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Working on open-source vs closed source

[closed]

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You hear people talking about how joining an open-source project will help polish your skills, buff your resume, improve your credibility, etc. This is all true but do you think that these benefits are necessarily restricted to open-source? For example the source to a game I am working on is closed but I don't feel like I'm missing out on anything.

What makes open-source experience more valuable than closed-source?

open-source

non-technical

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edited Mar 11 '09 at 15:56



unwind

105k • 12 • 130 • 225

asked Mar 11 '09 at 15:42



Unknown coward

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information

Reason
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closed as not constructive by [Jeremy Banks](#), [Bill the Lizard](#) ♦ Feb 9 at 14:18

As it currently stands, this question is not a good fit for our Q&A format. We expect answers to be supported by facts, references, or specific expertise, but this question will likely solicit debate, arguments, polling, or extended discussion. If you feel that this question can be improved and possibly reopened, [see the FAQ](#) for guidance.