Making open hardware the default everywhere, one project at a time

This presentation: https://bit.ly/3vkzasO | | slide carnival template

Hi there!

OHM organizers

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Agenda

1. **Why** Open Hardware Makers?
2. **What** is the program about?
3. **Who** is it for?
4. **How** does it work?
    4.1. The open curriculum
    4.2. The meetings
    4.3. Time commitment
    4.4. Participants' support
5. **Application** process & key dates
6. **Q&A**

Why?

"I have built this, now I have to spend hours answering users"

"I want to contribute, but do not know how"

"It is open... but not for commercial purposes"

"I tried to replicate it, but it was missing crucial files"

"I have built it, but no one knows about it!"

"We will release the source code after we clean it up"

"Yay, we are making yet another air quality monitor from scratch"

What?

A mentorship program sharing best practices in open hardware

Who is it for?

- Individuals or teams
- New or ongoing hardware projects
- Any domain (education, science, social innovation, business, others)
- Any background (professionals, students, hobbyists)
- Willing to learn and apply open hardware practices
- All around the world

How does it work?

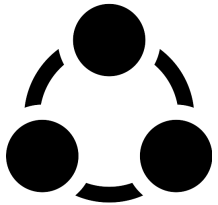
The program

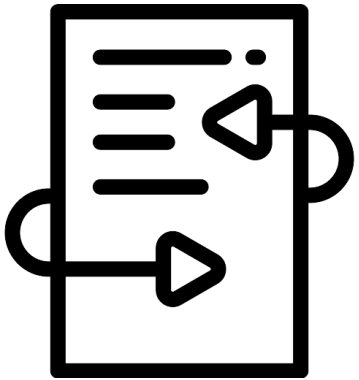
Open and collaborative curriculum

Hands-on learning

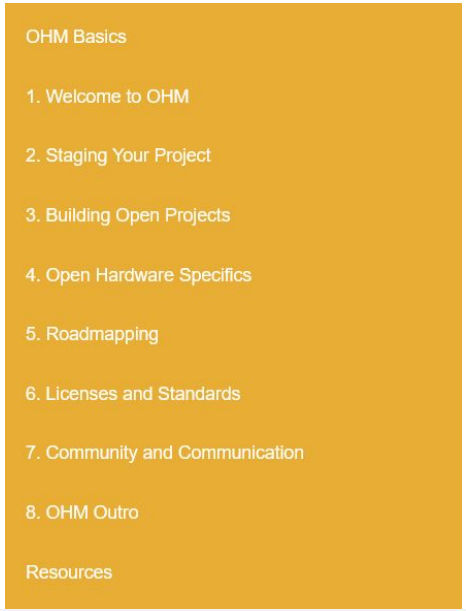
public project demo

The curriculum





Content



curriculum.openhardware.space

- Seven content modules with submodules
- Two weeks for each module
- Each submodule follows the same structure

Lessons

Content

Assignments

Resources

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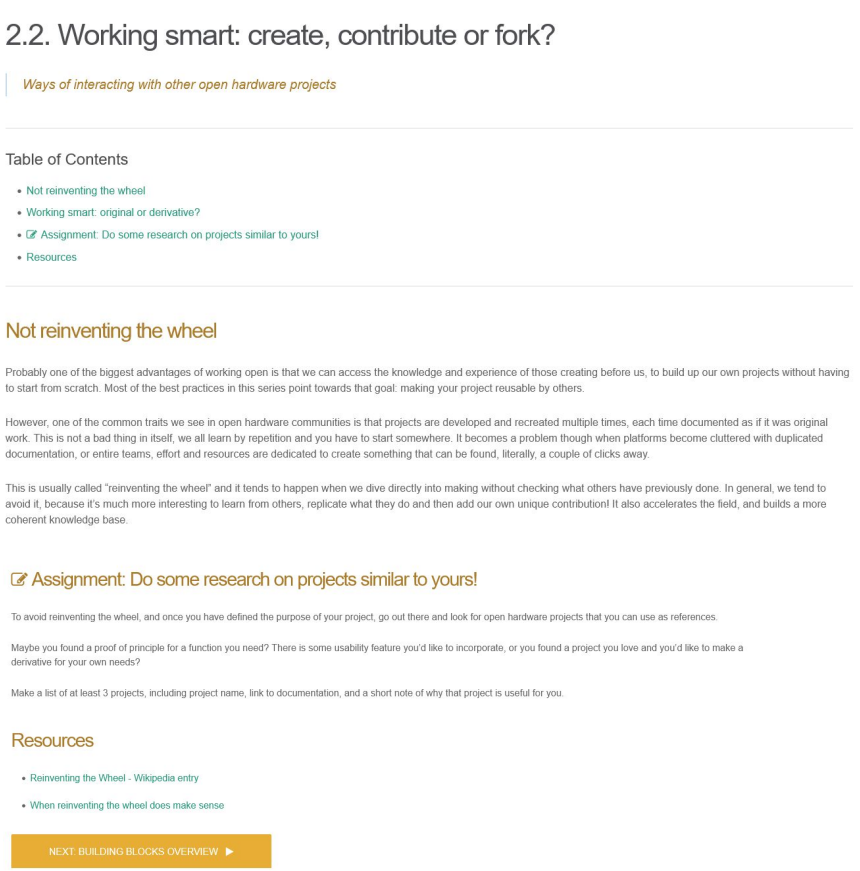

2.2. Working smart: create, contribute or fork?

Ways of interacting with other open hardware projects

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- Not reinventing the wheel
- Working smart: original or derivative?
- Assignment: Do some research on projects similar to yours!
- Resources

Not reinventing the wheel

Probably one of the biggest advantages of working open is that we can access the knowledge and experience of those creating before us, to build up our own projects without having to start from scratch. Most of the best practices in this series point towards that goal: making your project reusable by others.

However, one of the common traits we see in open hardware communities is that projects are developed and recreated multiple times, each time documented as if it was original work. This is not a bad thing in itself, we all learn by repetition and you have to start somewhere. It becomes a problem though when platforms become cluttered with duplicated documentation, or entire teams, effort and resources are dedicated to create something that can be found, literally, a couple of clicks away.

This is usually called "reinventing the wheel" and it tends to happen when we dive directly into making without checking what others have previously done. In general, we tend to avoid it, because it's much more interesting to learn from others, replicate what they do and then add our own unique contribution! It also accelerates the field, and builds a more coherent knowledge base.

Assignment: Do some research on projects similar to yours!

To avoid reinventing the wheel, and once you have defined the purpose of your project, go out there and look for open hardware projects that you can use as references.

Maybe you found a proof of principle for a function you need? There is some usability feature you'd like to incorporate, or you found a project you love and you'd like to make a derivative for your own needs?

Make a list of at least 3 projects, including project name, link to documentation, and a short note of why that project is useful for you.

Resources

- Reinventing the Wheel - Wikipedia entry
- When reinventing the wheel does make sense

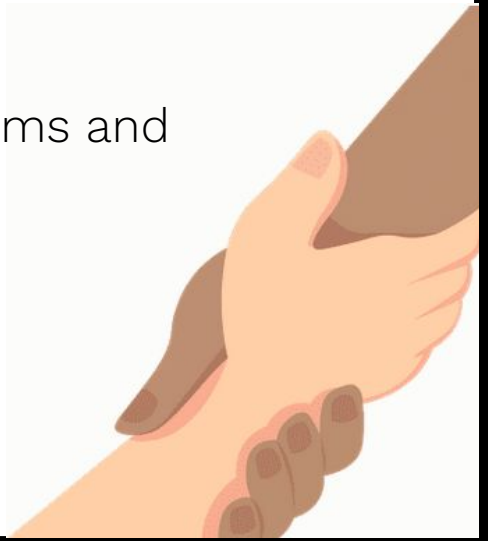
NEXT: BUILDING BLOCKS OVERVIEW ▶

Mentor meetings

You will meet your mentor every 15 days.

During each meeting, you will:

- Review progress on the curriculum, discuss problems and opportunities
- Receive 1:1 support from a trained mentor
- Access resources & contact experts



Cohort meetings

They happen during the weeks when you don’t meet with your mentor.

What happens in a call?

- Peer review of work on assignments
- Interaction between mentees
- Q&A with invited speakers

Expert review

- All projects will go through an expert's review on week 9
- During the whole program, projects have access to experts on different domains
- Experts provide support in specific domains (technical, financial, legal, community and more)

Public call & global sprint

- Goal: present a demo at the public call
- In preparation, we organize a weekend global sprint (optional for mentors) just before the call
- The public call is live-streamed, and takes place on week 13

Commitments

Time commitment: 5 hours a week for 16 weeks

- 1 meeting per week
- 4 hours to work on the curriculum per week

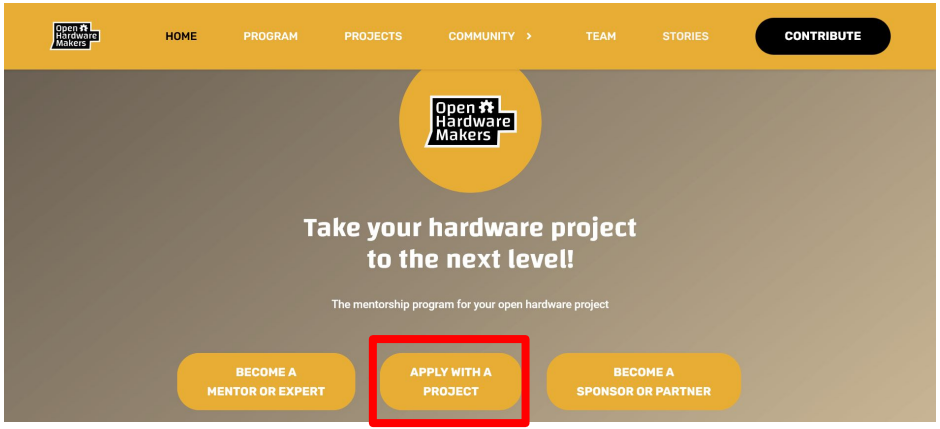
Working on the assignments weekly guarantees steady progress in your project

Attend all scheduled meetings, communicate early if you can't make it

Responsive to communications from the mentor and OHM organizers

Application process

- About you
- About the project
- Motivation letter



Go to: openhardware.space

Review criteria & key dates

- Readiness about the program
- Project stage and goals
- Openness

Participant support

- Connectivity problems
- Childcare support
- Other limitations

Reach out!

Q&A

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TReND

open neuroscience

Gathering for Open Science Hardware

Open Hardware Makers

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