**Towards a (de)centralization-based typology of peer production**

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**Abstract**

Online peer production platforms facilitate coordination of creative work and services. Generally considered as empowering participatory tools and source of common goods, they can also be, however, alienating instruments of digital labour.

The paper proposes a typology of peer production platforms, based on the level of (de-) centralization of selected features. Between commons-based peer-production and crowdsourced, user-generated content enclosed by corporations, a large scope of models within peer production combine different social, political, technical and economical arrangements. The combined analysis of the level of (de-) centralization of platforms features proposes to inform on the emancipation capabilities of participants in peer production processes in a more granular way than a market-based qualification of platforms, based on the nature of the owner of the platform, or its business model.

The five selected features of the proposed typology include the ownership of the production means, the architecture/technological design, the social organization/governance of work-patterns, the ownership or control of the peer-produced resource, and the value of its output.

This typology is expected to provide a critical perspective on peer production design – for platforms developers, users and regulators to better understand which parameters may facilitate for-profit crowdsourcing, exclusion and exploitation, or on the contrary support collective governance of commons-based peer-production and value generation. More broadly, our aim is to contribute to the untangling of concepts such as sharing economy, participation, collaboration, commons, through the analysis and systematization of several factors underlying the platforms where such processes take place.

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