

## Open Source Communication

### Introduction

The goal of this activity is to understand the major communication features of open source communities and how they are used

### Team

Role	Name
Moderator	
Recorder	
Spokesperson	
Strategy Analyst	

When working on a FOSS project, the mindset should be that you are “joining a FOSS community”, not “working on a project”. In FOSS, the community drives the project, not vice versa. Therefore, you need to work within the community, not as an individual outside of the community.

Communities have their own culture. Each will use different channels of communication for different reasons. For example, there are a variety of different channels of communication:

- Channels of communication:
  - Mailing list
  - Bugzilla comments
  - IRC
  - Meetings

There are also a variety of processes for code review and submission

- File a bug and attach a patch
- Send it to a mailing list
- Issue tracker flags

There are also unwritten rules

- Whom must you “convince” to accept your contribution?
- What must be submitted with your patch? Test sets and results?
- What are the required style conventions?

Big communities are made of sub-communities

- Based on modules – or subsets of code
- Based on task area

Sub-communities are made up of individuals

- Located all over the world
- With quirks and pet peeves

**Explore the Mozilla Dev Tools community. Identify the communication mechanisms and the purpose of each. Answer the questions below:**

**1. Roadmap:**

- a. Is there a roadmap? List url:
- b. Is there more than one? If so, why?
- c. What are the dates covered by the roadmap?

**2. Wiki's**

- a. Is there a wiki? Is there more than one?
- b. What is it used for?
- c. Which wiki software is used?
- d. Who uses the wiki?
- e. Find a page and look at the history of the page. When was the last post?

**3. Meetings:**

- a. How and when are meetings held?
- b. Who oversees meetings?
- c. Who can attend meetings?
- d. Are the meeting notes archived? Where?
- e. How far back do the meeting notes go?
- f. List one current topic of interest to the community.

**4. IRC/Slack:**

- a. Is there an IRC channel?
- b. What is it?
- c. What is it used for?

**5. Lists:**

- a. Is there a listserv?
- b. More than one? List them
- c. What is it/are they used for?
- d. When was the last post?
- e. How far back do the archives go?

**6. Bug Tracker:**

- a. Is there a bug/issue tracker?
- b. What is it used for?
- c. What is the most recent entry?
- d. Find the ID of a bug that you think you might be able to fix.

**7. Other communication:**

- a. Are there other communication mechanisms? List them
- b. What are each used for?

**Report Out**

**8. Getting Started**

- a. Are there instructions for newbies to get started in the project?
- b. Can you follow them?
- c. Can you identify contributions that you could make to the community?

**9. Interactions**

- a. How many people overall do you estimate are in the community?

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- b. Do you see the same people showing up in different places?
- c. Identify the names of two people and describe their role in the community.
- d. Can you identify the leaders of the project? Name them.
- e. Are there leaders of subportions of the project? Name them.

#### **10. Health of the project**

- a. Can you determine the projected lifespan of the project?
- b. Can you determine the health of the project?
- c. What are some possible risks/threats to the project?

### **Report Out**

#### **11. Getting started**

- a. Can you figure out where to get started to contribute?
- b. Can you find one simple thing to do?
- c. Can you figure out how to complete that simple task?
- d. Identify the first thing that you would do.