Research and Startup

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COSS D02

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Agenda

- 1. Research vs. startup
- 2. Project management
- 3. Lead programming
- 4. Open source strategy
- 5. Getting users
- 6. Getting contributions

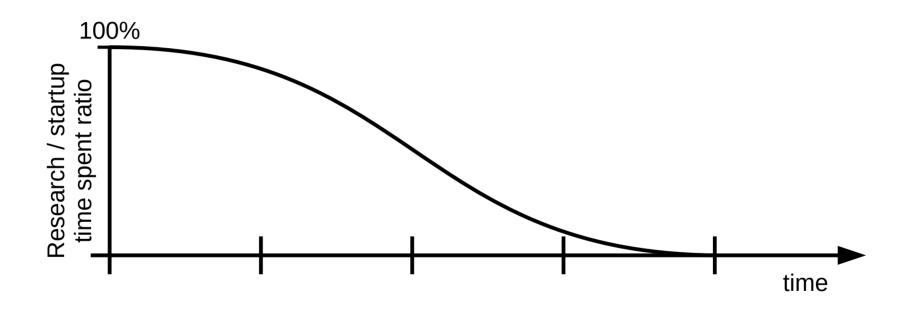
1. Research vs. Startup

Goal Conflict

- Research
 - Desired output
 - Research papers
 - A dissertation

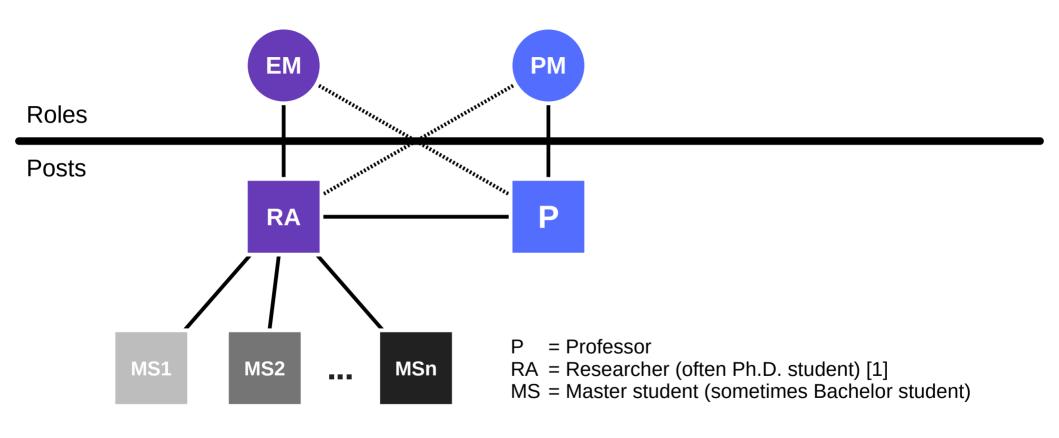
- Startup
 - Desired output
 - Software product
 - A startup

Resulting Time Allocation

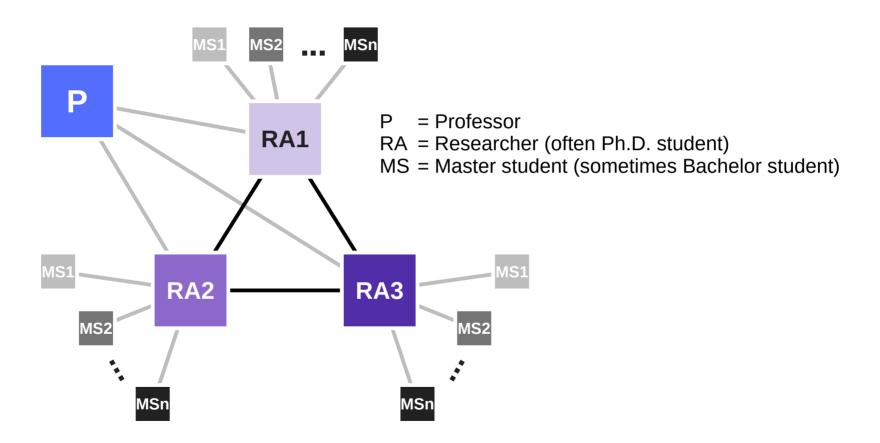


2. Project Management

The Solo Founder Model



The Peer Group Model



Project Recruiting

- Researchers
 - Recruited by professor
 - Funded through research grants, self-funded
- Masters students
 - Recruited by researchers with support by professor
 - Funded through research grants, self-funded

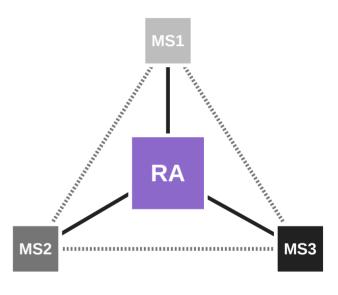
Project End

- Research project finished
- Startup created (or failed)

3. Lead Engineering

Lead Engineer [1]

- A lead engineer
 - Is an engineer who leads the development of a component / system
 - In case of solo founder: The system
 - In case of peer group: A key component
 - W.r.t. the component, is responsible for maintaining
 - Product vision and getting the features done
 - Architectural integrity and code quality
 - Manages other people as they contribute to the component
 - In the beginning, they write most of the code themselves
 - Later, they review and integrate code more than they write
- Contributors are
 - Students at the university (e.g. Master's students)
 - Later: Open source volunteers



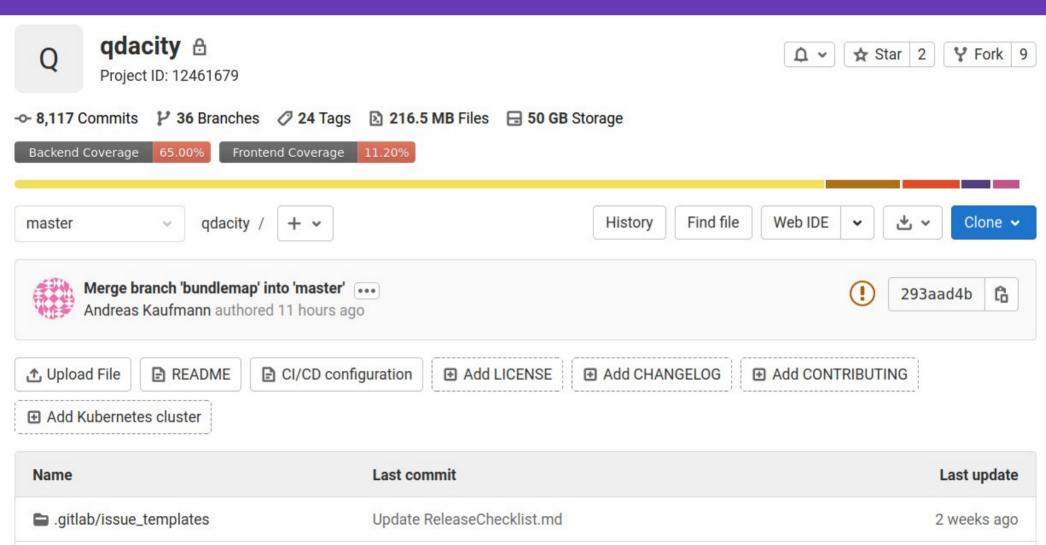
Role Name Equivalencies

Context	Lead role	Helper role
University	Ph.D. student	Master student
Research project	Researcher	Assistant
Startup project	Lead Engineer	Developer
Open source project	Committer	Contributor
Company	Co-founder	Early employee

Lead Engineer / Student Engineer Collaboration

- Lead engineer defines feature
 - If necessary breaks it down into tasks
 - Assigns tasks or waits for volunteers
- With student engineer, discusses design
 - Helps break down work into tasks / increments
 - Ideally, discussion is public (in open source anyway)
- In multiple increments, reviews and merges code
 - Student engineer provides sufficiently small commit
 - Lead programmer reviews, comments, integrates
- Until feature is fully implemented

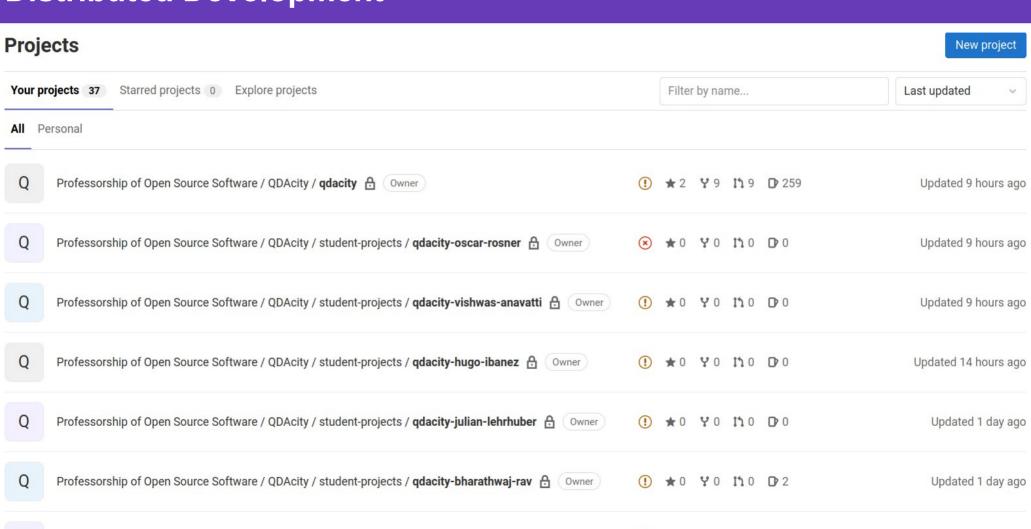
Central Project



Distributed Development

Professorship of Open Source Software / QDAcity / student-projects / qdacity-markus-goller 🔒 (Owner)

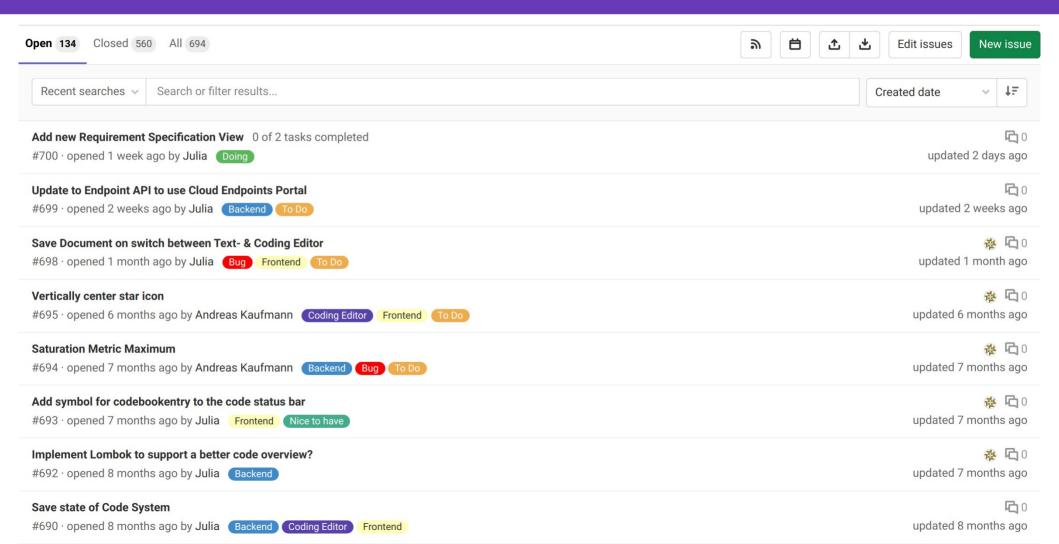
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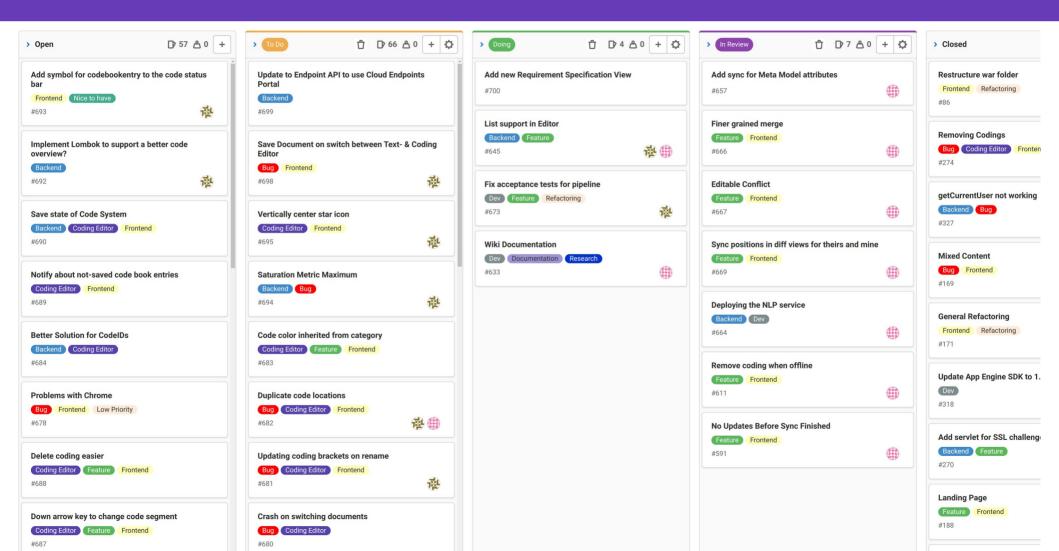
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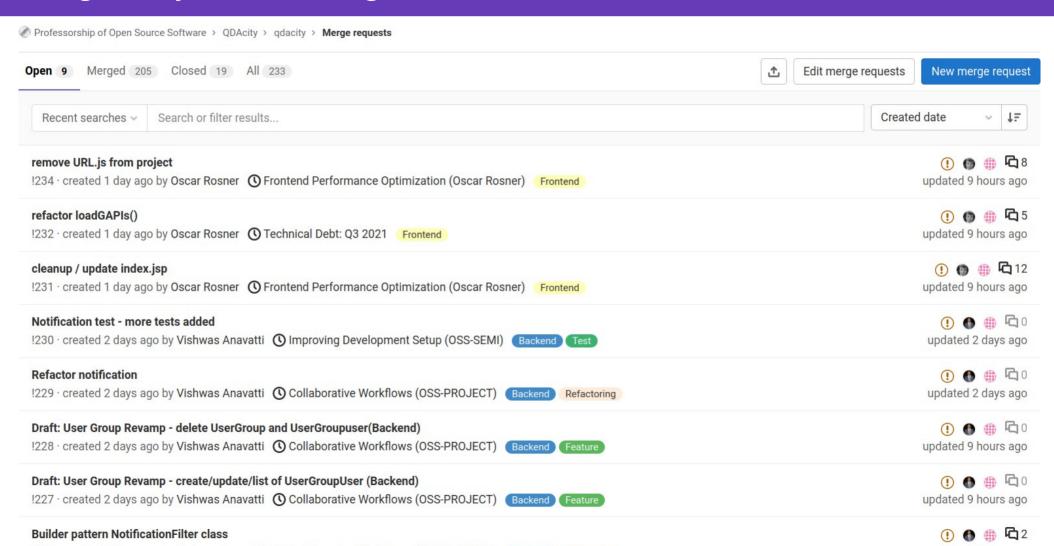
Issue Management



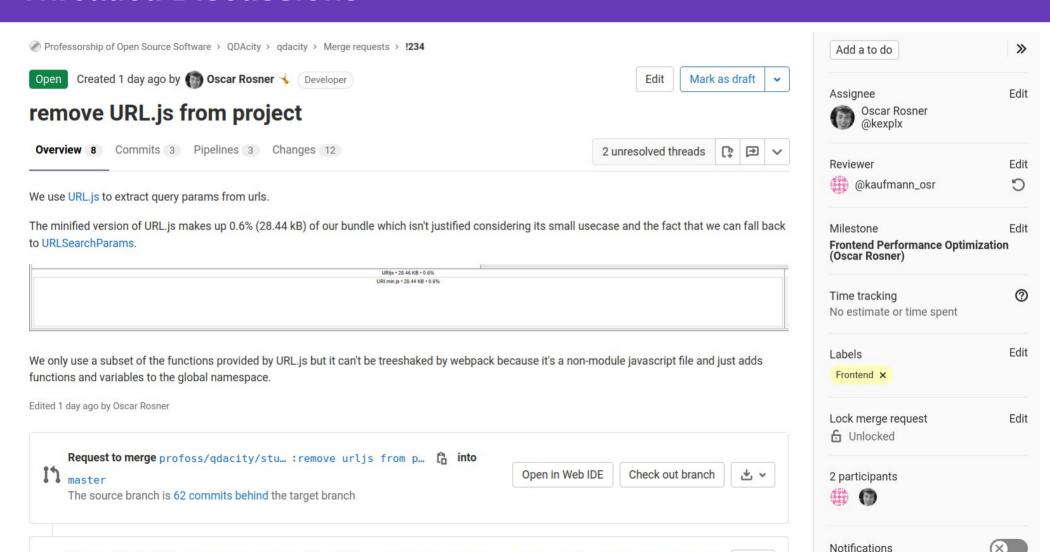
Kanban Board



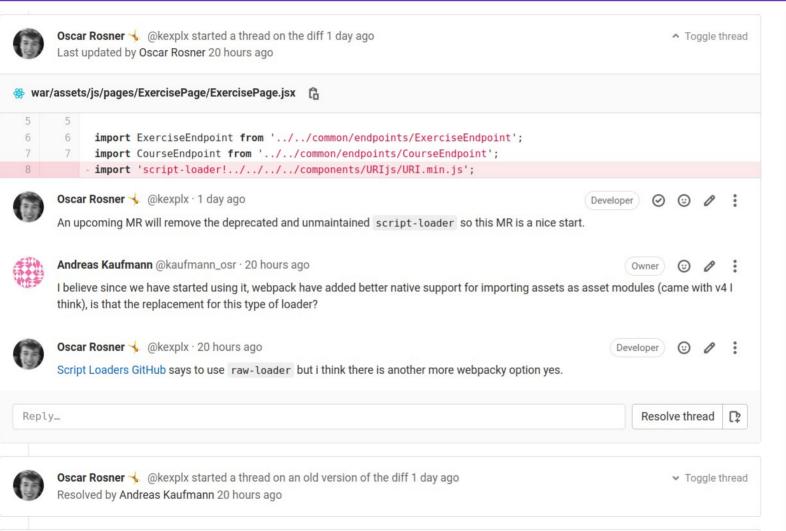
Merge Request Backlog

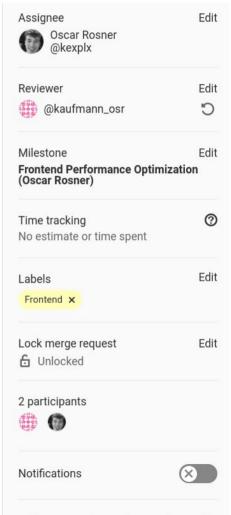


Threaded Discussions



Thread Resolution





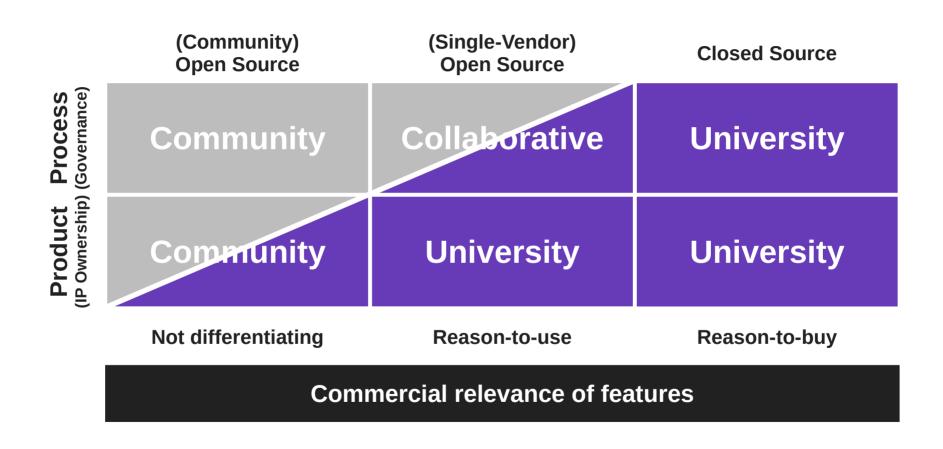
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Other Considerations

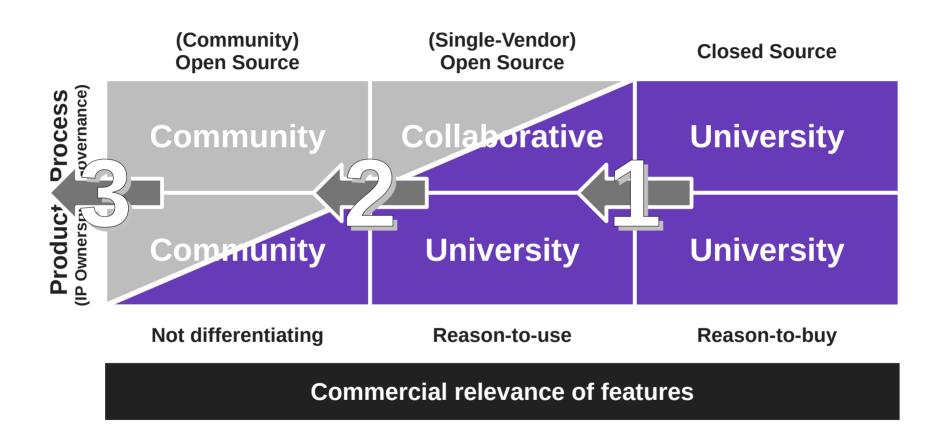
- Single (mono) repository vs. many
- Main-line vs. feature branches

4. Open Source Strategy

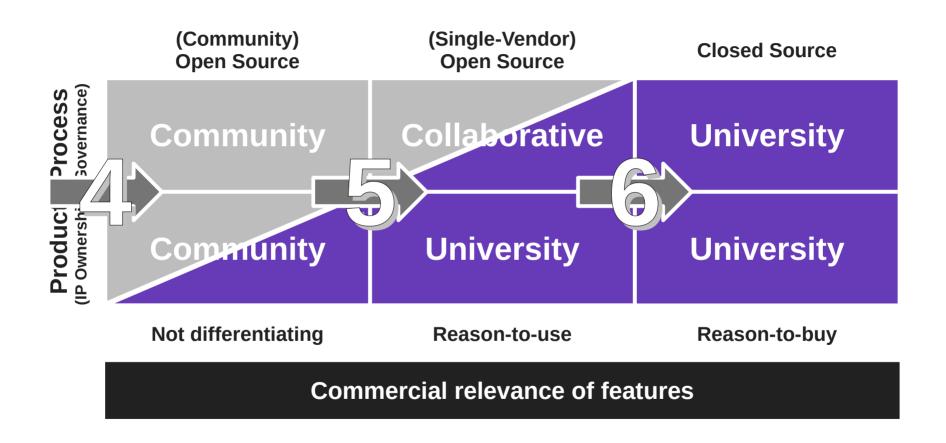
Open Source Community vs. University / Company



Pushing out Features



Pulling in Features

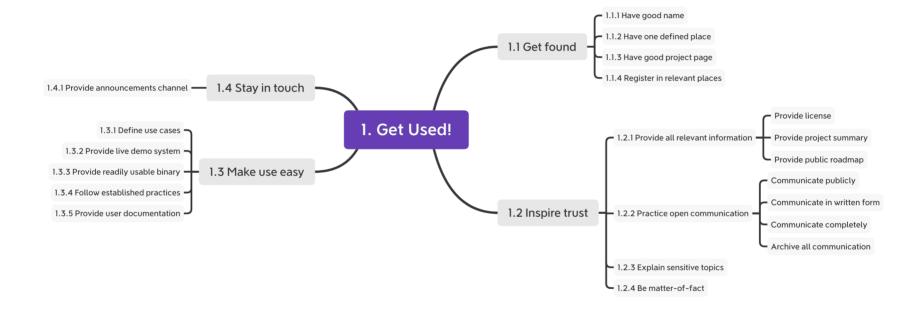


Public Money, Public Code?

- Universities have both a non-profit and commercial part
 - Universities are tasked with research and teaching, among others
 - Universities are also tasked with exploiting their innovations
- It is the university's choice what to give away for free

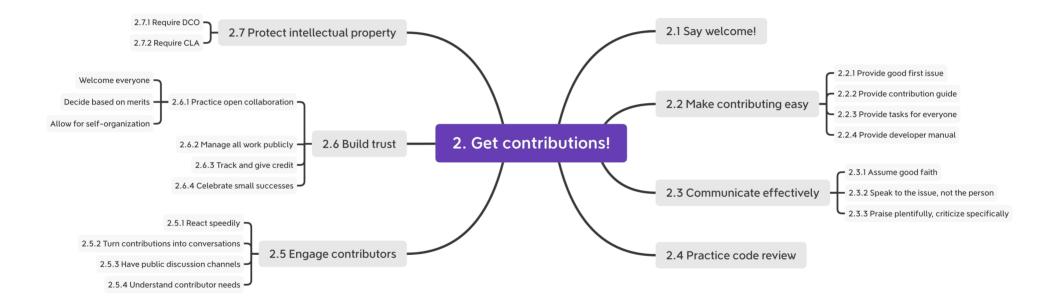
5. Getting Users

Best Practices for Setting-up Shop and Getting Users [R20]



6. Getting Contributions

Best Practices for Getting Contributions [R20]



Summary

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- 2. Project management
- 3. Lead programming
- 4. Open source strategy
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Thank you! Questions?

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