

What should I do to keep a tiny Open Source project active and sustainable? [closed]

Asked 16 years, 2 months ago Modified 16 years, 2 months ago

Viewed 208 times



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Closed. This question is [opinion-based](#). It is not currently accepting answers.



Want to improve this question? Update the question so it can be answered with facts and citations by [editing this post](#).

Closed 10 years ago.

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A couple of months ago I've coded a tiny tool that we needed at work for a specific task, and I've decided to share it on CodePlex. It's written in C# and honestly it's not big deal but since it's the first project I've ever built from scratch in that language and with the goal of opening it from the very beginning, one ends getting sort of emotionally attached to it, I mean you'd wish that the people will actually participate, be it criticism, bug reporting, or what have you.

So my question is, what can I do to actually encourage participation, stimulate curiosity or just receive more feedback about it?

By the way this is the project I'm talking about:

<http://www.codeplex.com/winxmlcook/>

c#

.net

open-source

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edited Oct 1, 2008 at 12:49



Marc Gravell

1.1m ● 272 ● 2.6k ● 3k

asked Sep 26, 2008 at 2:07



Nano Taboada

4,182 ● 12 ● 63 ● 89

This question appears to be off-topic because it is about keeping a Open Source project active and sustainable
– [bummi](#) Sep 24, 2014 at 6:58

3 Answers

Sorted by:

Highest score (default)



4



You should:

- Promote it where you think it would be relevant (forums, mailing lists etc.). Try not to spam though - it will create a backlash.



- continue to provide updates as to create the appearance of an active project until more people pick it up.
- Find project leaders, they are the sort of contributors that encourage others to contribute as well.
- Blog about it and link to relevant blogs (creating ping-backs). Also leave comments at relevant blog posts.

Basically, your generic Internet marketing tactics ;)

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answered Sep 26, 2008 at 2:13

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[Eran Galperin](#)

86.8k ● 24 ● 118 ● 132



2

You first have to acquire users by marketing the tool. Once you have users, that naturally means you'll start getting feedback.



One thing I noticed is your project description doesn't sell the project well. For example, type "winxmlcook" into



Google, what gets shown is your project description but it's not likely to get someone to click on it.



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answered Sep 26, 2008 at 6:56

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[jwanagel](#)

4,059 ● 2 ● 27 ● 33



I know I sound like a broken record constantly posting this book, but just about everything you could ever need

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to know about running an open source project is [here](#). In particular, pay attention to these two chapters:

- [Getting Started](#)
- [Managing Volunteers](#)

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answered Sep 26, 2008 at 2:16

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Jason Baker

198k ● 138 ● 382 ● 520

That's a quite interesting book! I've actually gave it a quick read a couple of months ago. I'd definitely read it more carefully this time :) – [Nano Taboada](#) Sep 26, 2008 at 12:43
