

The future of the Bugday project

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Bugday Lead

Alpha/IA64/MIPS Architecture Teams.
User Relations, Quality Assurance.

Gentoo

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- 1 Introduction
 - About me
- 2 What is Bugday?
 - Introduction
 - What are Bugdays all about?
- 3 Bugdays now
 - Structure
 - Involving everyone
- 4 Bugdays in the future
 - Bugday helpers
 - Structure in the Bugday team
 - Updates to the website
- 5 Cross-Project Bugdays
 - The ideas
 - Social Bugdays

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About me

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- Been using Linux for 5 years. (Gentoo since 2004.0).
- Been developer for 6 months.
- My jobs in Gentoo:
 - Member of the Bugday team.
 - Member of the Alpha, Beta and RC2 development teams.
 - Working with QA and User Relations.

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Introduction to the Bugday concept

- Users and developers are working together on fixing various bugs in Gentoo.
- Teaching people about the Gentoo development process.
- First Saturday each month in #Gentoo-Bugs on `irc.freenode.net`.
- Bugs are listed on <http://bugday.gentoo.org> with a link to our Bugzilla setup (<http://bugs.gentoo.org>).
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- It is about inviting users into the Gentoo development process.
- It is about learning.
- It is about meeting new people who loves Gentoo.
- ... and of course, fixing bugs.

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The current structure of the Bugday team

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- Other developers.
- Forum people.
- User representatives.
- **Users!**

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Structure on the Bugday team

- Defined roles for each member.
 - Helps users with specific questions.
 - Helps the Bugday team to know who is doing what and why.
- What we really need in the Bugday team is:
 - Skilled individuals
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Updates to the website

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The ideas

- Being able to get a lot more attention.
 - Hopefully with the help of various Linux magazines.
 - Creating more PR for each project.
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- Ability to have speakers from various projects.
- Create small workshops where ...

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- Developers can help other developers with fixing bugs.
 - Developers can help other developers with development process.

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 - Users can help each other on various bugs.
 - People can talk about different development models.

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