

# Roles and organization in FLOSS projects DRUPAL

Sergio Arroutbi Braojos,  
Daniel Gámez

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# About Drupal 1

- FLOSS (GNU GPL) CMS:
  - Organize
  - Manage
  - Publish
  - Customize Content
- 'Dries Buytaert' began the Drupal software in 1999



- Maintained and developed by a community of 630,000+ users and developers
- UN, World Bank and European Space Agency use Drupal

# Drupal project's principles I

- Modularity and extensibility
  - Aims to provide a slim powerful core
- Standards-based
  - Considering emerging technologies like XHTML and CSS
- Quality coding
  - Low resource demands, performance
- Open source
  - Collaboration
- Ease of use
  - Usability for developers, administrators, and users

# Drupal Community I

"Drupal is more than software - it is a project and a community."

"So fostering the Drupal community is actually more important than just managing the code base."

- Dries Buytaert

## [ **Community** ]

*groups.drupal.org* provides a place for groups to:

- organize
- meet
- work on projects based on interest or geographic location

Events & Meetups, Chat (IRC), Planet Drupal, Community Spotlight, Commercial Support, Forum, Mailing Lists, 'Drupal Association'.

# Drupal Main Roles I

## [ Contributors/Volunteers ]

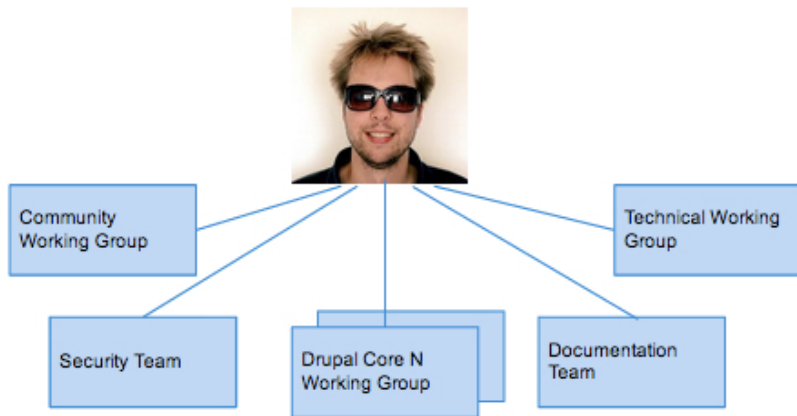
- Code Developing
- Documentation
- Marketing
- User Support
- Testing
- Translation
- ..and a wide range of abilities and interests



# Candidate's Requirements I

- High-priority initiatives
  - Project security and quality issues
- Contributors Tasks
  - **Task:** translate user interface text
  - **Skills:** fluency in both English and a non-English language
  - **Task:** front-end web developer
  - **Skills:** experience in HTML, CSS and JavaScript/jQuery web development, cross-browser/device/platform testing..

# Main policies and internal organization I



# Leaders I

- Heterogeneous and flat organization.
- **Drupal Core:**
  - Project leader: Dries Buytaert.
  - Main releases maintainers:
    - Drupal 6: Gábor Hojksy
    - Drupal 7: Angela Byron
    - Drupal 8: Nathaniel Catchpole
  - Mission: Help on death-lock issues. Decision making.
  - **Slackers:** The real work is done by contributors and collaborators.



# Drupal Contrib I

- **Drupal Contributors:**

- +12000 (2011)
- Real Task Force
- Very flat organization
- **Maintainers:** The “official” scheme, identifying responsibilities for different functionalities:
  - Branch Maintainers: “Project leader as branch maintainer”.
  - Component Maintainers: Ajax, Cache, Database, Core, etc.
  - Topic Coordinators: Accesibility, Documentation, Security, Translations, User Experience.
  - Module Maintainers: Contact module, Dashboard module, Search module.
  - Theme Maintainers: Bartik theme, Garland theme, etc.

# Drupal Association I

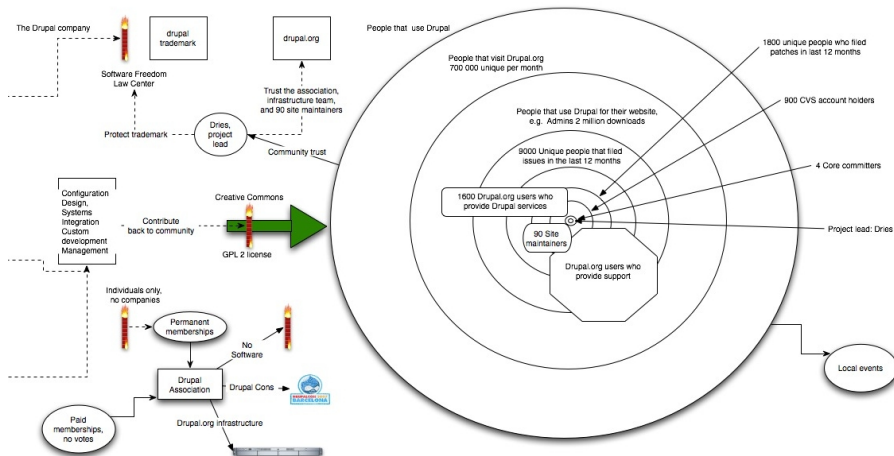
- **Drupal Association:** Non-profit Drupal Community Building Association
- **Board of Directors: Selected by election:** But who are they in the end?: Dries Buytaert, President; Angela Byron, Secretary; ... In the end, important technical people.
- **Mission:**
  - Funding, donations achieving
  - Infrastructure status
  - Education and Promotion
  - Ensure DrupalCon celebration
  - Licensing Issues
- **Non-technical mission:** Do not control CORE/Contrib.
- **Staff:** community members, supporting partners, sponsorships.

- **Flat organization:** Somehow, mixed and mingled. At least, it is documented.
- **Different and heterogeneous roles**, such as:
  - Sysadmins
  - Issue Tracking
  - Downloads
  - Groups
  - Documentation
  - Version Control/Git
  - QA (Quality Assurance)
  - CI (Continuous Integration, via Jenkins)
  - Security
  - DrupalCon Websites

# Interaction I

- "No special rules": Everybody can communicate to anybody, with some logic, and keeping the code of conduct.
- "Core Office Hours": Mentorship. Tuesday: 12.am - 2.pm (Eastern) Wednesday: 12.am - 2.pm (Eastern)
- "Change proposals": Can be performed by anyone:
  - 1 Propose your idea (IRC, Twitter, groups.drupal.org, Drupal Planet, etc).
  - 2 Propose a patch
  - 3 The action: Normally occurs on the Issue queue.
- "Bug reporting": Can be performed by anyone. A possible workflow:
  - 1 User: Bug posting to Bug issue queue
  - 2 Programmer: Fix -> Needs Review
  - 3 Tester: Test: -> Fix, OK.

# Interaction I



# Reference Conference I

- **DrupalCon:** Reference Conference for Drupal Community
- **Start:** 2005: Belgium. 70 people.
- **When?:** Normally, twice a year (1 in Europe, 1 in States).  
Some exceptions (2013: Sydney, Portland, Prague)
- **2011:** 3000 people: Showing how the community has grown up.
- **2013:** 1840 tickets sold (2000 participants?). Biggest in Europe.

# DrupalCon Main Goals and Activities I

- **Community Building:** Growing and strengthen .
- **Promotion:** Marketing and Project acceleration.
- **Revenues:** For community programs. Portland DrupalCon: +970000\$.
- **Success:** measured in:
  - Attendees, Cx0 attendees, Students in training.
  - Speakers.
  - After hour events (community building).

# Other social interaction I

- **User Group Meetups:** Informal meetups (having a beer, small audience talks, etc.)
- **Drupal Camps:** All over the world. Small conferences (75 to 300 people). "Mini-DrupalCons".
- **Code Sprints:** Like hackatons: normally weekends. No lessons. Features coding, Bug killing, etc.



# Conclusions I

- Open development model producing cutting-edge platform
- Contributors have a stronger voice in the project and greater influence on the future of Drupal
- In the end, there exists a benevolent dictator in the project
- Flat organization, somehow a Cathedral of Bazaars
- Growing community, close social interaction
- DrupalCon: Reference Conference. Successful and profitable

# Questions I

QUESTIONS?



# References

- Angela Byron, Drupal 7 maintainer, "Drupal Community Demystified" <http://www.youtube.com/watch?v=PSjkRJ2mM54>
- Stephanie Torres, "Drupal Association Board Meeting" <https://association.drupal.org/node/18208>
- Drupal Maintainers <https://api.drupal.org/api/drupal/MAINTAINERS.txt>
- DrupalCon <https://drupal.org/drupalcon>

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