

Dev Days September 2025 Report



Goals for 2025 Dev Days

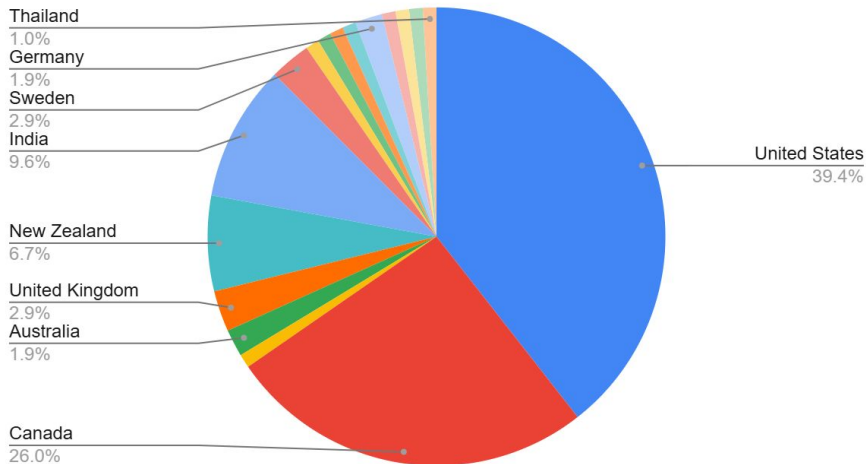
Reminder!

- Have two Dev Days events.
- All ASWF projects participate.
- Increase participation amongst contributors.
- Create a replicable framework for coordination, administration, and communication to streamline the event's organization.
- More companies to actively promote Dev Days within their organizations.

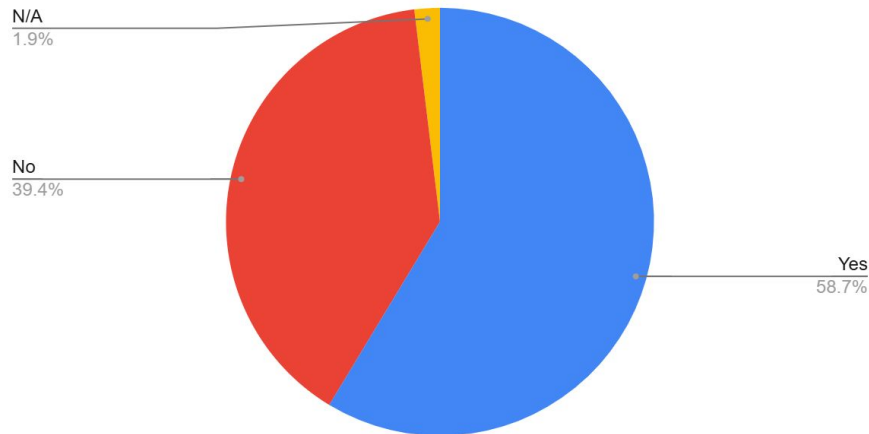
Dev Days by the numbers

104 Registrants

Count of Country/Region



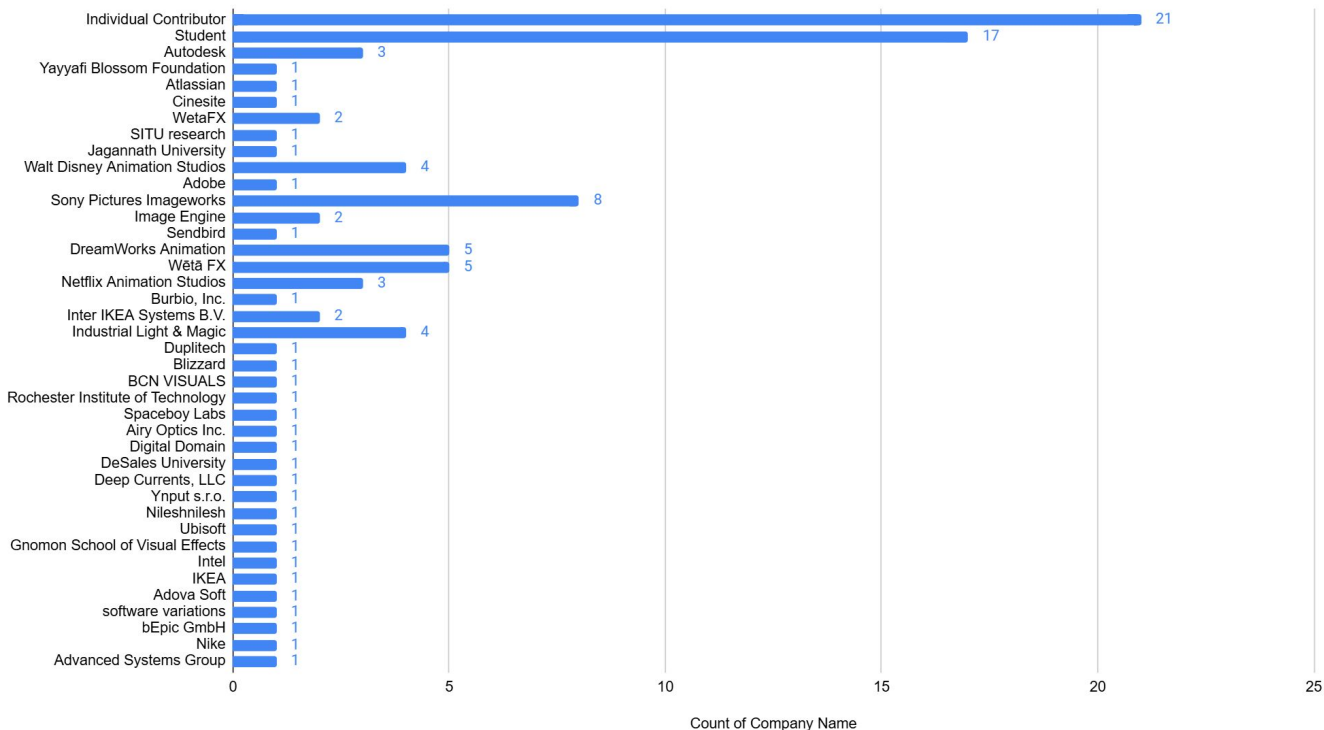
Count of Is this your first time contributing to an open source project?



Dev Days by the numbers

Registrants by company collected from registration form.

Count of Company Name

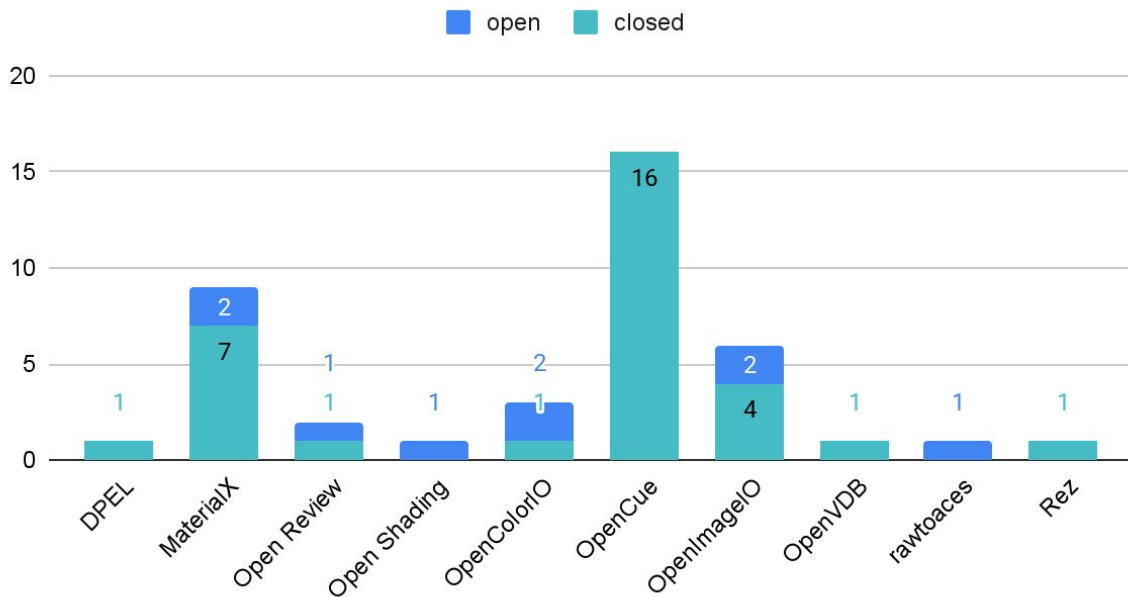


Dev Days by the numbers

All 16 ASWF projects were open to Dev Days contributors.

- 31 Participants
- 10 projects
- 41 Pull Requests
- 32 Merged as of 10/14/25

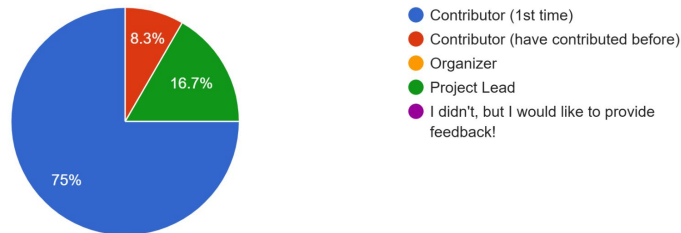
PRs opened and closed by project



Feedback

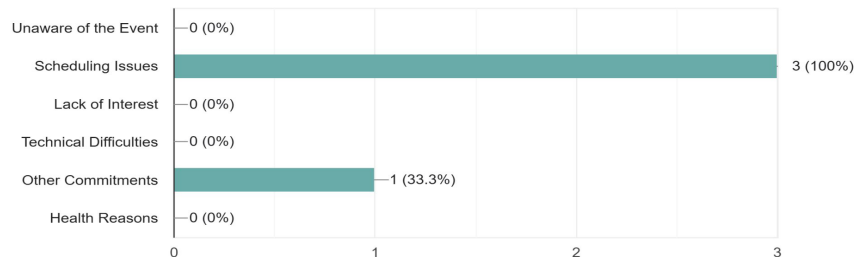
How did you participate in Dev Days 2025?

12 responses



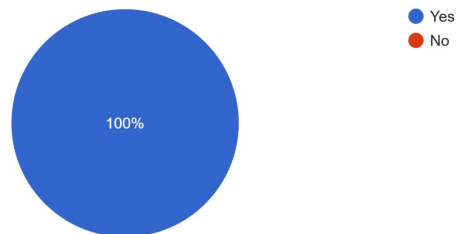
If you registered for the event, but were unable to participate, could you provide why?

3 responses



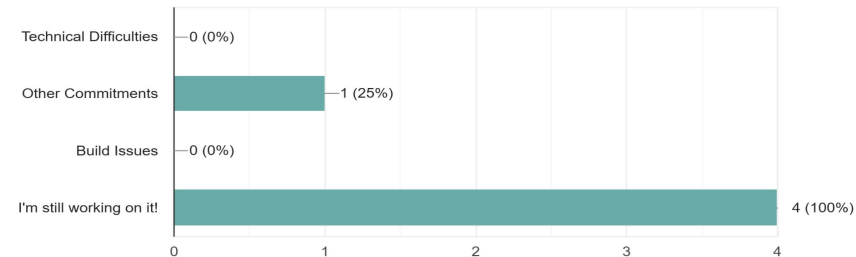
Did you find it easy to source information on Dev Days from the organizers?

12 responses



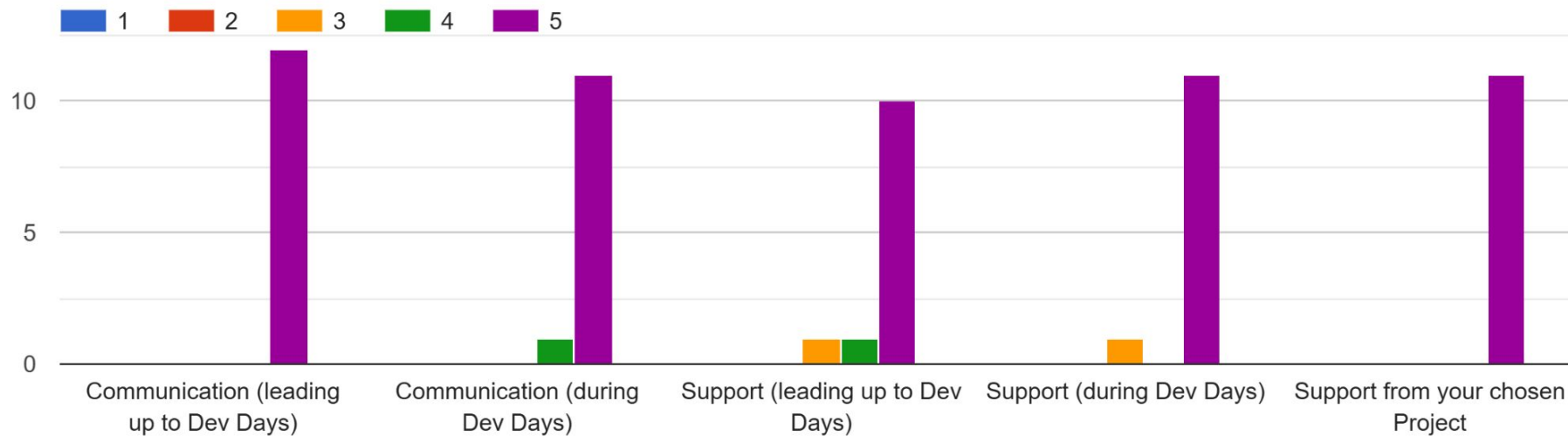
If you participated in the event, but were unable to complete a PR, why?

4 responses



Feedback

How satisfied were you with the Dev Days logistics from the #devdays channel? 1 = Very dissatisfied 5 = Very satisfied



Feedback

How well would you rate your overall experience with working with this project?*

Open Cue 5/5

DPEL 5/5

OpenImageIO 5/5

Rez 5/5

MaterialX 5/5

Open Shading Language 4.5/5

How well do you feel the project's documentation and issues were presented to you online? *

Open Cue 5/5

DPEL 5/5

OpenImageIO 4.5/5

Rez 5/5

MaterialX 4/5

Open Shading Language 4/5

How well do you feel the project supported you?*

Open Cue 5/5

DPEL 5/5

OpenImageIO 5/5

Rez 5/5

MaterialX 4/5

Open Shading Language 4/5

*feedback only on the projects listed by the submitters

Feedback from Participant Questionnaire

“I think some sort of virtual community gathering to kick it off would be fun! Personally, I had been familiarizing myself with the repo the weekend prior, and I was surprised by how quiet (for lack of a better word) it was on the actual Dev Days. I did enjoy the slack fanfare though! It's nice to see the messages :) and the project people were great as well. I think it just felt like an extension of my own personal quiet study time rather than the actual day.”

“The **Rez** project leads provided valuable guidance, and their feedback was instrumental in the success of the contribution.”

“I did feel mostly alone about it. *[When asked: How well do you feel the **OSL** supported you?]*”

“I feel like **OSL** could update its documentation regarding the build process — it would make it much easier to know which flags to enable or disable and which scripts to use for specific purposes. It would also be helpful for newcomers who haven't worked with OSL before to have a small tutorial on how to get the executables running, including what's required to make them work.”

“**MaterialX**. As a lot of projects could always do with better docs.”

“No issues, quick response time for questions and concerns *[When asked: How well do you feel the **DPEL** supported you?]*”

Dev Days Social

- Good first turnout in Vancouver and LA.
- People liked the in-person connection.
- Suggestion to move the venue around in LA next time to capture more attendees.
- Both LA and Vancouver found venues a bit loud. Need to find quieter vetted venues.
- Toronto and Salt Lake City would like to see Dev Day socials in their cities next time.



September Key Takeaways



Successes

- Improved issue labels.
- Group project for Material X.
- Promotion, marketing, and publicity of Dev Days was timed well with Open Source Days.
- Communication with project leads channel was smooth.

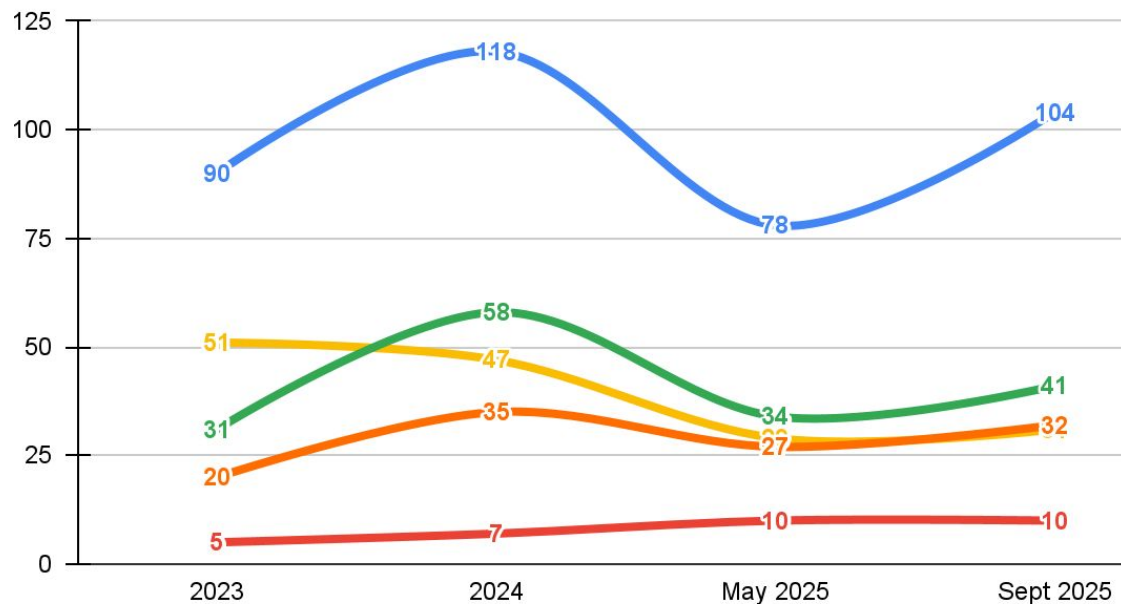


Room for Improvements

- Room for improvement of organizational framework and documentation.
- Returning contributor documentation / communication / 'good second issue'.
- Virtual and in-person celebrations to be more widely considered.
- Not many responses to end of event survey in either May or September.

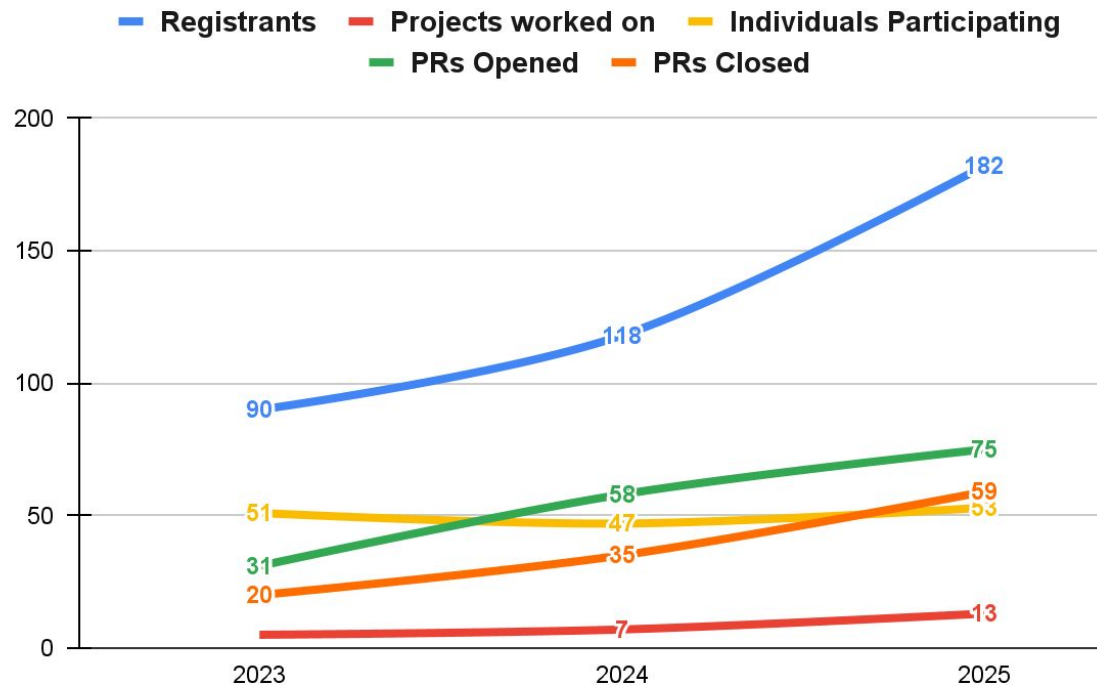
Dev Days 2023-2025

— Registrants — Projects worked on — Individuals Participating
— PRs Opened — PRs Closed



	2023	2024	May 2025	Sept 2025
Registrants	90	118	78	104
Projects worked on	5	7	10	10
Individuals Participating	51	47	29	31
PRs Opened	31	58	34	41
PRs Closed	20	35	27	32

Dev Days 2023-2025

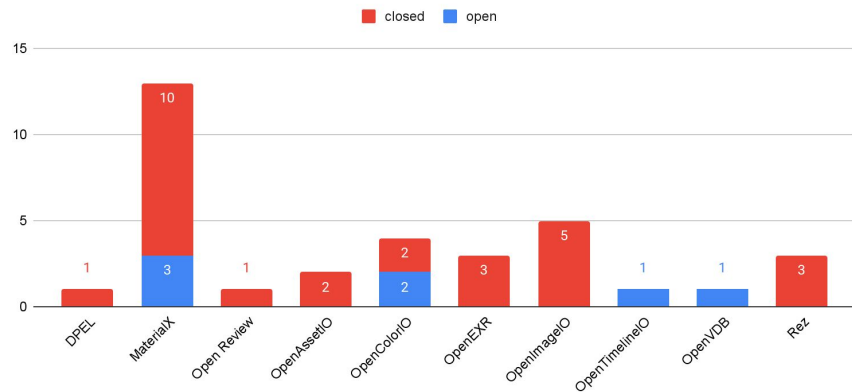


	2023	2024	2025
Registrants	90	118	182
Projects worked on	5	7	13
Individuals Participating	51	47	53
PRs Opened	31	58	75
PRs Closed	20	35	59

May vs September

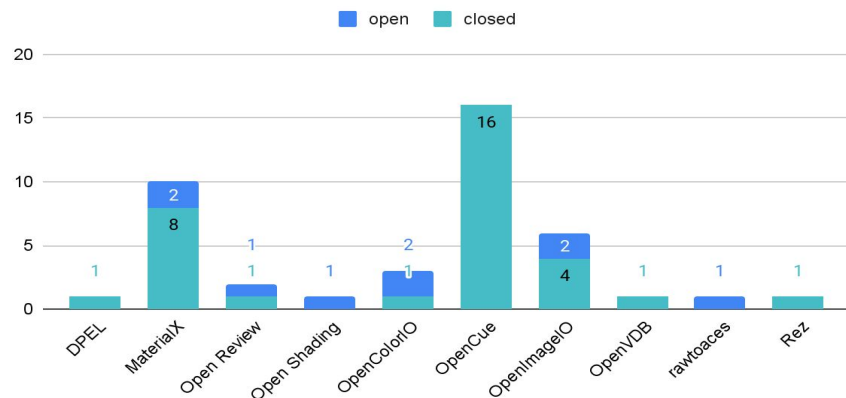
May

PRs opened and closed by project



September

PRs opened and closed by project



- Most popular projects: May - Material X, September - OpenCue.
- Both times 10 different projects were contributed to, but choices varied between events.
- There are more opened and closed PRs in September than there were in May.
 - PRs Opened - 8 more
 - PRs Closed - 6 more

Looking Ahead to 2026



Questions for the TAC

- Are we focusing on the right things?
 - Do you have ideas or recommendations?
- How many Dev Day events should there be per year?
 - 1, 2 or 3 events.
- Are these the right time of year?
 - 1 event: Undecided.
 - 2 events: May, September.
 - 3 events: January, May, September.
- Should we try focusing on different contributors or specific themes?
 - Eg. January Dev Days is focused on Students.
 - Eg. May Dev Days is focused on a specific type of issue (documentation, oldest tickets).
- How big do we want to make this? Do we want to focus on only AWSF projects or other open-source projects?
 - How do we grow the Dev Days team such that the organizational burden is shared and knowledge is transferred?
 - Resources (organiser time, marketing efforts, project lead time) are stretched thin.



Thank you!