

# lessons learned at OSCON 06

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thank you James Howison

the basics

open source software

source code is provided

license allows users to

view

modify

and redistribute

what is redistribution

right to offer modifications

begs the burning question

why business practice OSS

IP = source code

source code is free

?

access

access to developers

access to user support community

question still remains

1. OSS

2. ???

3. profit

buy 1 get 1 free

selling something complimentary

on sale hot dogs buns

not on sale hot dogs

OSS makes profit by

“platform play”

customer support

services

before going open

must know why

action-oriented

modular

honored alumni support

cannot be forced

cultural change

individual endeavors

metaphor

josh and baseball

passion

# OSS lifecycle

the cathedral and the bazaar

eric raymond

alan turing

cathedral phase

work is done internally

building the cathedral

confines of cathedral

bazaar phase

not bizarre phase

sunday farmers' market

vendors and shoppers

regulars

vendors = code contributors

shoppers = users

regulars

# Illustration 1

the transition

plausible promise

not too polished

a dev needs work

high downloads, no contributions

failure

not too broken

a dev needs direction

no buggy farmers' market

just right

dev specialties

illustration 2

once open

always open

no community dirty and used

tricks

anonymous CVS access

discussions | forums

build instructions

illustration 3

connect the dots

passive user

active user

co-developer

core developer

code god

conversations

forums

bug reports

illustration 4

source code

focus on co-devs

free cycles for core devs

begs the question

why participate

highly diverse reasons

“scratching an itch”

josh and baseball

peer recognition

social connections

MVP program

less politics

more freedom

education

CREATIVITY

compensation

boo!

bounties

boo!

swag

boo!

thank you gifts

yeah!

hardware

coding festivals

event tickets

love

action-oriented talks

constant activity

well-defined core team

fear

slow release cycles

infrastructure issues

tired leader

moldy security bugs

understand

all OSS wind-down

it's about grace

CALL TO ACTION

first

transition to bazaar

proposal

go open at beta

release 1.0 in the open

second

roadmaps | vision docs

proposal

floating todo list

difficult levels

feature work

third

partnership

proposal

seek to hear

before seeking to be heard

fourth

eval tools

proposal

take the BBR

partner with BRR

fifth

thank you gifts

proposal

PDC tickets

2-day power push

sixth

terminology

proposal

ship

thanks