Engaging With Open Source

Open Source Publishing Technologies: Current Status and Emerging Possibilities

NISO August Webinar

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README.txt

3 years: Index Data, LLC
Open Source Community Advocate

5 years: LYRASIS (U.S. library consortium)
Assistant Director, Tech Services Development

5 years: OhioLINK (Ohio higher ed consortium)
Assistant Director, New Services Development

5 years: University of Connecticut
Law school library and main campus library

5 years: Case Western Reserve University
Systems Librarian

5 years: Miami University
Systems Librarian
Why Open Source

The tenets of OSS – that is, software that can be freely accessed, shared, used, changed and/or modified – fit well with the missions of organizations dedicated to documenting, preserving, and providing access to cultural and scientific heritage.
Why Open Source

The fear of enclosure is certainly not the only force driving open-source development. There is also the hope, at least, of increased scale: a publisher or a library, interested to develop a bespoke tool, will find it difficult to justify the cost of development and maintenance if the only user will ever be itself. For many, the idea of open source implies a shared deployment model that distributes, if not the cost, at least the value, across a larger community.
Fitzgerald noted that the rise of successful open-source software (which he called “OSS 1.0”) was characterized by self-organized, Internet-based projects that gathered loose communities around sheer willingness to participate....
The “How” of Open Source

... Fitzgerald identified a newer mode, which he called “OSS 2.0,” characterized by “purposeful design” and institution-sponsored “vertical domains,” and much more likely to include paid developers.
Participatory Open Source

- Early inclusion of subject matter experts
- Adopters and service providers
- Use of “agile software development” methods
- User-experience-first design
Early Inclusion of Subject Matter Experts

- Engage experts in the field
- Use “User Stories” to identify core requirements
- Empower functional teams
Adopters and Service Providers

- Level playing field for those using open source and those providing services for open source
- Draw users into the development process
- Service Providers: facilitate entry of customers into the community
Agile Development Manifesto

- Individuals and Interactions over processes and tools
- Working Software over comprehensive documentation
- Customer Collaboration over contract negotiation
- Responding to Change over following a plan

“Agile Project Management by Planbox” via Wikimedia Commons
User-Experience-First Design

- Traditional “Waterfall” method
User-Experience-First Design

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User-Experience-First Design

- Traditional “Waterfall” method
- Design before Development
User-Experience-First Design

- Traditional “Waterfall” method
- Design before Development
- User-Experience-First Design

- UX/UI before Code
- Involve users in design
- Frequent reviews
Scratching an Itch

- Open Source 1.0
  “Developers scratching an itch”

- Open Source 2.0
  “Companies scratching an itch”

- Participatory Open Source
  “Users scratching an itch”
Peter E. Murray

Open Source Community Advocate
Index Data, LLC
https://dltj.org/about

Presentation Notes:
https://dltj.org/article/niso-engaging-with-open-source/

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