Abstract: Whether We Recognize It Or Not

Abstract: Whether we are aware of it or not it is true that the Internet is rife with exciting and original institutional structures that are changing the way that people interact on and offline. Software engineers have faced difficulties in navigating issues of governance on these platforms as well as other institutions. A lot of them have had no exposure to relevant historical events or theories of design for institutions. Here, we offer one useful framework that aims to promote dialogue between computer scientists as well as political scientists. The dominant guiding practices for the design of digital institutions to date in human-computer interaction, computer-supported cooperative work and the tech industry at large have been a behavioral incentive-based engineering paradigm, a set of atheoretical methods like A/B-testing, as well as incremental software engineering driven by issues. One institutional analysis framework that has been useful in the design of traditional institutions is the body of research on resource governance, also known as the "Ostrom Workshop". Kd76 of the key findings of this literature which is yet to be fully integrated into the design of a variety of new institutions is the importance of including participatory process processes in what is referred to as the "constitutional" layer of institutional design. This is basically defining rules that allow for and facilitate different stakeholder participation in institution design changes. We explore to what extent this consideration is fulfilled or could be better satisfied in three distinct instances of digital institutions: cryptocurrency, cannabis informatics, and amateur Minecraft server governance. We can illustrate the significance of constitutional layers in many types of digital institutions by examining these diverse scenarios.