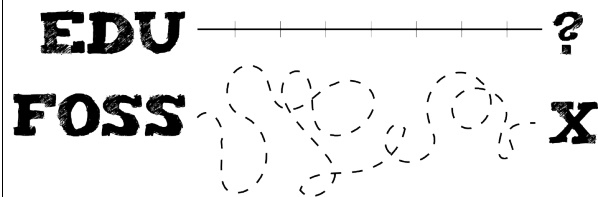


The difference between FOSS and Academia



The Dreyfus Model

1. Novice
2. Advanced beginner
3. Competent
4. Proficient
5. Expert

See the Wikipedia article: "Dreyfus model of skill acquisition" or <http://bit.ly/docs-fable> for more information.

Designing scaffolding

1. (5 minutes) What do you want to get from this talk? Why are we here?
2. (25 minutes) Dive in... with annotations. A POSSCON attendee who made their first open source contribution yesterday will join us onstage, and we'll review their adventures with the help of witty commentary and props from Mel's backpack.
3. (10 minutes) Breathing! What happened, what did we learn, and where do we go next?

About the Design Suite

This talk's example FOSS project: The Design Suite is a ready-to-go desktop environment brimming with the Fedora Design Team's favorite FOSS multimedia production and publishing tools. These are the same programs we use to create all the artwork for Fedora, from desktop backgrounds to CD sleeves, web page designs, app interfaces, flyers, posters and more. From document publication to vector and bitmap editing or 3D modeling to photo management, the Design Suite has an application for you — and you can install thousands more from the Fedora universe of packages. <http://spins.fedoraproject.org/design>

Want to learn more?

- Open source cultural principles: <http://theopensourceway.org>
- Applying open source to the world: <http://opensource.com>
- Our workshops for faculty: <http://redhat.com/posse> (Next: July 23-24, 2011 in Raleigh, NC)
- Our open content curriculum: <http://bit.ly/posse-curriculum>
- Our community of practice: <http://teachingopensource.org>
- Everything from this talk: <http://bit.ly/curious-artifacts>

This brochure is licensed CC-BY-SA.

Curious Artifacts: Making FOSS materials make sense to learners

Teachers want real-world examples, authentic learning experiences, mentors and project engagements for their classrooms. "Great!" the FOSS community says. "We've got that stuff in droves, and we could use some help!" However, when it's time to bring open code, content, design, etc. conversations to the classroom, things often get messy. How do educators and open source communities turn the daily artifacts of FOSS work (chat logs, tickets, code reviews, mailing list archives, etc) into material suitable for classroom learning - in other words, 'textbookify' it - and engage the students in the process of creation, and what sorts of tools (MediaWiki, Etherpad, Publican etc.) support that type of workflow? Come find out. **Thurs, 4:10-4:50 (Education)**

Presented by

Mel Chua - Community Leadership Team, Red Hat (mel@redhat.com)

Sebastian Dziallas - Release Engineering, Fedora Project (sdz@fedoraproject.org)

A brave new open source contributor at POSSCON (Is this you? Email us!)



a Red Hat community service

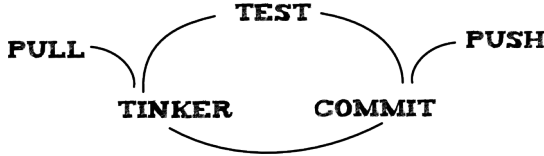
Tweet #posscon and #tos during the conference!

FOSS cultural principles

1. Default to open. Always ask how you can be more radically transparent – what exactly are you afraid of? Could you explain the situation to a friend? Then it's probably *not that bad*.
2. It's not what you know, it's what you want to learn. (Start now – you can.)
3. Pay it forward; document in exchange for lessons. This is a great way to start talking to people, especially if you're shy (we are.)
4. Release early, release often.
5. Show me the code. (Open source is a do-ocracy; those who do a task decide how it gets done.)
6. Given enough eyeballs, all bugs are shallow. (Also known as Linus's Law)
7. If it's not public and reproducible, it doesn't count.
8. Begin with the finishing touches. Don't reinvent the wheel – find something that's 85% of the way there and finish it. (Allow people to use your work for their finishing touches – this is where open licensing and open formats come in handy.)
9. Plan to improvise. Life is a series of pleasant surprises.
10. In general, it's better to communicate the undone than to do the uncommunicated.
11. Push to upstream.
12. It takes one yes to win. (Keep going.)

For more, see <http://theopensourceway.org>.

Open source practices

1. Your first 15 minutes in a project
 2. Release cycles
 - Development begins
 - Feature acceptance & freeze
 - Alpha freeze & release
 - Feature completion
 - Beta freeze & release
 - Final freeze & release
 - Celebrate!
 3. Proposing a feature
 4. Version control and upstreaming
- 
5. Tickets and ticket trackers
 6. Marketing & buzz-building
 7. Licensing: see
 8. Working with other project teams
 - Infrastructure/Sysadmin
 - Documentation
 - Design/Art
 - Testing/QA
 - Marketing/News
 - Ambassadors/Events
 - Translation/Internationalization
 9. Packaging and distribution

Commonly used tools

1. Realtime communication: IRC
2. Longer-term documentation: Wiki (we will show Mediawiki)
3. Asynchronous updates: Mailing lists (we will show Mailman)
4. Shared thoughtstreams: Blogs and Planet aggregators
5. To-do lists: Ticket trackers (we will show Trac)
6. Workspaces: Version control (we will discuss git)

Uncommonly used tools

1. Realtime text-editing Etherpad
2. Distributable docs: Publican
3. Be a polyglot: Transifex
4. Look awesome: Design Suite

Your notes go here