

How to kill an Open Source Community?

Battleship: INRIA

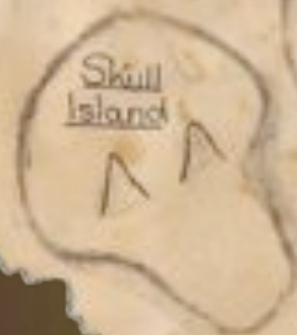
Captain general: Stephane Ribas

Lieutenant: Michel Cezon



Landlubber's Secret Stash

Treasure Map



The Old Oak Tree



Rocky Hills Pass

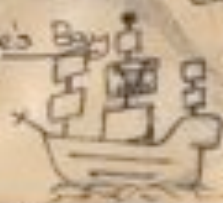


River Rapsids Run



DANGER!

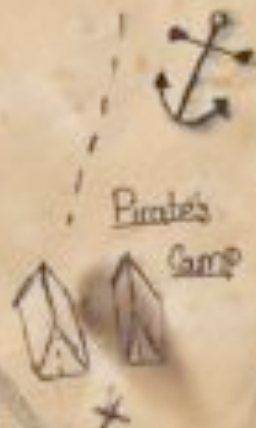
Ravage's Bay



Mountain side Caves



Pirate's Camp



Pirate hint #1

- *Restrict enthusiasm & free expression*
- *Prevent open discussions about vision & strategy*
- *Never seek members views & opinions*



Pirate hint #2

- *Set up strict by-laws & rigid processes*
- *Establish a strong top-down privileged oriented community*
- *Stick to one business model & never change it whatever may happen*



Pirate hint #3

- *Avoid participation from community members to any decision making process*
- *Ensure that communication, dissemination & promotion initiative requires your despotic approval*



Pirate hint #4

- *Impose closed monolithic architecture software*
- *State that globalization/localisation/skin adaptation add-ons are useless*
- *Don't publish roadmap neither your project security threads*
- *Block momentum*



Pirate hint #5

- *Do not promote, reputation will grow by itself thanks to product excellence*

“I code, I publish, I exist!”



Pirate hint #6

- *Never acknowledge contribution*
- *Never acknowledge recognize successes*
- *Never award incentives*



Pirate hint #7

- *Force other OSS communities to merge or fight against them!*
- *Never monitor your community*
- *Move your OSS non-profit organization to a profit organization*



OSS treasure workarounds?

No way!

- **Values as roots**
- **Project with a community**
- **Community breeding**
- **People, people, people**
- **Methodology**



method?



Sources: Stan Garfield, Richard McDermott, Karl Fogel, Jono Beacon, Eric Raymond.

QSS healthy communities?

- *Sense of accomplishment, driving purpose, clear activities,*
- *Community leadership & participation*
- *Well-connected,*
- *Responsibility for organizing knowledge*
- *High management expectations*



QSS communities failure?

- « Manager » decisions are not understood
- Too much influence of profit-oriented companies
- Founders or important managers may leave the project
- Too many rules



WANTED
Dead or Alive

**Community
manager**

REWARD OF
\$250,000

BY ORDER OF THE SHERIFF





Thank you!

Any Questions?

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Credits

- Our slides & ideas comes from
 - Our own experience,
 - Stan Garfield
 - Richard McDermott,
 - Karl Fogel,
 - Eric Raymond,
 - HP Open Source Division,
 - OW2,
 - Many more !

We would like to thank all those guys & organizations without whom we would not have been able to create & use “those guidelines” in our current & future missions



Main References

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