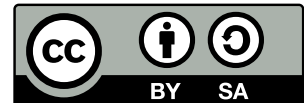


## L06 Entry Barriers

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# Entry Barriers

## 1 Entry Barriers

## 2 Meeting

- Recapitulation
- Assignments
- 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, ...

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# Meeting

## 1 Entry Barriers

## 2 Meeting

- Recapitulation
- Assignments
- Preview

# Questions?

# Learning Outcomes

- After successful completion of L06  
students will be able to use techniques to
- remove entry barriers in FLOSS initiatives

## Different Users

Which users need to be considered concerning entry barriers and why?



# Different Users

for all entry barriers different users need to be considered:

- end users
- devs
- admins
- researchers

# Your Roles

In which role are/were you in?  
How does it change over time?

Task

Break.

# Recapitulation Papers

## Which statement is from which paper?

A coelho2018why: Why We Engage in FLOSS: Answers from Core Developers

B mandez2018open: Open Source barriers to entry, revisited: A sociotechnical perspective

- I have interest or expertise on the project domain → coelho2018why
- Lack of proactivity → mandez2018open
- Friendly community → coelho2018why
- the most important thing is communication and availability of the owner/maintainer → coelho2018why
- To improve the project because I am using it → coelho2018why
- To have a volunteer work → coelho2018why
- Lack of commitment → mandez2018open
- Knowledge on version control system → mandez2018open
- Outdated documentation → mandez2018open
- I wanted the unknown project to become relevant → not present in papers

# Your Reasons

Which entry barriers are relevant for you?  
What would improve your situation?

Task

Break.

# H3

## Task

Enough issues?

# T1: Corrections

Task

Questions?



## T2

Task

Verified tutorials

# Feedback

- Difficulties in Homework/Teamwork/Project?
- ECTS breakdown realistic?



## L07 Maintenance

- Add your favorite license

- [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.