

Togethernet: Consentful tech for micro-communities

[Image Description: constellations rendered in square pixels scatter on a grainy and paper-like blue background.]

1.1 Welcome!

Hi! Thank you for visiting Togethernet's website – we are thrilled to have you here. We have designed this site with you in mind. Before diving deeper, we invite you to learn about a couple possible ways to navigate this website:

Audio

- If you prefer listening to the recorded version of this site, you may find playable audio clips under every section of the web pages.
- Alternatively, you may visit our [SoundCloud page](#) to listen to an uncut recording of the entire site.

Visual

- If you prefer viewing this website in black and white, click on the "+" icon on the upper-right corner to turn on the High Contrast Mode. We use cookies to store your accessibility preference if you choose this option.

Text-Only

- We have also rendered this site into text-only documents, hosted on [Google Doc](#) and downloadable as a PDF.

We understand that access needs are nuanced, intersectional and expansive, and we welcome you reaching out to ask a question or to make an accessibility request.

1.2 What is Togethernet?

Togethernet is an open-source software that invites groups of 10 or less participants to build community archives through practices of consent.

Designed around the ethos of data transparency and consent, Togethernet's goal is to transform digital rights practices such as the [right to be forgotten](#) into an embodied practice through reimagining software architecture and user experience.

This tool and initiative stands on the shoulders of [Consentful Tech Zine](#) by Una Lee and Dann Toliver and [Design Justice Network Principles](#) – by considering transparency and consent every step of the way, the source code serves as both a technical and a moral document that seeks to uncover systems of power and uncertainties embedded in network technologies.

1.3 How does it work?

Togethernet contains two types of communication channels: the *Ephemeral Channel* and the *Archival Channel*.

Ephemeral Channel

[Image Description: inside the Togethernet chatroom interface, the user avatar appears as a purple square resting on top of the orange Navigation Space.]

By default, your team will communicate in the *Ephemeral Channel*, which is built on [WebRTC](#), a peer-to-peer protocol that encrypts your messages.

When you communicate with your team using the *Ephemeral Channel*, messages are only temporarily stored inside the browsers and do not go through a centralized server. This means that once the last participant in the room closes their browser tab, messages that your team have not archived are permanently deleted.

Tip: messaging in the *Ephemeral Channel* is comparable to talking to friends on a picnic blanket at the park – your conversations won't be heard unless someone is intentionally trying to listen in.

Consent to Archive

[Image Description: inside the Togethernet chatroom interface, the green user avatar and the pink peer avatar reached consensus to archive a message. The archived message looks like a square overlaid with green and pink mosaic tiles.]

In order to prevent permanently losing important messages, your team will need to go through a process called *Consent to Archive*.

Consent to Archive is a feature that uploads a single message or thread from inside the *Ephemeral Channel* onto a centralized database. This database may be self-hosted or hosted externally on a third party's server.

Tip: once a message has been archived, participants can use the *Revoke Consent* feature to reverse their decision.

Archival Channel

[Image Description: inside the Togethernet chatroom interface, archived messages are laid out on an evening blue background.]

The *Archival Channel* connects to the centralized server, and displays messages that your team have archived in the form of meeting notes.

From here a participant has the ability to comment on an archived message. There is also an option to download the meeting notes as an HTML file.

Tip: using the *Archival Channel* is comparable to posting a note on a bulletin board – your words are now floating out there on the World Wide Web as a form of public record, and others may quote or use it in ways that are outside of your control.

Organizations often need to create content that needs to be seen by the public and this feature is useful for that.

1.4 Is Togethernet for me?

Togethernet is created with micro-communities in mind. In particular, those who work under the broad umbrella of art, design, culture and technology. This software is for you if you are an artist, designer, community organizer, technologist, researcher, educator, or student interested in –

- Exiting surveillance capitalism
- Participating in consentful communications on the web
- Building community-owned digital archives

Use Cases

- You may be a book club, and instead of defaulting to Facebook groups, you might use Togethernet to create a list of books to read.
- You may be a group of art students working on a community agreement, and instead of defaulting to Google Doc, you might use Togethernet to document your collective needs.
- You may be a group of community organizers and instead of defaulting to Instagram, you might use Togethernet to save a list of teach-in content.

Known Vulnerabilities

That said, this software is still in an experimental stage and there are known vulnerabilities. If you are someone who is looking to work with highly sensitive content or if you are concerned with targeted surveillance, we recommend you look into [Signal](#).

Next Chapter

If you're feeling ready to dig deeper, we invite you to the [Getting Started](#) page.

Ready to Proceed

2.1 Getting Started

At Togethernet, we encourage participants to take all the time they need to learn about the implications of using a given tool. Therefore, we would like to invite you to go through the Code of Consent as well as the Software Orientation before applying Togethernet in real life scenarios.

2.2 Code of Consent

The Togethernet Code of Consent v0.1 is a specification that outlines the level of consent and protection that participants have while using the software.

Estimated Duration: 15~30 minutes

Ready to Proceed

Togethernet Code of Consent v0.1

The Togethernet Code of Consent (CoC) is a specification that outlines the level of consent and protection that participants have while using the software.

Consent is defined as the act of giving permission for something to occur, and we use that term in this document to refer to the permissions that are presented with regards to Togethernet's users' data.

As you read through this Code of Consent, please consider the following invitations:

- We invite you to take your time.
- We invite you to dig deeper.
- We welcome your pace.
- We welcome your concerns.
- We invite your enthusiasm.
- We invite your participation.

We acknowledge the trauma that accompanies surrendering information about ourselves in the digital realm without being given insight into how platforms work, and how they protect or expose us in the process¹. In constructive resistance against that, we offer this document, intended to give you a clear understanding of the ethos and agreements behind this software and how they affect your privacy.

Structurally informed by the F.R.I.E.S. model created by Planned Parenthood, we believe that a consentful software should be designed and built through the lens of being Freely given, Reversible, Informed, Enthusiastic and Specific. You can learn more about how each of these terms contribute to a more consentful software through the [Consentful Tech Zine](#), published by Una Lee and Dann Toliver under [CC-BY 2017](#).

The Foundations

Togethernet is a consentful digital archiving software in the form of a desktop web app that allows both peer-to-peer (P2P), traceless messaging as well as archived communications.

Who should use this?

This software is for you if you are an artist, designer, community organizer, technologist, researcher, educator, or student who is interested in –

¹ See Also: [Data Trauma](#) by Olivia M. Ross.

- Exiting surveillance capitalism
- Participating in consentful communications on the web
- Building community-owned digital archives

Togethernet is a software in pursuit of intentional and ongoing consentful engagement that prioritizes the digital autonomy and privacy of our users. We do not sell any of our users' data nor does the software run on advertising. Those who are seeking a digital environment designed with safety in mind are encouraged to use Togethernet.

Access

Togethernet aspires towards accessibility and inclusivity. We acknowledge that the alpha version of the software falls short of that aspiration, as it is not currently fully accessible to the Blind and low-vision community. It is our intention to dedicate future resources towards ensuring that upcoming versions of Togethernet are designed with the needs of this community at the forefront.

Who shouldn't use this?

Togethernet uses WebRTC to conduct peer-to-peer communications, which is encrypted by default but exposes the participant's public IP address in the process of communicating to servers. This software will most likely not have adequate privacy protections for individuals working with highly sensitive issues and who are concerned with targeted surveillance.

Instead we recommend you look into [Signal](#), an end-to-end encrypted messenger that has been tested by cybersecurity experts all over the world and is trusted by journalists and activists who are working with sensitive content.

Additionally, this software is not intended for people who are not invested in consentful engagement with others. While the establishment of a consentful digital environment begins within its design infrastructure, the maintenance of this environment relies on a dedicated community. Individuals whose intentions are to cause harm should not use Togethernet.

On Developer Responsibilities

Developers who choose to adapt Togethernet’s open-source code in their projects, licenced under [ACSL1.4](#)², are expected to adhere to the principles of consent outlined and prioritized by this software, and not alter the code in a way that violates these principles of consent.

It is imperative that open-source usage of this code aligns with its intended ethos of consent – developers who violate the privacy agreements established in this Code of Consent will be required to disaffiliate from the “Togethernet” name, and remove this Code of Consent document from the code entirely.

We strongly encourage developers to review the [Consentful Tech Zine](#) prior to altering the code in order to ensure that the software remains true to its foundational principles.

System Requirements

Togethernet is a desktop web app that launches inside the browser. Currently the application runs as intended on Firefox (version 85.0.2) and Chrome (version 88.0.4324.150).

Capacity

Togethernet intends to facilitate consentful communications, and as we know consent is easier to negotiate within a micro-community. Therefore, the application will by default accommodate a maximum of 12 simultaneous participants.³

² We also ask that a robust politics of citation be adhered to in the adaptation and use of this code and its embedded Code of Consent.

³ It is possible to increase the number of participants by changing the environment variable inside the source code, however we don’t recommend doing so without first gaining a good familiarity with how the application works.

Demo

We invite you to [visit this link](#) to try out a demo version of the software. In order to test out the collaborative features, we encourage you to invite a friend to join.

Software Architecture

[This section contains more technical language and is geared towards providing insight into the practical functionings behind Togethernet.]

Peer to Peer Consent: Ephemeral Channel

On a peer-to-peer level, Togethernet is designed to invite you to say “YES!” along the way.

While using Togethernet, all text-based communications with your community take place under the Ephemeral Channels. Operating under the logic of peer-to-peer consent, the communication records created during the live session in Ephemeral Mode will be permanently deleted once the last participant closes their browser tab. To prevent messages from being deleted, participants need to go through the Consent to Archive process in order to publish the content to the Archival Channel-- a feature which allows users to make informed decisions regarding their own privacy level while using Togethernet.

WebRTC achieves real time communications without needing to install any additional applications or plug-ins. On Togethernet, the information you transmit between browsers is anonymously and freely given by you as a user. There are no logins on Togethernet because on this peer-to-peer level, your identity is not recorded on a centralized system. Furthermore, WebRTC encrypts all data that is sent through it in order to protect users' communications.

If you are feeling confused at this point, we invite you to take a moment to imagine:

You and a friend are meeting in the street. Your intentions are to share private information with one another, but prior to that happening, you both require exchanging a secret handshake. The information you share is functionally protected by the mediating act of completing the handshake, whose steps are known only by

the two of you. This is akin to the level of privacy enabled by WebRTC's encryption in peer-to-peer mode.

Once your peers receive data sent from your browser, you have the agency to remove this data by deleting the messages. In the Ephemeral Channel, messages disappear once the last person in a given chat session departs. If you leave a session but return before the last person has departed, your messages will still be visible and accessible to those in the chat.

The Role of the Server

While WebRTC is distinctive in that it enables encrypted peer-to-peer connections via browsers, servers are still required in order to facilitate these connections. Think of the server as an impartial mediator.

In order to establish a connection between you and a peer, information on your respective locations must be exchanged over the server. The information that is given pertains to your local IP address, which takes place inside your browser and is executed by Javascript and being sent out to what is called the signaling server⁴. Once location data has been sent to the signaling server, it is not retrievable.

Communication between you and your peer happens via offers and answers that are mediated by this signaling server. These offers, sent by the initiating browser to a receiving browser, occur once you have consented to begin an exchange on the software at the start of the software.

Peer-to-Server: Archival Channel

The Archival Channel operates under the logic of peer-to-server consent, where communications are published to a centralized database.

Once messages are published to the Archival Channel, users can enter the room and become an editor. The first person to enter the room is automatically the

⁴ To learn more about the role of the signaling server, we invite you to visit [WebRTC.org](https://www.webrtc.org).

editor. Subsequent users who enter the chat can become the editor by selecting the function in the bottom-left corner⁵.

The editor is armed with the ability to delete a message without necessarily having collective consent; as such, this role is one that requires an abundance of care and trust by peer users. We encourage users to communicate with their peers prior to removing messages from the archive. When messages are deleted, a trace is left in the archive that labels the removed message as having been deleted by the user.

The Archival Channel's default database runs on [PostGres](#), an open source database that users can run on their own, or a third-party server. Messages in the Archival Channel can be downloaded into an HTML page, which gives users the ability to host the archive of their conversation on their own website if desired.

It is important to note that data stored on third-party servers might not necessarily adhere to the same consent principles that are outlined in this document. You can find a list of third-party servers and their consent adherence [here](#).

Recap: Adherence to F.R.I.E.S. Model

To understand and place emphasis on how this software adheres to the Planned Parenthood F.R.I.E.S. consent framework, below are Togethernet's answers to questions posed to developers in the [Consentful Tech Zine](#).

Are people **Freely giving** us their consent to access and store parts of their digital bodies?

Yes - this document is intended to arm prospective Togethernet users with an understanding of how their digital bodies are accessed, stored, and protected while using the software. We invite prospective users to reach out with any questions or concerns in case they are not comfortable with the terms outlined here.

⁵ There can only be one editor at a time in the Archival Channel, and since users maintain default anonymity even in this mode, participants are encouraged to label themselves with a recognizable name (though this does not necessarily need to be a formal or 'real' name).

Does your system allow for **Reversible** consent? How easy is it for people to withdraw both their consent and their data?

Yes - in order for messages to be archived, collective consent from all parties in the conversation is required. This consent can be revoked at any time by any individual in the conversation. Revoking consent removes users' data from the archive, but does not preclude users from continuing to use the software.

How are we making sure that the consent is **Enthusiastic**? Is there an option not to use this technology, which means that people use it because they prefer to use it?

In order to use Togethernet, it is required to read through and agree to the Code of Consent, which is aimed at clearly outlining the agreements behind the software. We offer this software, and the embedded Code of Consent, as an alternative to softwares that are rooted in surveillance capitalism. For users whose privacy needs are not met by Togethernet, we invite them to explore alternatives such as Signal.

How are we fully and clearly **Informing** people about what they're consenting to? Is important information about the risks a user might be exposed to buried in the fine print of the terms & conditions?

Through making use of repetition and robust citation, the information in this document is intended to be clear and consistent. Our intention is to be transparent about the potential risks involved with use.

This Code of Consent is embedded as part of Togethernet's Open Source software. As such, it is possible that this software will be re-used and altered in a way such that the code of consent is broken. In such an instance, the developers must take out the code of consent document from the software and disaffiliate from the Togethernet name.

Can people consent to **Specific** things in this system and not others? Can people select which aspects of their digital bodies they want to have exposed and have stored?

Yes - this is accomplished via the consent to archive function, which requests the consent of all participants prior to moving messages into the centralized database or third-party server. Consent to archive must be unanimous - if one participant in the group revokes their consent, the message is removed from the Archival Channel for all parties.

Credits

[Consentful Tech Zine](#), written by Una Lee and Dann Toliver and published under [CC-BY](#) in 2017 had the foresight of using F.R.I.E.S. (Freely given, Informed, Specific, Reversible, Enthusiastic), a model of consent by Planned Parenthood as a metric to assess data consent in the digital sphere.

Togethernet's Code of Consent was compiled by Neema Githere and Xin Xin.

Endnotes

¹ See Also: [Data Trauma](#) by Olivia M. Ross.

² We also ask that a robust politics of citation be adhered to in the adaptation and use of this code and its embedded Code of Consent.

³ It is possible to increase the number of participants by changing the environment variable inside the source code, however we don't recommend doing so without first gaining a good familiarity with how the application works.

⁴ To learn more about the role of the signaling server, we invite you to visit [WebRTC.org](#).

⁵ There can only be one editor at a time in the *Archival Channel*, and since users maintain default anonymity even in this mode, participants are encouraged to label

themselves with a recognizable name (though this does not necessarily need to be a formal or 'real' name).

Next Chapter

If you feel like you understand and agree to Togethernet's Code of Consent, we invite you to continue onwards to Togethernet's Software Orientation. If you do not feel comfortable with the information that has been presented thus far, we invite you to stop to ask a question or present your concern. If you feel you fall somewhere in between, we encourage you to take your time digesting this information and return at your own pace.

Ready to Proceed

Pause and Email Us

2.3 Software Orientation

If you feel that you understand and agree to the Code of Consent, we invite you to continue onwards to the Software Orientation.

Estimated Duration: 20~40 minutes

Ready to Proceed

Togethernet Software Orientation

We invite you to open the [Togethernet Demo](#) while going over the software orientation we have prepared for you. We will walk over the basic features you need to know to get started.

Network

Anonymity

Togethernet is a peer-to-peer application with no login system that identifies individual users.

The benefit to this is that your personal information doesn't get stored on someone's server - which provides protection to your digital body.

However, the disadvantage is that if you get disconnected from a group session due to inactivity or internet instability, when you return to the room you will be recognized by the network as a brand-new participant, and you will need to rename yourself to be recognized by your community.

If being able to identify everyone who is in the space at all times is something that makes you feel more comfortable, we recommend that you use an open-source video conferencing software such as [Jitsi](#) to communicate and check-in with your group. While doing so, you can simultaneously use Togethernet to take notes and jot down ideas.

You could think of Togethernet as a replacement for text-based collaborations that take place on Google docs.

Disconnection

The software is still in the alpha version, so with that in mind we value your patience while using Togethernet.

Be ready to reload the page when something seems to be not responding or working in ways that don't seem right. Depending on the stability of you and your collaborators' network you may need to do this frequently. We will continue to work on peer-to-peer network stability in the upcoming software updates and look forward to improving the reliability that we are able to offer this community.

Navigation

Edit Avatar Name

When you enter Togethernet, you will be brought to the default Ephemeral Channel #sitting-in-the-park. You will appear in the Navigation Space as an Anonymous avatar with a randomly assigned color.

[Image Description: the cursor clicks on the user avatar's name on the bottom left, and a dialogue box popped up with the prompt of "Please enter your name". An input text field is available for the user to enter a custom name.]

We strongly recommend that you give your avatar a name that is recognizable by your community before sending any messages. This functions to ensure that the space remains familiar and that anonymity is a data protection function rather than a feature that obscures communal accountability.

Moving Around

[Image Description: the user avatar, appearing as a purple square, moves around on top of the orange Navigation Space.]

To move your avatar, you will first need to click on the Navigation Space to give focus to the area, then use your ←, ↑, →, ↓ Arrow Keys to visit a different location on the screen.

Send Message

[Image Description: on the bottom of the interface inside an input text field, the user types “let’s write a poem” and hits Enter.]

The location of your avatar determines the location of where you leave a message on the screen. In order to send a message, click on the Message Input field at the bottom of the interface, write your message, and hit Enter.

Tip: To switch focus between Navigation Space and Message Input, you can also use the shortcut key combo Shift + Space Bar.

Read Message

[Image Description: the user avatar, appearing as a dark purple square moves around a Message Record, appearing as a light purple square. Whenever the edge of the dark purple square touches the edge of the light purple square, a gray dialogue box occurs on the upper right, revealing the content of the Message Record.]

To read a message, your avatar needs to move up into a neighboring position on any one of the four sides of a Message Record.

Tip: Another way to read the message is by hovering your mouse cursor over a text record. This enables you to quickly browse through different messages on the screen without having to move around. However you won’t be able to perform further interactions with the text record such as Replying to a Thread or Consent to Archive without moving your avatar next to the message record.

Replying to a Thread

[Image Description: the user avatar, appearing as a dark purple square, puts down a new Message Record right next to another light green Message Record created by the peer avatar. This gesture turns a single Message Record into a Thread.]

In order to reply to a message, you can move your avatar so that it is neighboring an existing Message Record, and add your message in that position. You can continue to add to the thread by extending the message records on the screen.

Meeting Modes

Togethernet's foundational goal is to benefit individuals and organizations that are interested in exiting surveillance capitalism and practicing consentful, transparent communications within their communities. Inspired by [Freedom is an Endless Meeting](#) by Francesca Polletta, the software offers three different meeting modes – Facilitated Mode, Feedback Mode, and Egalitarian Mode, each bundled with different features.

Facilitated Mode

The room creator can appoint 1~3 facilitator(s) in this mode. The facilitators may use the Amplify feature to outline agendas, ask questions and guide conversations. Participants in the room also have access to the majority rule feature and can turn any messages into a voting poll.

- 1~3 facilitator(s)
- Amplify messages (only available to facilitators)
- Majority rule

Feedback Mode

The room creator can appoint 0~3 facilitator(s) in this mode. If a facilitator is appointed, they can use the amplify feature to outline agendas, ask questions and guide conversations. Participants in the room also have access to the consentful gesture feature, which enables participants to provide secondary feedback, such as “agree”, “hesitant”, “disagree”, “block” on a message.

- 0~3 facilitator(s)
- Amplify messages (only available to facilitators)
- Consentful gestures: agree, hesitant, disagree, block

Egalitarian Mode

The organization does not use a facilitator and members discuss issues without implementing a meta-structure. Most chatrooms function this way and its ability to maintain consent may be limited.

If you feel comfortable with the orientation materials and would like to download Togethernet, we'd like to invite you to visit our Github page to download Togethernet.

Next Chapter

If you feel comfortable with the orientation materials and would like to download Togethernet, we invite you to visit our Github page to download Togethernet.

Ready to Proceed

Pause and Email Us

2.4 Download

If you have gone through Code of Consent and the Software Orientation, and you're excited to begin using Togethernet. We invite you to visit our Github page to download Togethernet.

Ready to Download

3.1 Join the community!

Togethernet is at an early stage of development. If you're interested in joining a community of digital consent enthusiasts to become a Togethernet stakeholder, we would love to invite you to join Togethernet's Discord.

Before entering the community, please read and agree to our Code of Conduct.

3.2 Code of Conduct

All participants of the Togethernet community are required to agree to the following Code of Conduct. This includes all attendees, speakers, performers, workshop leaders, patrons (sponsors), volunteers, and staff.

The Togethernet organizing team is dedicated to providing a harassment-free experience for everyone, regardless of gender, gender identity and expression, sexual orientation, disability, neurodivergence, physical appearance, body, age, race, ethnicity, nationality, language, or religion. We do not tolerate harassment of participants in any form.

Anyone participant who violates this Code of Conduct may be sanctioned or expelled from the session at the discretion of the Togethernet organizers.

Be mindful of your language.

Engage with community members and contributors with respect and good intention.

Use your best judgement.

If it will possibly make others uncomfortable, do not say it or post to the TogetherNet platform.

Be respectful.

While disagreements may arise, it is not an opportunity to attack or threaten someone else's thoughts and/or opinions. Remember to approach every situation with patience, understanding, and great care.

Be intentional.

Consider how your contribution will affect others in the community.

Be open minded.

Embrace new people and new ideas. Our community is continually evolving and we welcome positive change.

Definitions of Harassment include:

- Offensive comments related to gender, gender identity and expression, sexual orientation, disability, neurotype, physical appearance, body, age, race, ethnicity, nationality, language, or religion
- Unwelcome comments regarding a person's lifestyle choices and practices, including those related to food, health, parenting, drugs, and employment
- Deliberate misgendering or use of 'dead' or rejected names
- Gratuitous or off-topic sexual images or behaviour in spaces where they're not appropriate
- Physical contact and simulated physical contact (eg, textual descriptions like "hug" or "backrub") without consent or after a request to stop
- Threats of violence
- Incitement of violence towards any individual, including encouraging a person to commit suicide or to engage in self-harm
- Deliberate intimidation
- Stalking or following

- Harassing photography or recording, including logging online activity for harassment purposes
- Sustained disruption of discussion
- Unwelcome sexual attention
- Pattern of inappropriate social contact, such as requesting/assuming inappropriate levels of intimacy with others
- Continued one-on-one communication after requests to cease
- Deliberate “outing” of any aspect of a person’s identity without their consent except as necessary to protect other community members or other vulnerable people from intentional abuse
- Publication of non-harassing private communication without consent by the involved parties

The Togethernet Community prioritizes marginalized people’s safety over privileged people’s comfort. We reserves the right not to act on complaints regarding:

- ‘Reverse’ -isms, including ‘reverse racism,’ ‘reverse sexism,’ and ‘cisphobia’
- Reasonable communication of boundaries, such as “leave me alone,” “go away,” or “I’m not discussing this with you.”
- Communicating in a ‘tone’ you don’t find congenial
- Criticizing racist, sexist, cissexist, or otherwise oppressive behavior or assumptions

Credits

This Code of Conduct was compiled by Dorothy Santos and remixed by Xin Xin, based on resources provided by [Geek Feminism](#), and borrows heavily from open source policies authored by [p5.js](#) and [XOXO Festival](#).

This policy is licensed under a [Creative Commons Attribution 4.0 International license](#). We encourage other organizations to adopt (and enforce) similar Codes of Conduct by using and remixing this one.

Ready to Join?

If you feel like you understand and agree to Togethernet's Code of Conduct, we invite you to continue onwards to join the Togethernet Discord. If you do not feel comfortable with the information that has been presented thus far, we invite you to stop to ask a question or present your concern. If you feel you fall somewhere in between, we encourage you to take your time digesting this information and return at your own pace.

[Join Discord](#)

3.3. Creators of Togethernet

Togethernet v0.1 Team

- Lead Artist 🎨 Xin Xin
- Lead Software Developer 🌱 Charlotte Yaqing Wen
- Lead Writer 🌸 Neema Githere
- Advisor 😊 Lauren Lee McCarthy

Togethernet Website

- Visual Designer: Livia Foldes
- Web Developer 🐛 Aarati Akkapeddi

Ideas for Togethernet did not come out of the ether. We are deeply grateful that [Consentful Tech Zine](#), published by Una Lee and Dann Toliver under [CC-BY](#) in 2017 had the foresight of using F.R.I.E.S. (Freely given, Informed, Specific, Reversible, Enthusiastic), a model of consent by Planned Parenthood as a metric to assess data consent in the digital sphere.

The Togethernet website uses Livia Folde's interview with Walei Sabry, and the [Alt-Texts as Poetry website](#) as conceptual and design references.

Our deep gratitudes go towards – Kemi Sijuwade-Ukadike, J. Soto, Sally Szwed, Roddy Schrock, Maddie Pinney, Eric Tang, Dorothy R. Santos, Walei Sabry, Shannon Finnegan, Kate Hollenbach, Lee Tusman, and An Xiao Mina. Thank you for listening, user-testing, contributing, and engaging with this project.

Togethernet was created with the generous support of [Eyebeam NYC](#).

[Instagram](#)

[Discord](#)

[Github](#)