

# Spanning Aspects in OSP Community Building

Perspective ->	<b>Software</b> "How to improve the software itself?" Topics: software quality, source code, functionality, usability, documentation artefacts etc.	<b>Collaboration</b> "How to improve collaboration?" Topics: internal communication, human relationships, division of work, organisation, coordination etc.	<b>Recruiting</b> "How to recruit new contributors?" Topics: joining the project, external communication, attractiveness, corporate identity, publicity, image, distribution, marketing etc.
↓ Spanning Aspects			
<b>1 Collaboration Platform</b>	Goal: to have a modern and fast development environment (with SVN etc.)	Goal: to grant access on different kind of authorisation levels, to let people communicate with each other, solve issues etc.	Goal: People can find the OSP over such platforms, get an overview, appetizers like screenshots etc. and links to all the resources of the project
<b>2 Credit System/ Acknowledgements</b>	Goal: to have a possibility of inquiry to the author of the contribution Recommendation: log who wrote which code and documentation artefact	Goal: to communicate the experience of the contributors	Goal: to motivate skilled developers and productive contributors to collaborate in the OSP by offering incentives Recommendation: write down names in a credits file
<b>3 Documentation</b>	Goal: to ensure the comprehensibility and thus the longevity of the source code; Recommendation: to offer a complete description of the API	Goal: to generate complete and well structured documentation Recommendation: to create incentives for community members to write documentation	Goal: to let people find easily the wanted documentation, to offer newcomers an easy way to start contributing; exception: to filter highly skilled and motivated developers
<b>4 Foundation/Association</b>	Goal: to ensure the copyright of the code; to provide the infrastructure	Goal: to install democratic structures e.g. for making important decisions; to handle changes in the environment; to ensure long-term availability of people; to use positive side effects having other OSPs in the foundation	Goal: to receive high reputation of the project because it is in the foundation; to bundle the power of the community for large marketing activities; to choose the right committers
<b>5 Internationalisation</b>	Goal: to let the software being able to use in different languages	Goal: overcome cultural phenomena like non-communicative people Recommendation: to be polite and not over-interpret statements	Goal: Broaden the potential users and developers
<b>6 Licensing</b>	Its influence: Determines how other open source code may or may not be included into the project	Its influence: Promotes or inhibits community building (positive for GPL) vs. forces or disburdens community building (positive for Apache Software License) Goal: to protect the contributors	Its influence: Attracts or rejects users and developers Goal: to attract contributors by letting them offering business services
<b>7 Modularization</b>	Goal: to structure the complex bulk of code into understandable, maybe independent parts of the software	Goal: to enable specialisation of the developers	Goal: to offer an easy way of code contributions for the project; to offer a broad application spectrum of the software; to attract different kind of people
<b>8 Physical Meetings</b>	Goal: to work intensively on the code	Goal: to get to know each other personally, make decisions, sub-projects etc.; to ensure fairplay in the organisation of the such events (prices, places etc.)	Goal: to show commitment, communicate activities, have fun
<b>9 Programming Language</b>	Its influence: Determines operating system, architecture, potential developer etc.	Its influence: Determines the average software engineering experience of the community members	Its influence: Image of the OSP depends also on the image of the programming language; Determines the potential developer community size
<b>10 Release Management</b>	Goal: to define the dependencies on the API; to publish the releases on different sites	Goal: to agree upon releases in the community; to manage the differences of the versions in the change log, to let people talk about the same version of the software	Goal: to show new features, bug fixes etc. to the users and communicate the ongoing of the OSP
<b>11 Vision</b>	Goal: to focus on the same functionality, improve the chosen modules	Goal: to work together for the best solution	Goal: to communicate the main values of the software and to receive an image of unity