

Licensing: How to open-source your work

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Introduction

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.

Terminology

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.)

Copyright, works, licenses, oh my!

Just stick it online, right?

Permissive licenses

Copyleft licenses

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

Non-FOSS licenses

Practical and economic considerations

Bibliography

Bibliography

“Categories of Free and Nonfree Software.” n.d. Free Software Foundation. <https://www.gnu.org/philosophy/categories.html>.