Montenoso Project: a Digital Experience for Rural Commons Management

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Montenoso project has as main aim to promote and highlight communal lands communities (CMVMC) of Galiza (Spain). CMVMC in Galiza represent a property modality and a type of good management that breaks the classic dichotomy of pubic against private property, introducing collective one. The specificity of these lands is determined by the fact that the property’s holders are people living there and this land isn’t hereditary.

Neighbors are the ones who manage their CMVMC. Today there’re 640.000 hectares of CMVMC in Galiza (25% of territory). About 150.000 community members are managing about 2800 communal lands, being a real experience of governance.

These communities have been able to create their rules to guarantee their sustainability from generation to generation. This is why we focus on the participatory processes in these rural areas.

Montenoso works from/for/with these communities from their realities with a bottom-up methodology, working at a micro level, combining the political and artistic potential of digital systems and others networks.

The aims of the project are to make visible, empower and reclaim these CMVMC by the local communities, putting the commons in the public agenda as a different way of social organization and management.

Another objective is to transfer this knowledge to other common experiences like open source code communities and social movements. Connecting this reality with other commons to create synergies between them. Also to foster a generational interchange between community members.

Finally the project is working to create relevant technologies to promote better understanding between these communities. This tool focuses on transparency, highlighting best practices and promoting on-line discussions with friendly tools.

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This network is growing as a mechanism of research, analysis and communication between communities, contributing to the empowerment of community members in managing their common woodlands. As well as digitalize their social experiences.

*Keywords: Commons, digital, culture, transmedia*