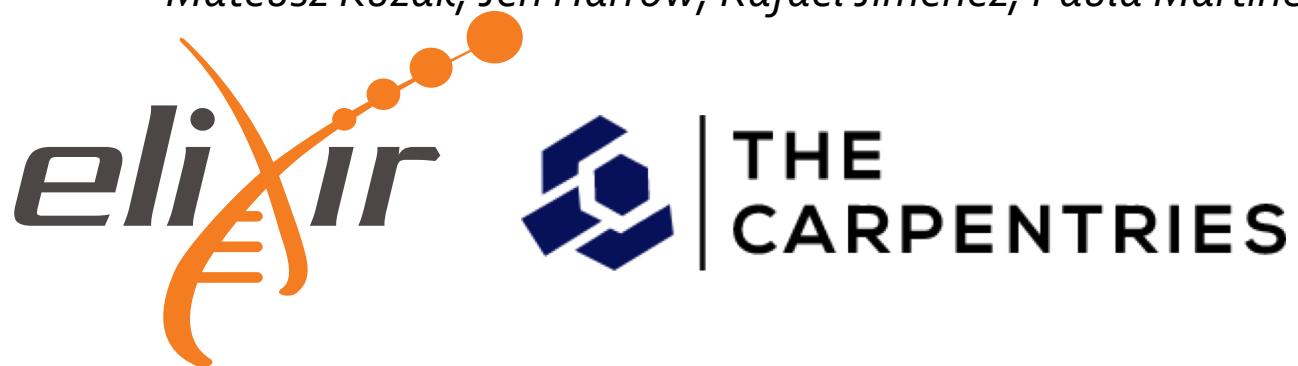




4OSS lesson development

an ELIXIR and The Carpentries collaboration

Mateusz Kuzak, Jen Harrow, Rafael Jimenez, Paula Martinez, Fotis Psomopoulos, Radka Svobodová, Allegra Via



"Four Simple Recommendations to Encourage
Best Practices in Research Software"
doi:10.12688/f1000research.11407.1

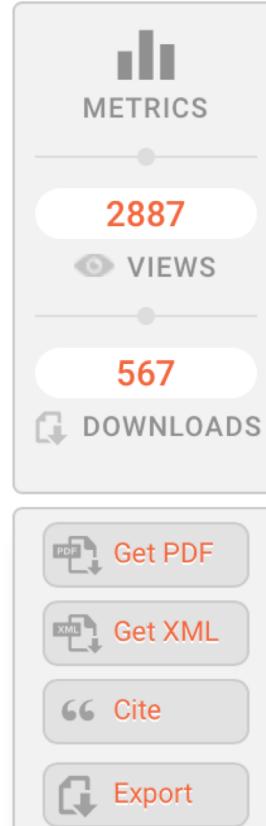
www.elixir-europe.org

The Four Recommendations

OPINION ARTICLE

Four simple recommendations to encourage best practices in research software [version 1; referees: 3 approved]

✉ Rafael C. Jiménez ¹, ✉ Mateusz Kuzak², Monther Alhamdoosh ³, Michelle Barker⁴, Bérénice Batut ⁵, Mikael Borg⁶, Salvador Capella-Gutierrez ⁷, Neil Chue Hong⁸, Martin Cook¹, Manuel Corpas ⁹, Madison Flannery¹⁰, Leyla Garcia¹¹, Josep Ll. Gelpí^{12,13}, Simon Gladman¹⁰, Carole Goble¹⁴, Montserrat González Ferreiro¹¹, Alejandra Gonzalez-Beltran ¹⁵, Philippa C. Griffin¹⁰, Björn Grüning ⁵, Jonas Hagberg ⁶, Petr Holub¹⁶, Rob Hooft ¹⁷, Jon Ison¹⁸, Daniel S. Katz ¹⁹⁻²², Brane Leskošek²³, Federico López Gómez ¹, Luis J. Oliveira²⁴, David Mellor²⁵, Rowland Mosbergen²⁶, Nicola Mulder ²⁷, Yasset Perez-Riverol ¹¹, Robert Pergl²⁸, Horst Pichler²⁹, Bernard Pope¹⁰, Ferran Sanz³⁰, Maria V. Schneider¹⁰, Victoria Stodden²⁰, Radosław Suchocki³¹, Radka Svobodová Vařeková^{32,33}, Harry-Anton Talvik³⁴, Ilian Todorov³⁵, Andrew Treloar³⁶, Sonika Tyagi^{10,37}, Maarten van Gompel³⁸, Daniel Vaughan¹¹, Allegra Via³⁹, Xiaochuan Wang⁴⁰, Nathan S. Watson-Haigh³¹, ✉ Steve Crouch⁴¹



Open Peer Review

Referee Status: ✓ ✓ ✓

Invited Referees

Version(s)	1	2	3
Version 1 published 13 Jun 2017	✓ read report	✓ read report	✓ read report

- 1 Roberto Di Cosmo , Inria, France; Paris Diderot University, France
- 2 Greg (Gregory V.) Wilson, Rangle.io, Canada
- 3 Stefanie Betz, Karlsruhe Institute of Technology (KIT), Germany



1. OPEN SOURCE YOUR CODE FROM DAY ONE



Make your source code publicly accessible in a version-controlled repository (e.g. github.com and bitbucket.org) and increase reproducibility, reusability and collaboration.

2. MAKE YOUR SOFTWARE DISCOVERABLE



Register your software metadata in a popular community registry (e.g. bio.tools) and increase your project's visibility.

3. MIND THE LICENSE



Adopt a license that specifies how others can use and distribute your software. Ensure that the software fits with the license of third-party dependencies.

4. DEFINE RESPONSIBILITIES



Let people know how they can contribute to your project and contact you.

Support Faster Scientific Discoveries with Four Simple Recommendations

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BEST
PRACTICES
`</>`

BETTER SOFTWARE

QUALITY

SUSTAINABILITY

FASTER
SCIENTIFIC
DISCOVERIES

ENDORSE:

<https://softdev4research.github.io/recommendations/endorse/>

Read more:

"Four Simple Recommendations to Encourage Best Practices in Research Software"

doi: [10.12688/f1000research.11407.1](https://doi.org/10.12688/f1000research.11407.1)

Collaborative lesson development

We believe that The Carpentries approach and policy to develop and maintain training materials could help us to provide clear guidelines of how to implement the 4OSS recommendations, contributing to make software FAIR.

The goal of this project is to create training materials to teach researchers and developers how to adopt the 4OSS as development practices.



The lesson will be developed in a 4-stage process

1. CarpentryCon: define lesson learning outcomes, structure and contents

Friday morning Workshop 2: **ELIXIR 4OSS lesson**

Mateusz Kuzak, Allegra Via, Paula Martinez
Room 1 (Active learning)



The lesson will be developed in a 4-stage process

2. Hackathon in Utrecht
(Aug 2018)
to produce the first lesson draft



The lesson will be developed in a 4-stage process

3. Online lesson refinement through GitHub issues and pull requests (Aug-Oct 2018)
4. NETTAB (Oct 2018): satellite meeting to release the first version of the material.

