"Codex Claustroneoburgensis 980" from College of Saint Benedict & Saint John's University via DPLA

Peter E. Murray – @DataG – https://dltj.org/about

Engaging With Open Source

Open Source Publishing Technologies: Current Status and Emerging Possibilities

NISO August Webinar

August 14, 2019

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)
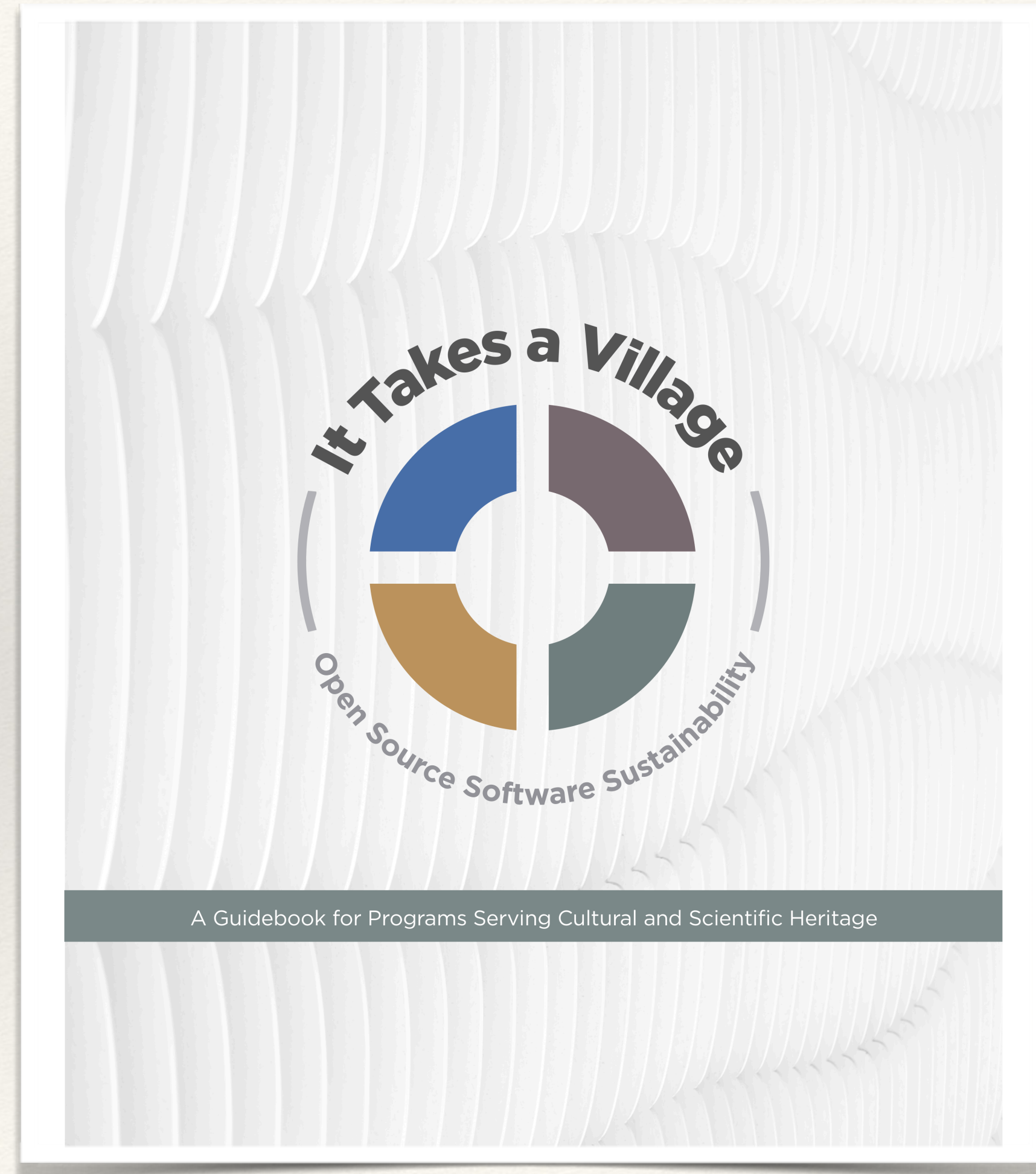*Assistant Director, New Services Development*

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[1]– fit well with the missions of organizations dedicated to documenting, preserving, and providing access to cultural and scientific heritage.

It Takes a Village

Open Source Software Sustainability

A Guidebook for Programs Serving 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.

Mind the Gap

A Landscape Analysis of Open Source Publishing Tools and Platforms

John W Maxwell, Erik Hanson, Leena Desai, Carmen Tiampo, Kim O'Donnell, Avvai Ketheeswaran, Melody Sun, Emma Walter, Ellen Michelle

Simon Fraser University

July 2019

The number of open source (OS) online publishing platforms, i.e. production and hosting systems for scholarly books and journals, launched or in development, has proliferated in the last decade. Many of these publishing infrastructure initiatives are well-developed, stable, and supported by a small but vigorous distributed community of developers, but promising new ventures have also recently launched.

The notable increase in the number of OS platforms suggest that an infrastructure 'ecology' is emerging around these systems. Distinguishing between systems that may evolve along competitive lines and those that will resolve into a service 'stack' of related, complementary service technologies will help potential adopters understand how these platforms can or should interoperate.

The "How" of Open Source

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

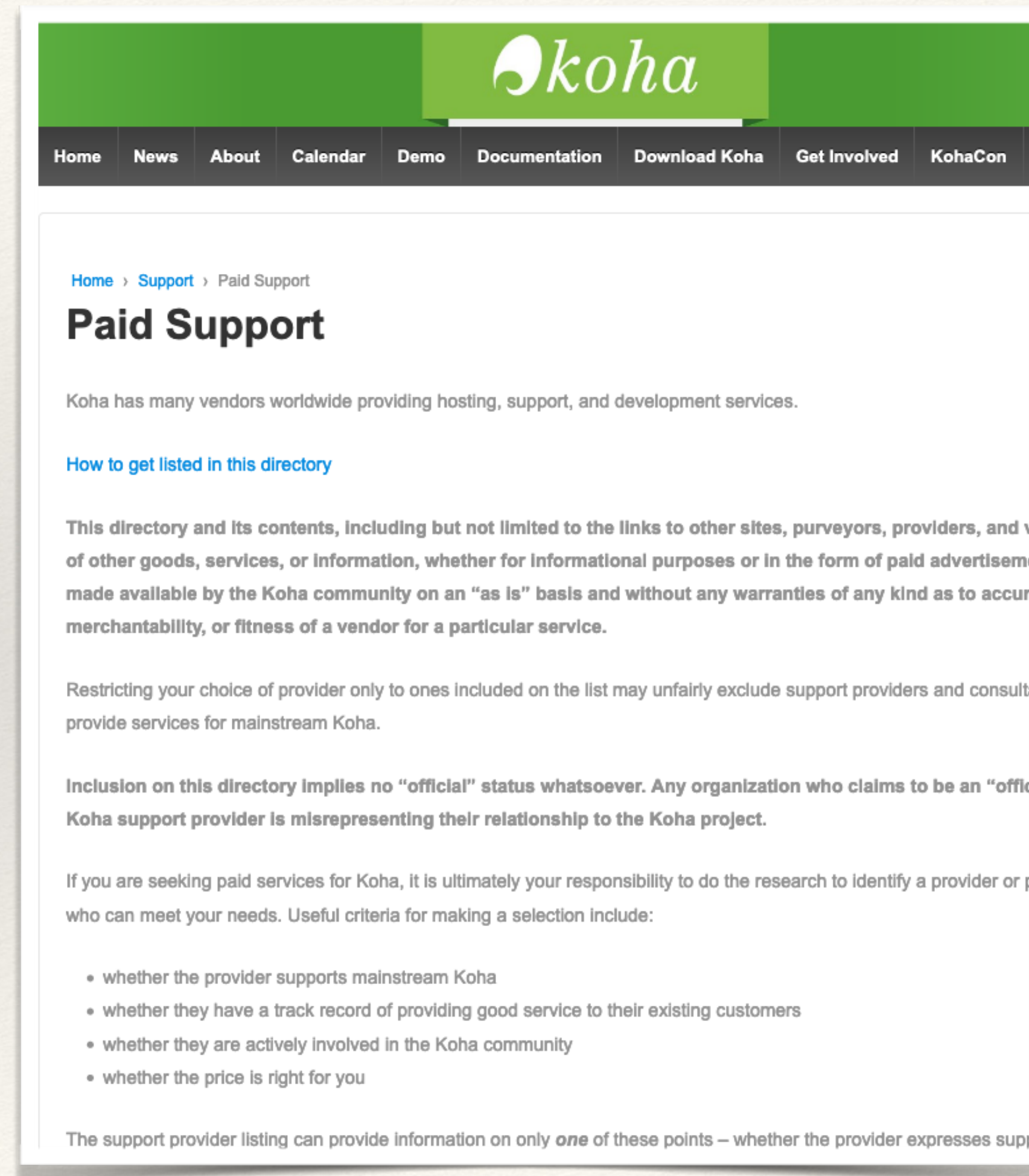❖ Use of "agile software development" methods

❖ 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
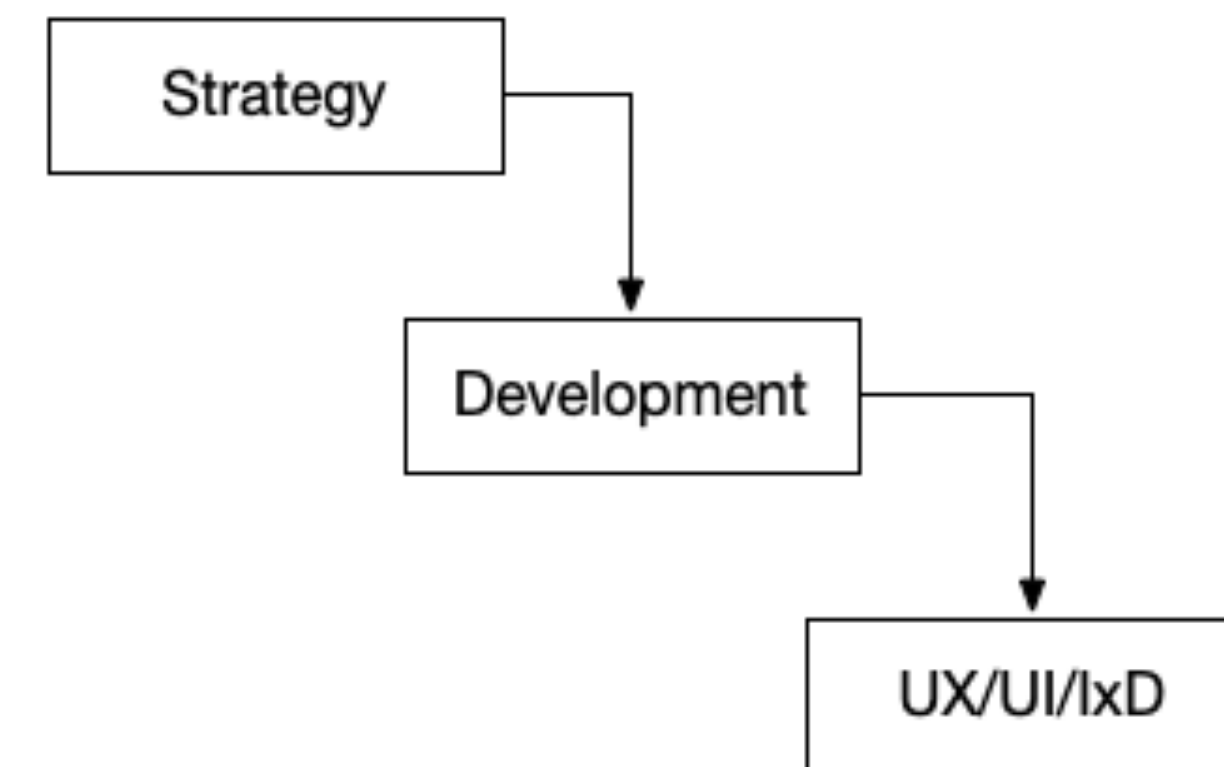
Agile Software Development

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: Iteration

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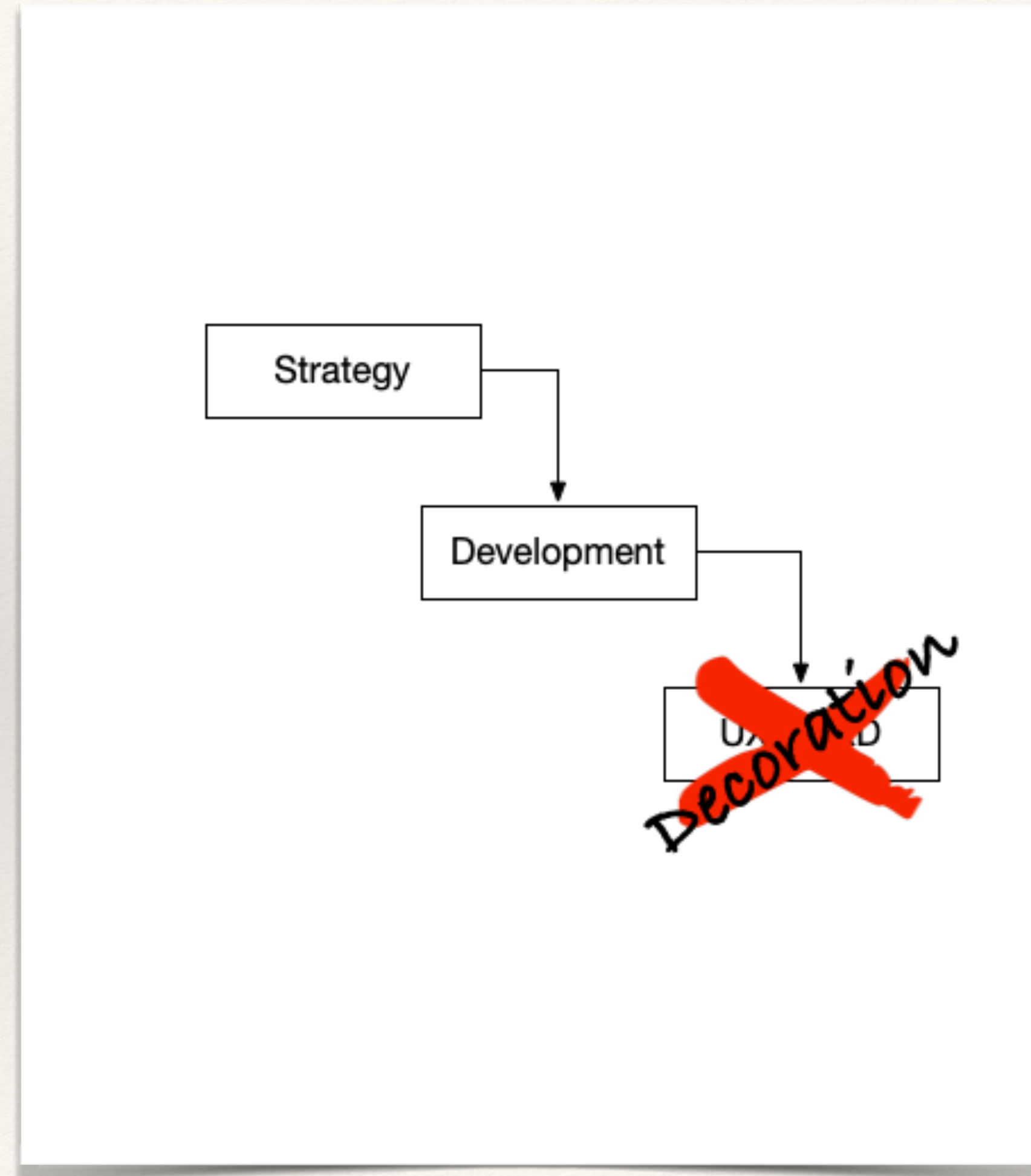
User-Experience-First Design

❖ Traditional "Waterfall" method

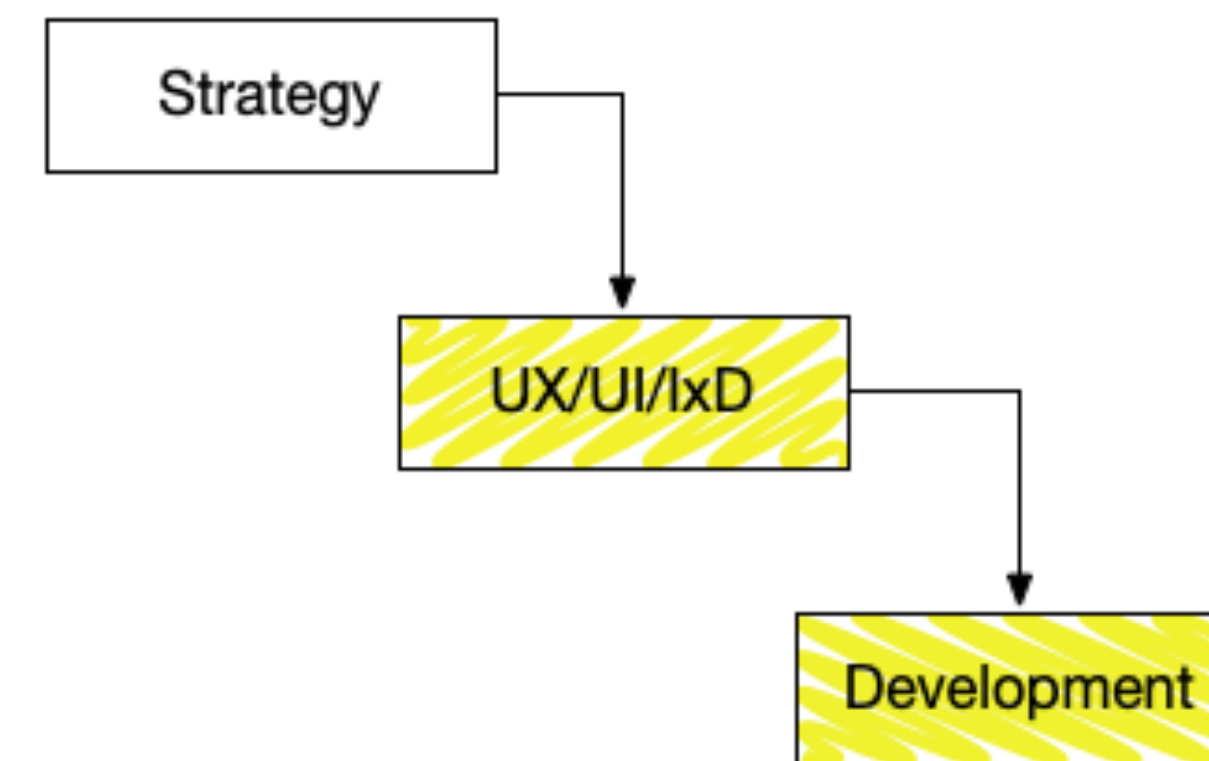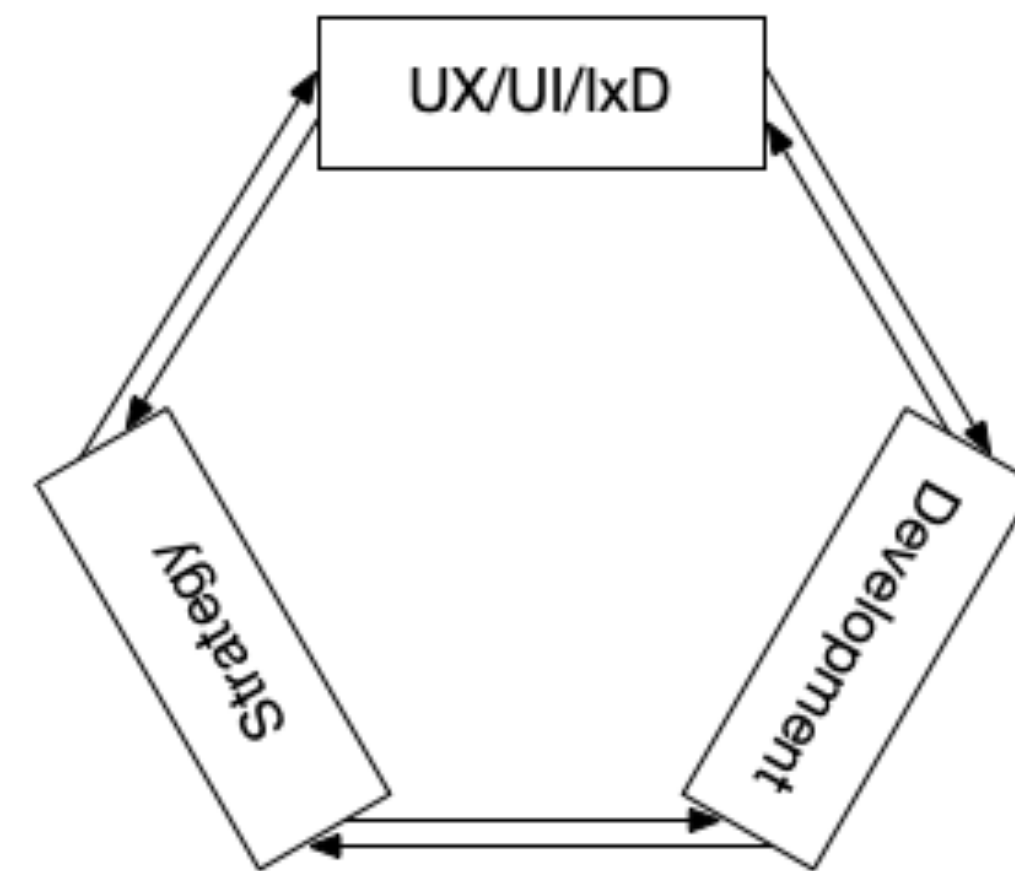# User-Experience-First Design

❖ Traditional "Waterfall" method

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

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https://dltj.org/about

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

"Sunset" from the National Archives and Records Administration via DPLA