Learning and education – Forum
An important aspect of the platform would be a space for knowledge sharing and social networking. A forum space for members to ask questions, and offer expert advice or share personal experiences in textiles, DIY, ethical practices, pattern-making, computer technologies...

Classes – in groups or private.
Here professionals with profiles on the platform can provide services to beginners/ those wanting to upskill.
For example: learn to sew like your grandparents; to use a sewing machine; learn to modify/ adapt existing clothing.

Catalogue / Database
A resource aspect of the platform to document and provide access to basic/ classic/modified patterns as well as being a space for sharing photos of work, a wiki page, a list of frequently asked questions – connected to the forum.

Patterns.
A collection of patterns for basic clothing that would be freely accessible for the community to download, adapt, modify, and release back to the community. A computer program could be developed to use inviduals measurements in order to create patterns to fit.

Open Design Platform
Internet-based platform where people can create a member profile, keep their personal measurements, use/collect/adapt/share patterns, share problems and successes, contact professionals, learn and share skills, seek information and have access to programs that create personalised patterns.

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Ethics/sustainability.
An information portal with web links and a directory of environmental studies, networks, producers etc. Here you can learn where your textiles come from, who/where ethical manufacturers are, about waste and environmental impact etc.

Tailors/industry professionals.
A portal to industry professionals who can provide services to members– to oversee projects/tailor patterns/fabricate garments/provide technical assistance/teach classes or provide consultancy in range of issues – pattern-making, body types, fabrication and production, colours, fabrics and textiles, sustainability, The professionals would be integrated in to the platform, and provide a professional standard alongside DIY options.

Technology/ OS development.
Key concerns for open clothing are efficiency (in creation and production) and adaptability. A focus would be on creating an easy computer program to allow personal modifications to simple designs, and provide access to computer-aided-design programs and production methods. For example, how can laser cutting, 3D-printing, glue, or heat technologies be freely accessible and shareable by all? What new technologies are available for easy clothing production?

Swap.
A calendar space for promoting/supporting clothes swaps, clothes hire and alternative clothing economies and events.

Problems?
Job market and job security?
Cost model?
Feasability?
Access to technology?