

L06 Entry Barriers

Markus Raab

Institute of Information Systems Engineering, TU Wien

This work is licensed under a Creative Commons
"Attribution-ShareAlike 4.0 International" license.



Entry Barriers

1 Entry Barriers

2 Meeting

- Preview

Learning Outcomes

After successful completion of L06
students will be able to use techniques to

- remove entry barriers in FLOSS initiatives

Different Users

for all entry barriers different users need to be considered:

- end users
- devs
- admins
- researchers

Barrier 0: Find

Improve discoverability:

- website
- news
- wikipedia
- <https://directory.fsf.org>

Barrier 1: Use

- tutorials
- user interface
- packages

Barrier 2: Compile

- bring user in contact with your source code
- dependencies
- build system
- extreme: require users to compile your software (increases Barrier 1)

Barrier 3: Issues

- login in issue tracker
- “good first issues”
- little technical debt

Barrier 4: Improvements [1]

- unit tests (“did not break anything”)
- documentation
- well-structured design
- code review
- continuous integration
- programming language
- license
- small project
- coding guidelines
- clear code
- contribution guidelines

Barrier 5: Social Barriers

e.g. culture and gender

- welcoming atmosphere
- treat everyone as contributor
- mentoring

Barrier 6: No Deadlines

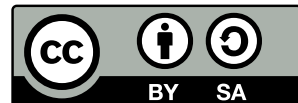
- fast feedback
- keep people involved
- releases, goals, milestones, “testing” versions, . . .

L06 Entry Barriers

Markus Raab

Institute of Information Systems Engineering, TU Wien

This work is licensed under a Creative Commons
"Attribution-ShareAlike 4.0 International" license.



Meeting

1 Entry Barriers

2 Meeting

- Preview

L07 Maintenance

- [1] Jailton Coelho, Marco Tulio Valente, Luciana L Silva, and André Hora. Why we engage in floss: Answers from core developers. In *Proceedings of the 11th international workshop on cooperative and human aspects of software engineering*, pages 114–121, 2018.