 77–82

Fourth industrial revolution, 70–71, Labor-saving technologies, 55 Laminated object manufacturing discoursing 3D printing within, (LOM), 34 71-77 Learning, 183 Frappe machine, 177–178 space, 178 Frugal innovation, 194-195 Leicester Hackerspace, 106, 113-114, Frugality, 192-199 140–142, 184–185, 199 Fused Deposition Modeling (FDM), Leninism, 159 34–35, 77–78 Light bean, 185 Low-cost 3D printers, 44-45 Luddite movement, 11-12 Gadget makers, 170 Geek public, 88 Gezi Park, 163-164 Maker community, 6-7 Maker Faire, 130-131, 146, 149 Google Groups, 144 Maker Mini Faire, 146-147 Grammar School, 23, 176–177 Grassroots community workshops, Maker movement, 125 109-110 MakerBot, 21-22, 30, 58 Grassroots innovation, 170-171 replicator, 178 Wi-Fi, 47–48 Makers movement, 4-5, 209, 212-213 Hack Cyprus, 178–179 Makers Yard, 115-116 Hacker cultures, 174–175 Makers' Involvement, 40-51 Hackerspaces, 5-6, 12, 19, 22, 78-79, Makerspaces, 5-6, 109, 212-213 104, 109, 182, 212–213 Manufacturing Technology Centre, conditions of 3D printing culture in, 77-78, 169 110-116 Marxism, 86 Hackerspaces. org, 113 Material ideas, 93–98 Hacking, 12–13 Material object, 94 Hacklabs, 125 Materialization of ideology, 74 Hermeneutical process of ethnography, Meetup, 200 18 - 19Meritocracy, 61-62 Homebrew Computer Club, 83 Microsoft Innovation Center, 176-177 Moore's law, 70-71 Inclusive growth, 72–74 Inclusivity, 195 Napster phenomenon, 80–81 Innovation, 8, 12, 169–170 National Additive Manufacturing Innovation Union, 75–76 Innovation Institute Instant gratification problem, 188 Intended audience, 20-21 (NAMII), 41 National Science Foundation (NSF), Intensive development years, 33-40 32 International Labour Organization Neoliberalism, 57-58 (ILO), 73 Neotechnic technology, 99–103 Internet 2.0, 80-81 Netflix, 80-81 iPhone technologies, 36–38 NottingHack, 133-134 Nottingham City Council, 133-134 Knowledge-based economy, 67-68

Nottingham Hackerspace, 142–143 NY Resistor, 21–22	Rugged consumerism, 126–127 in digital age, 13–16
One Road One Belt Initiative, 72–73	Science, 93–98
Online media, 19	fiction, 89–93
Open coding, 20–21	Selective laser sintering (SLS), 36, 38,
Open hack-nights, 185–186	190
Open Source, 40–51	Service work, 55
Openness, 205–208	Shapeways, 81, 116–117
Speniness, 200 200	Single Market, 75–76
Pay as you feel scheme ("PAYF"	Social Democracy, 159
scheme), 141	Social factory, 81
Peer-to-peer networks (P2P networks),	Social justice, 155–168
78–79	Social movement, 58–59
	Social order, 122
People's Capitalism, 86–87 Philips Lifestyle, 81–82	Society of spectacle, 74
	Solid freeform fabrication, 30, 210
Photo-glyph process, 31–32	Spaceship Earth Recyclers, 105–106
Photographic-printing process, 31–32	Startup Weekends, 176–177
Pirate bay, 79–80	
Pirate Parties, 79–80	Strategic Manufacturing Initiative
Platform capitalism, 80–81	(STRATMAN Initiative),
Policymaking, 169	32–33
Political consumerism, 126–127	Structural weaknesses, 75
Practice as politics, 123–125	Suburban husbanding, 15
Precursor technologies, 30–33	T
Premature deindustrialization, 56	Targeted innovation, 9–10
Principal Investigator (PI), 36–38	Technology, 53–55, 76–77
Productive leisure, 15	Techshop, 143–144
Prosumption, 13, 119–120	3D
D 11 1 1	cube, 178
Radical science movement, 83	inkjet, 89–90
Recursive public, 88, 137	movie, 178–179
REMAP, 149–150	printed guns, 49–50
Replicator, 66–67, 92	printers, 1–3, 5, 7–8, 62, 81–82, 169,
RepRap 3-D printing, 85	174
RepRap 3D printers, 77, 103	3D printing, 1, 53, 116, 169, 171,
RepRap model, 44–45, 145, 201–202	209–210
Representational machines and spaces,	affordability, 1–2
119–122	autopoiesis, 103–108
Research and development (R&D),	conditions of 3D printing culture in
169	hackerspaces, 110–116
Resilience, 205–208	culture, 2, 11, 211
Right technology at the right time,	discoursing 3D printing within
54–59	fourth industrial revolution,
Right to the City Network, 157–160,	71–77
163–164, 168	forces of production, 77-82

Index

foundations, 30	skills, individualized 3D printers,
hacking and user-producer relation,	and building robots at
12–13	home, 199–204
history, 29–30	speculation and promise, 66–71
innovation, 8–12	study, 3–4
internal organization, 140-143	systems corporation, 33-34
material ideas, 93–98	technological development, 30
method, 175–183	technology, 6-7, 29
methodology, 16-27	ubiquitous and networked, 143-146
neotechnic technology and	utopian narratives, 82–88
decentralization of	Top-down approach, 196
production, 99-103	Transformative social innovation, 170
positioning and purpose of 3D	Trello, 144
printing in four different	
spaces, 132–140	Ubiquitous computing, 145-146
research questions, 16	User innovation, 172–175
revolution, 59–66	User-generated content, 13
right technology at the right time,	User-producer relation, 12–13
54–59	Utopian narratives, 82–88
rugged consumerism in digital age,	Utopianism, 86–87
13–16	
science fiction, 89–93	World Economic Forum (WEF),
significance, 3	71–72
organicanice, 5	11-12