Licensing: How to open-source your work

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Presenters

What this presentation is

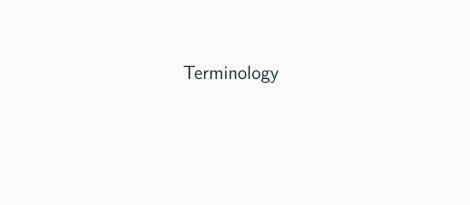
We intend that after this presentation you:

- Know what permissions popular licenses grant you
- Have a good idea of what licenses you may want to use for your projects
- ► (maybe) Have some understanding of the issues if you want to make money from open-source work

What this presentation is **not**

We will avoid promoting a particular choice. However, we may mention pros and cons of particular choices. Also, this presentation is focused on free and open-source licenses.

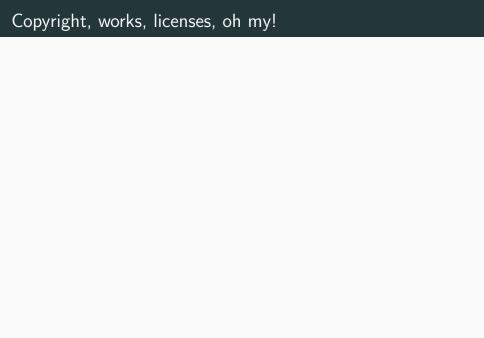
We are not lawyers. We focus on well-understood truths, or point out when something is not well-understood. We cite our sources. If you want custom license terms or to use less well-understood licenses, you should probably consult a lawyer.



Free and Open Source Software (FOSS)

The free software movement and the open-source software movement are separate.

Most licenses that fit the free software definition also fit the open-source software definition, and vice versa. ("Categories of Free and Nonfree Software," n.d.)



Just stick it online, right?





Licenses for non-software works

Working with others and in a community

Making a new project

Contributing to an existing project

Dependencies and using other people's code



Practical and economic considerations

Bibliography

Bibliography

"Categories of Free and Nonfree Software." n.d. Free Software Foundation. https://www.gnu.org/philosophy/categories.html.