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## **Workstream: The narrative in STS: Biomimicry of Web 3.0 and emergence of new ways of thinking about governance, collaboration, and value creation**

Contrary to purely competitive interpretations of the survival of the fittest (e.g. Huxley, 1894, not Darwin himself though, 1859), there have also always been alternative currents in scientific narration based on collaboration. Kropotkin (1902), for example, observed 'mutual aid' amongst animals and men in their response to (often averse) nature. Such mutual aid or collaboration or even care has been observed in experiments from bacteria, to trees, to animals (Simard, 2018; Chapelle&Servigne, 2021).

Although associated mostly with technology, material design, and engineering, biomimicry - understood as the "emulation of the models, systems, and elements of nature for the purpose of solving complex human problems" (Wikipedia) - can actually be adopted for social innovation leading to different practices. In designing new mechanisms for web 3.0, one narrative builds on the underlying comparisons with nature: ecologies (e.g. of DAOs (Decentralized Autonomous Organizations)), hive mind, stigmatic feedback-loops, budding (e.g. token swaps of DAOs), or grafting (e.g. shared liquidity pools). The use of words and metaphors shapes our way of thinking, our responses and even our visual perception (Thibodeau et al. 2017, Lupyán et al. 2020, Boroditsky 2001). Pictures paint our philosophical understanding - Deleuze and Guattari (1988), e.g. opposed arborescent structures of knowledge creation (one seed, linearity, binary choices), embracing rhizomatic ones (dynamic, open, decentralized).

In this topical workstream we inquire about the mental models such as collaboration, biomimicry, natural evolution, decentralization and autonomy driving the web 3.0 community and assess if and what new governance models emerge in combination with new technical possibilities.