



This is a prototype of canvas for testing the robustness of an idea of a platform ecoopsystem.

A way to proceed could be filling it quickly in a brainstorming session, and according to the results, you may want to use the ECOOPOSYSTEM EXPLORATION canvas in order to deep in it.

Additionally, you may want to think about the sustainability of your idea by using the ECOOPSYSTEM SUSTAINABILITY MATRIX.

Commons

Describe the commons upon you would like to build your ecoopsystem, that is, resources of any kind that could be commonized right away and that could be useful for building value around them.

Stakeholder

Write here the stakeholders of that commons, understood as any individual/collective that is or could be affected by that commons. Identify concrete names and put them underneath the broad category.

Contribution

Write here how stakeholders could contribute, directly or indirectly (i.e. supporting those that contribute directly to the commons). Be as much as precise as possible.

Distinctive feature

If your ecoopsystem platform is intended to compete with regular platforms, you have to think about distinctive features that it could deliver to the different stakeholders (at least some key ones). Those features will be based in the open and distributed nature of your project: the ultimate competitive advantage of Platform Ecosystems are that user experience and value is not conditioned by artificial scarcity of features and services, which only purpose is to keep rent-seeking practices. In that sense, Platform Ecoopsystems do have an important business advantage, for they can better suit the needs and requirements of its users.