Build an open source community?



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D2T

Patterns

Stories

Genesys

Things to

start with





Préam - bulles

Build an open source communities

What is a community? (of practice)

Nho,

hore of the following

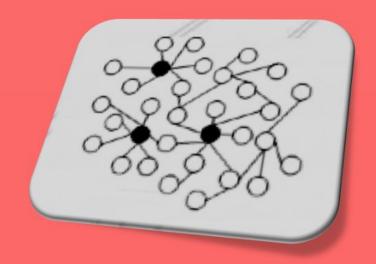
Community members dea

· Interacting on an c



Communities are groups of people who, for a specific topic, share one or more of the following

- · Interest,
- · Speciality,
- · Role,
- · Concern, set of problems,
- · Passion.





Community members deepen their understanding by

- · Interacting on an continuum basis,
- · Asking and answering questions,
- · Sharing knowledge,
- · Reusing good ideas,
- · Solving problems for others.

What is a community? (of interests)

Community members deep

· Asking and answering



Communities interests are loosely connected groups of people who,

- · want to learn about a particular topic
- no commitment in terms of delivering something together
- · don't require a formal sense of community



Community members deepen their understanding by

- Asking and answering questions (threaded discussions),
- · Stay current on the topic.

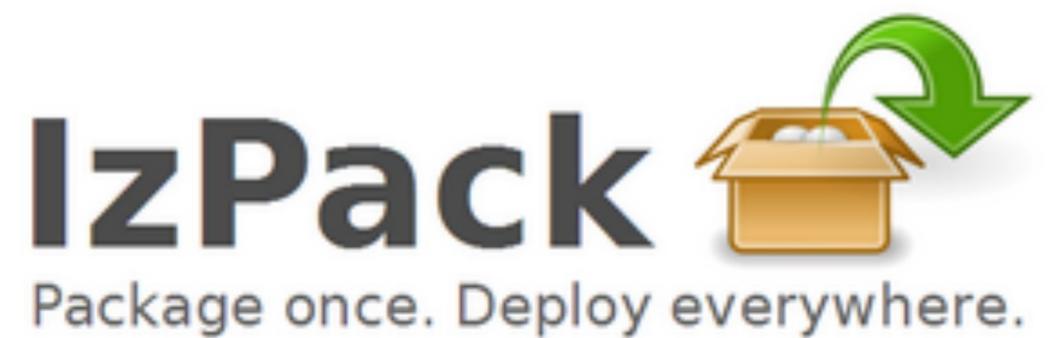
Open Source

Community

Genesys?



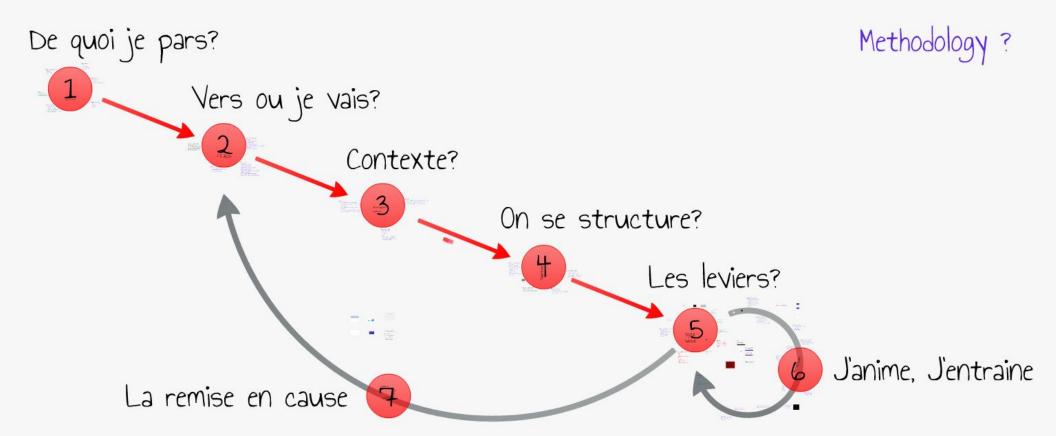
- · Project that answer a need
- · Publish to increase its development
- · Positive Community Network



Open Source Community secret map?



- · Accept to share
- · Values as roots, as your engine
- · Project with a community
- · Community breeding
- · People, people, people
- · and ...



POINT DE DÉPART

Describe your project

- · What is the concept?
- · Main topic? Sub topics?
- · What is the code ideal situation?
- · What differentiate you from the others?

Analyse the code

- · Developement state?
- · Modular Architecture?

Existing Communication Elements?

- · Publications
- Documentation?
- · Videos

Analyse the licences

- · Code?
- Documentation?
- · Images, videos, logos
- · Project name?

Analyse the core team

- · Identify Leader
- · Identify members
- · Identify competences & interests

BUT?

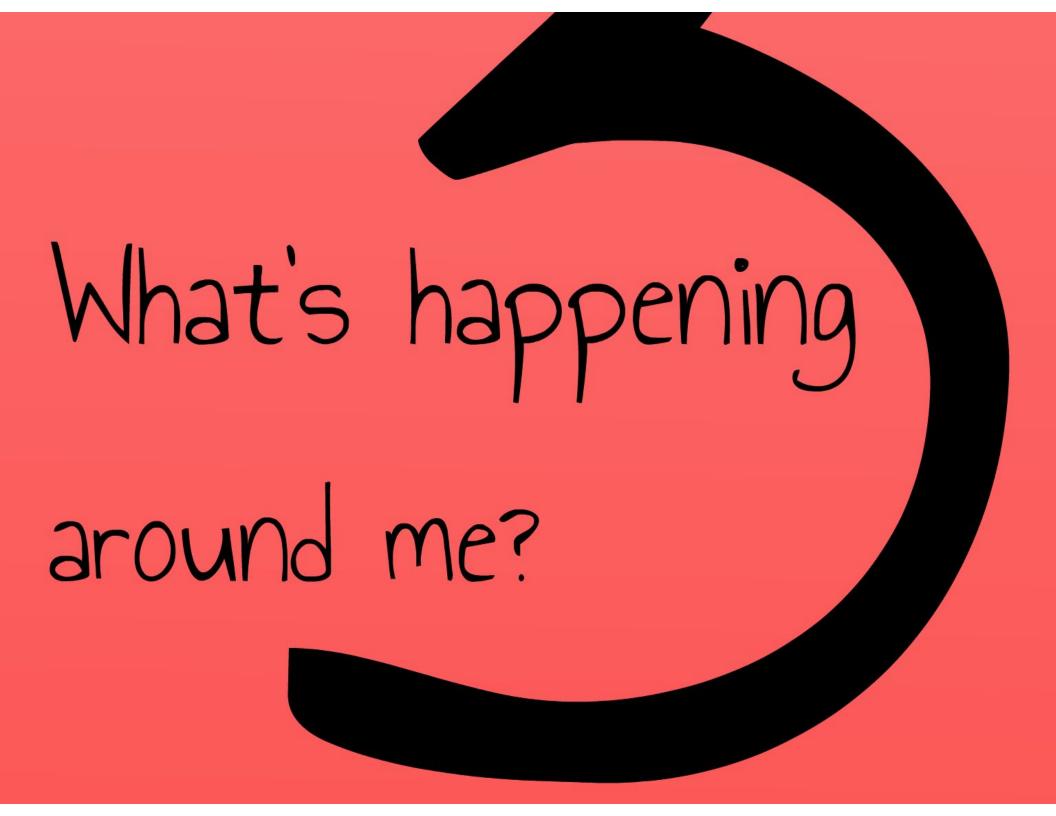
- · WHAT DO YOU WANT TO SHARE?
- · WHAT ARE YOUR GOALS?
- · WHAT IS YOUR PROJECT ORIENTATION?
- . WHAT IS THE COMMUNITY TARGETED?
- · WHAT ARE YOUR VALUES?

VALUES?

- · WHAT DO YOU BELEIVE IN?
- WHAT DIFFERENTIATE YOU FROM OTHER CODE/COMMUNITY/PROJECTS?

WHAT DO YOU WANT TO REACH?

- · RESEARCH?
- DISSEMINATION/EXPLOITATION
- · INCREASE A USAGE?
- · GET AN IMPACT ON SOCIETY?
- · PROPOSE AN ALTERNATIVE TO "CLOSED MARKET"?
- · EARN MONEY?
- · ACCESS NEW COMMUNITIES?



Review (1st)

- · Communities already exist in your R&D Field?
- Is there an existing community/team that is focused on a related topic?
- Is your topic already covered as part of another community/team?
- · Is there an old community that is inactive but could be resurrected or migrated to form the new community?

Qualify these communities

- · Mission, goals, values
- · Governance,
- · IP management,
- · Size,
- · Tooling, architecture of participation,
- · Is it a competitor? A complementary?
- · Project(s) already in place?

Relationship

- · Where are the place to go to share and learn in your domain?
- · What are the communication channels in your domain?
- · Identify the leaders, opinion makers, mainstream users...

Squelette

Identify your community processes

- · Governance,
- · Roles and responsabilities?
- · Community management model?
- · Development code model,
- IP management,
- · Business models,
- · External contribution management,
- Monitoring

Identify your community processes?

- · Simple and flexible processes
- · Make contribution as easy as possible

Align Core team members

- · Mission, goals, values
- · Shared vision among partners & individuals
- · Mentor, Educate

Take and formalize the decision:

- · We start from scractch?
- · We join an existing community?
- We join an existing community but we keep certain elements (own website)?

Diaital

habitat

J'adapte mes ambitions à mes moyens

- · Portail web "Vitrine"
- · Code Repository, Issue Tracker
- · Mailing List or Forum
- · Collaboration guidelines
- · Monitoring

Vitrine - Home page

- · Good project name
- · Clear mission statement
- · State that the project is Open Source
- · Development status
- · License used

Vitrine - Home page

- · How to install and use
- · Where to download
- · How to contribute
- Mailing list

End Users - What are they looking for?

- · Quality
- · Information
- Documentation
- · Easy to find, Install, Use
- Support

Adopters - What are they looking for?

- · Personalize and Extend
- · Easy Programming Model
- · Reliable APIs
- · Low Barrier of Entry

Committers - What are they looking for?

- · Ideally, be part of a cool project ;-)
- · Low barrier of entry
- · Align project goals & values with own goals/belief
- · Get Stuff done!





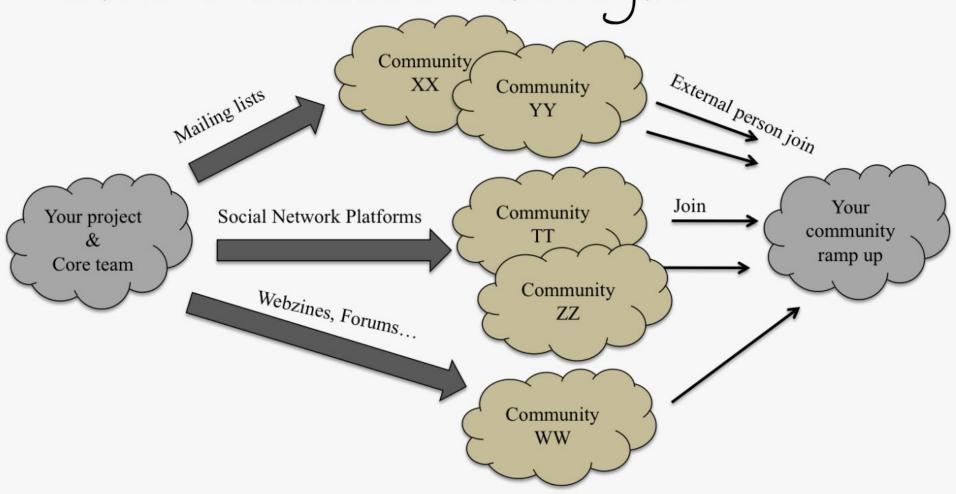
Build your communication channel

- · Individuals & Communities that may share same topics or interests
- · From your own contact network
- · Participate to conferences & events
- Collaborate with other FLOSS initiatives

Advertize your existence

- · Write and submit articles
- · Use existing networks to inform
- · Use website ohloh.net
- · Send a one-time broadcast message

Send broadcast messages



Advertize your existence

- · Good and Up to Date Website
- · Cross links
- · Aggregate Bloggers



J'adapte mes activités à mes moyens

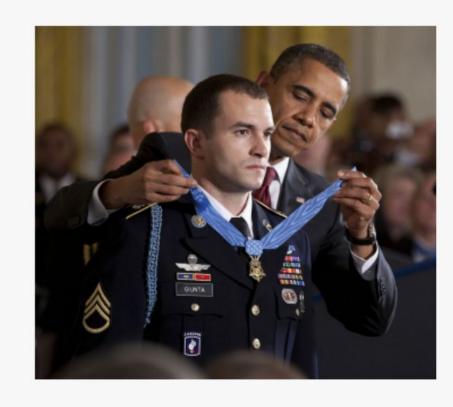
- · Project management principles
- · Easy flow of information, transparency
- · Ask and answer questions

- · Hold a regular conference call
- · Post regularly to your forum
- · Copy interesting topics

- · Hold periodic events
- Physical
- Regular
- · on the web?

- · Mediate Conflicts
- · Balance Opposing Viewpoints
- · Avoid Vaulting Attitude

- Facilitate Recognition
- · Great new comers
- · Invite Contribution



- · Collaborate with other community project
- · Update Website & documentations

- · Bug Reports are love letters
- · Educate new comers/committers

- · Visit/Participate to conferences
- · Social networking (Research Gate)
- · Periodic review

Increase membership

- · Why they may come?
- Create roles
- · Easy Task list
- · Greet new comers
- · Meet person
- · Ask people who ask question on related communitiy forum(s)... to join
- · Find the community!

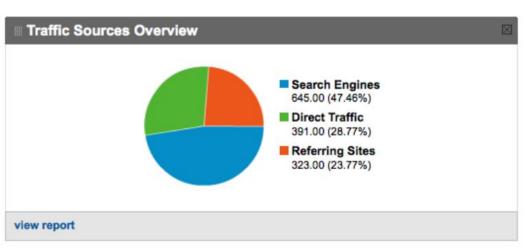
monitoring Monitoring monitoring

Site Usage

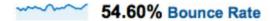
1,359 Visits

4,865 Pageviews

MMM 3.58 Pages/Visit







40:04:29 Avg. Time on Site

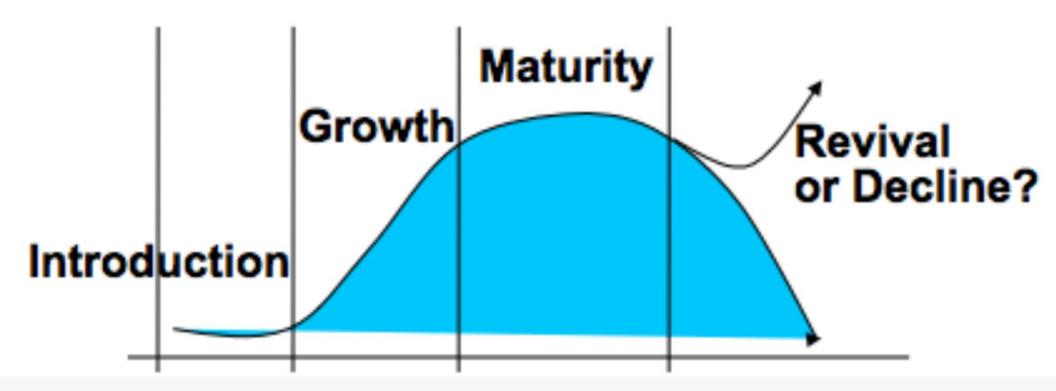
55.26% % New Visits



□ Content Overview ⊠		
Pages	Pageviews	% Pageviews
1	1,021	20.99%
/tools	221	4.54%
/documents	170	3.49%

Couverture de code : NightlyCoverage

le Edit View History Bookmarks Ipols Help CDash : Siconos		
./src/xml/NonSmoothLawXML.h	85.71%	1
./src/xml/NonSmoothSolverXML.cpp	100.00%	0
./src/xml/NonSmoothSolverXML.h	100.00%	0
/src/xml/OneStepIntegratorXML.cpp	57.14%	9
/src/xml/OneStepIntegratorXML.h	56.25%	7
/src/xml/OneStepNSProblemXML.cpp	28.57%	25
/src/xml/OneStepNSProblemXML.h	76.47%	4
/src/xml/QPXML.cpp	10.00%	18
/src/xml/QPXML.h	100.00%	0
/src/xml/RelationXML.cpp	43.18%	75
/src/xml/RelationXML.h	76.67%	7
/src/xml/RelayNSLXML.cpp	16.67%	10
/src/xml/RelayNSLXML.h	11.76%	15
/src/xml/SiconosDOMTreeTools.cpp	27.09%	218
/src/xml/SiconosDOMTreeTools.h	89.09%	6
/src/xml/SiconosMemoryXML.cpp	3.77%	51
/src/xml/SiconosMemoryXML.h	11.76%	15
/src/xml/SiconosModelXML.cpp	32.28%	128
/src/xml/SiconosModelXML.h	33.82%	45
/src/xml/SimulationXML.cpp	68.18%	14
/src/xml/SimulationXML.h	75.00%	2
/src/xml/TimeDiscretisationXML.cpp	69.23%	4
/src/xml/TimeDiscretisationXML.h	55.00%	9
/src/xml/XMLTagsName.hpp	100.00%	0
/src/xml/test/TestMain.cpp	100.00%	0
/src/xml/test/testXMLTools.ldwrap.c	75.00%	1
/src/xml/NewtonImpactFrictionNSLXML.h	UNTESTED	UNTESTED





Trust, Recognition, Listening

Driving purpose, clear activities, sense of accomplishment

Transparency, Communication

Actions & Momentum

Relationship cross boundaries

Neutrality

High management expectations

Leadership & Participation

Results?



Results may vary



Speed up start up phase Improve dissemination & promotion Increased the exploitation outcome



Grow of the community
Building alliances
Human adventure
Life after the completion

BUT...



- · People commitment
- · Shared vision ?
- · Creativity & leadership
- · Devote time for Community management
- · Devote time for knowledge sharing
- · Open & Patient (not patent)
- · It may takes time

