

Open Project Management

from an “open” perspective

UNIT 3

Instructor: Dr. Bradly Alicea

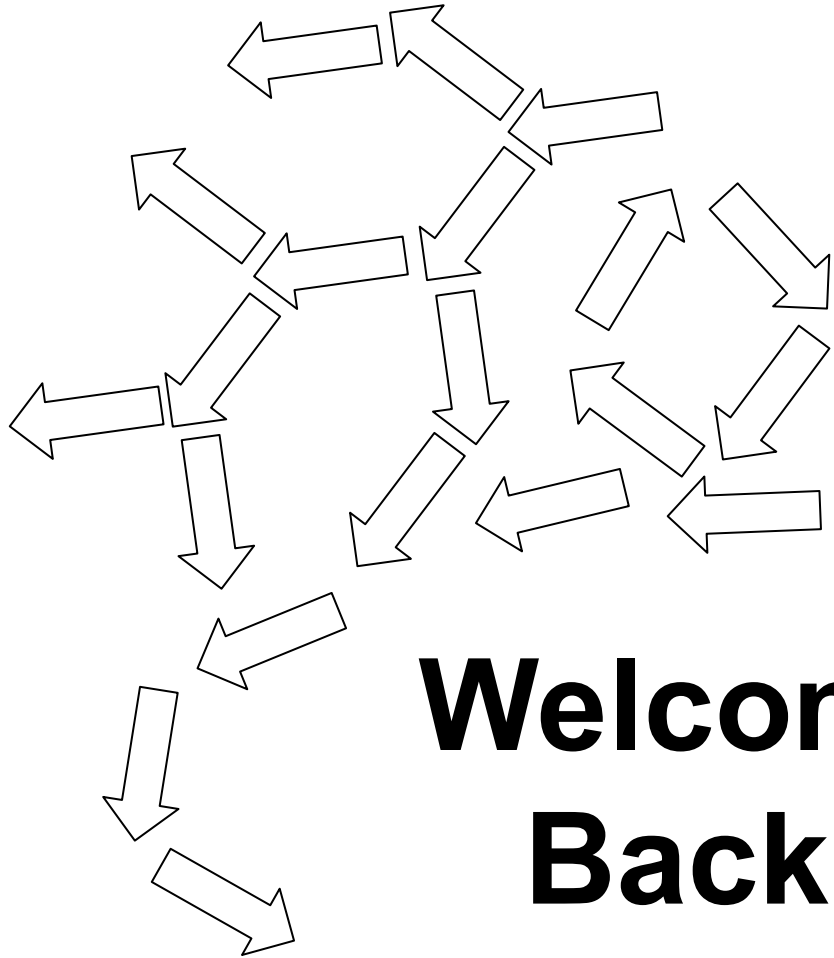
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IS 340: Spring 2023

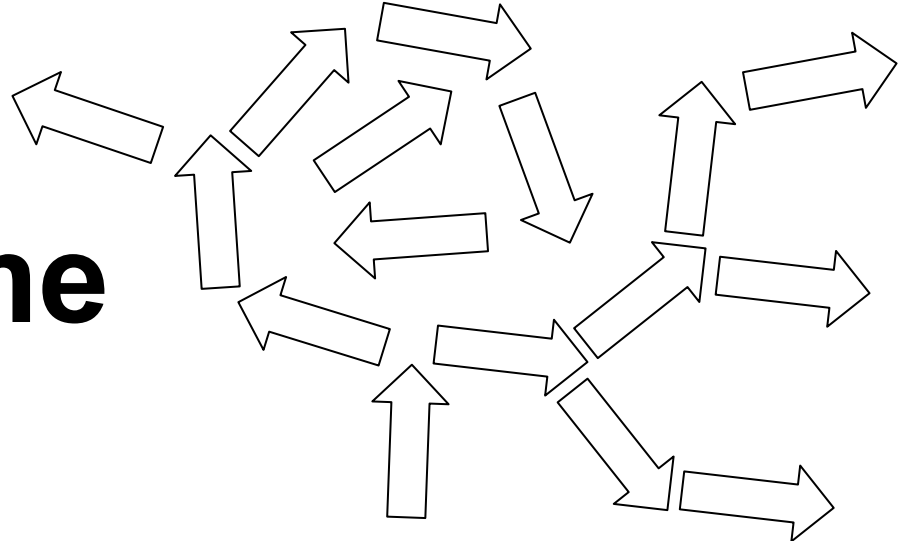
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**Welcome
Back!**

**Open Project
Management**

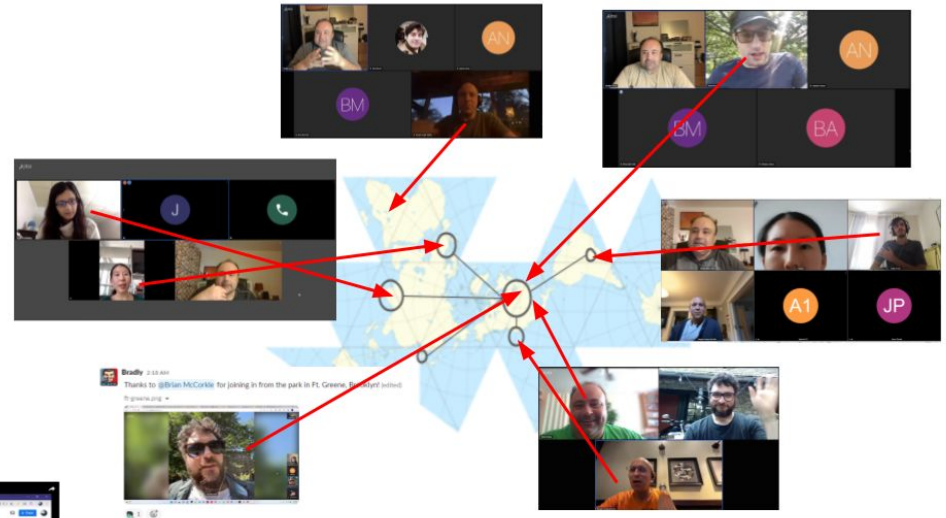
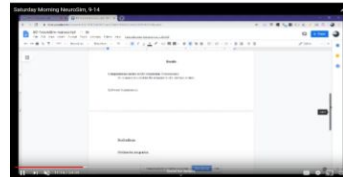
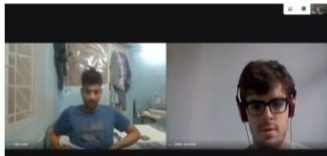


Public Events (from Unit 2)

Synchronous and Asynchronous Coordination

Use a combination of Jitsi, GDocs, Github, and Slack:

- Chat (daily, async) and Video (weekly, sync) meetings.
- working sessions (paper-writing, brainstorming).
- Hackathon-style sessions (virtual and physical).



Public Meetings are great for synthesizing work within and across project. But what about more formal events?

History of the Hackathon Model

Origins in timed competitions around a specific problem (usually a cash prize).

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1999

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2003

Foo Camp. **Goal: invite experts to a multi-day** event. **Best pitch** amongst diverse solutions to specific challenges.

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2020s

Workshops, events that **provide interactions with a company or organization**, or a **series of technical presentations**. Enabled by **web-based development technologies**. **Locate new areas for innovation and develop novel solutions.**

The History of Hackathons: a digital evolution (HackerNoon)

<https://hackernoon.com/the-history-of-hackathons-a-digital-evolution>

The Hackathon Model of Public Meetings



The Making of Mozfest

<https://foundation.mozilla.org/en/blog/making-mozfest/>

Wikimedia Hackathon

https://www.mediawiki.org/wiki/Wikimedia_Hackathon_2022



Example: MozFest

Based on shared ownership, community-driven design, and open practice.

“Loving, Creative Chaos”

(or your preferred approach)

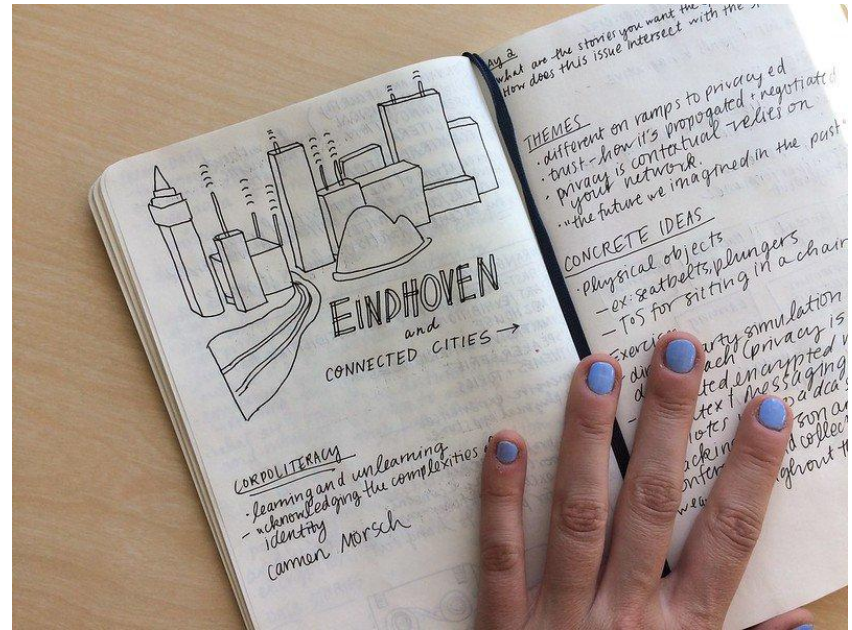
Most important event of organization’s calendar year (usually in March). Led and pursued by volunteers.



Federated Design

Facilitators help participants contribute to a theme (e.g. connected cities) determined pre-event.

Week-long retreat setting where participants work on projects in parallel.



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Teams build a storyboard of experiences during retreat.

Diversity is strength: many different disciplines, cultures, and age groups.



Hackathons → Docathons → Ideathons

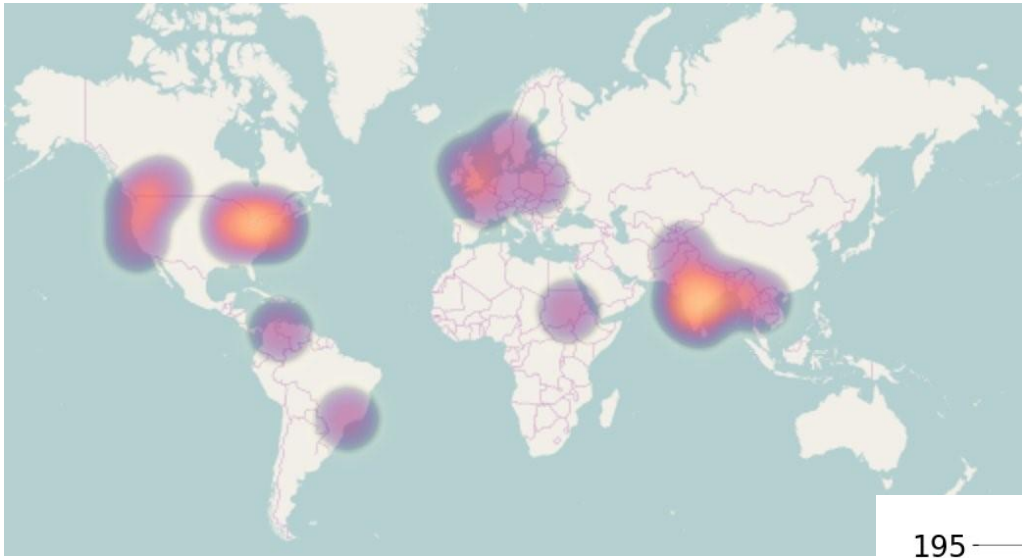
Tales from the Docathon: How to Get Communities to Write Documentation

<https://bids.berkeley.edu/news/tales-docathon-how-get-communities-write-documentation>

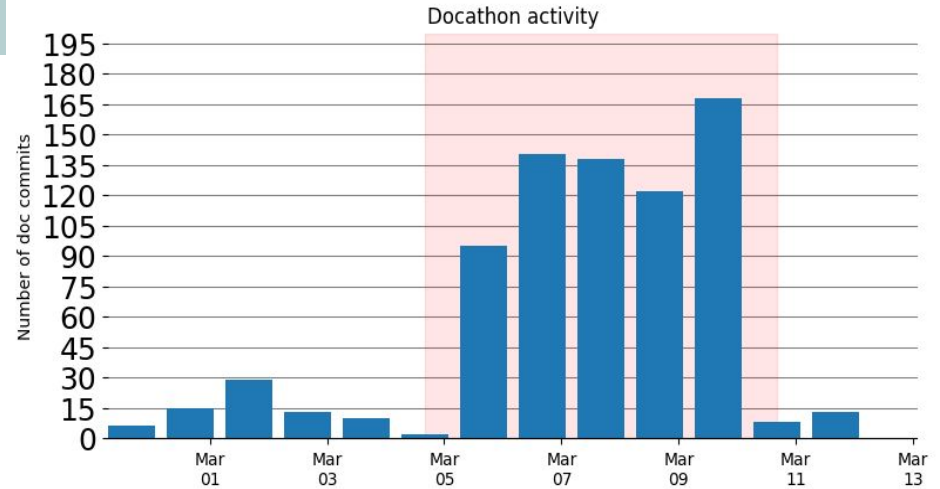
Problem: documentation is undervalued and underdeveloped, but provides an entry point and guide to the project.

Docathon: week-long coding sprint. More time devoted to examples, tutorials, and guides to project.

- event should be flexible with respect to topics, involvement, but be introductory and coherent enough so that anyone can follow along.
- review tools that improve adherence to standards and best practice.



Docathons in Space and Time



Hackathons → Docathons → Ideathons

Docathon 2021

The first Mattermost Docathon is being held from July 26th to August 6th 2021. Take a look at our [blog post](#) if you haven't already.

What's a Docathon?

A docathon is a hackathon for product documentation.

Why a Docathon?

Documentation isn't written in a vacuum, and it's important to see the customer's documentation journey through the eyes of our Mattermost community. The best way to do that is to get our community involved! Documentation is also a great way to get started on your open source contribution journey as it's usually how you get to know the product.

Who can participate?

The Docathon is designed to provide opportunities for all contributors to get involved, whether new to open source or seasoned contributors. Help us solve technical tooling challenges. Write mobile steps for Mattermost messaging tasks. Correct inaccuracies and inconsistencies. Add or update screenshots, labeled images, animated GIFs, and videos. How do you want to improve the Mattermost product documentation?

Can Mattermost staff help?

Absolutely! Here are some ways you can get involved:

- **Help us merge PR submissions:** This includes helping us go through the PRs with the **Docathon 2021** label, making sure PRs follow our style guide, and fixing any grammatical issues. This isn't an extremely rigorous process - we just want to make sure anything merged follows some standardization.
- **Help review technical content for accuracy:** Actively monitor the **-Docathon 2021** channel, respond to questions, and engage community members who post with questions or concerns. You can also help by being open to contributors *messaging you directly if they have questions and prefer not to ask in the public channel and relay any feedback back to the*



Focus on product documentation (instructions that improve use).

Be involved: Review technical content for accuracy, monitor channels for questions, create revised content.

Mattermost Docathon 2021

<https://handbook.mattermost.com/operations/research-and-development/product/technical-writing-team-handbook/docathon-2021>

Wikis: documentation for public events

Wiki (Hawaiian word for “quick”)

*“online hypertext publication collaboratively edited and managed by its own audience, using a web browser. A typical wiki contains multiple pages for the subjects or scope of the project, and could be either **open to the public or limited to use within an organization** for maintaining its internal knowledge base”*

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SPECULATIVE EVOLUTION
WIKI

Speculative Evolution Wiki

EXPLORE ▾ CONTENT ▾ PROJECTS ▾

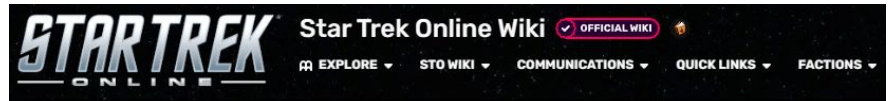


Building communities / Using wikis /

About wikis



You can host documentation for your repository in a wiki, so that others can use and contribute to your project.



Wikis: documentation for public events

Wikis

- promotes meaningful topic associations between different pages by making page link creation intuitively easy.
- Gather institutional knowledge and put it in a single location.
- document structure shows whether an intended target page exists or not.
- an ongoing process of creation and revision.

WikiWikiWeb: first Wiki created by Ward Cunningham

<https://en.wikipedia.org/wiki/WikiWikiWeb>

The Wiki Way: quick collaboration on the Web

https://archive.org/details/isbn_9780201714999/

Wikithons (edit-a-thons)

Wikipedia:How to run an edit-a-thon

https://en.wikipedia.org/wiki/Wikipedia:How_to_run_an_edit-a-thon



OpenStreetMap #Editathon at MapBox

<https://blog.mapbox.com/openstreetmap-editathon-at-mapbox-7d0e8f253868>



500 Women Scientists Wiki-thons

https://outreachdashboard.wmflabs.org/campaigns/500_women_scientists_wikithons/programs

A Year In Three Wikithons: The Lord Chamberlain's Plays

<https://feligo.net/%ce%bc%ce%b9%ce%ba%cf%84%cf%8c-%cf%88%ce%b7%cf%84%cf%8c/>



Wikithons (edit-a-thons)

Problem: not enough coordination, time spent on new entries, or standard-building.

- poor coverage of certain topics, standards unevenly applied across Wiki entries.

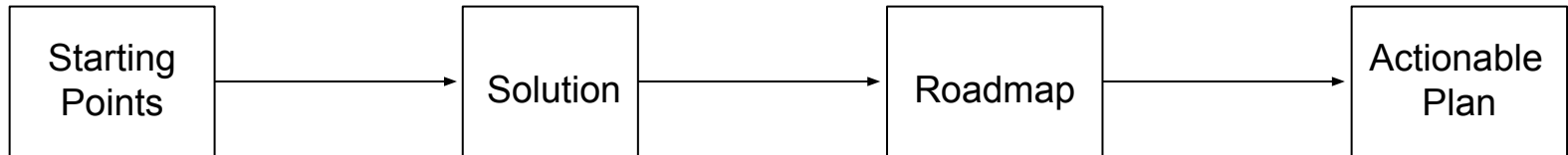
Wikithon: a common time and/or space to collaborate.

- demonstrate how collaborative editing works in practice.
- focus on specific topics (inclusion, improvement).
- create a sandbox environment, where people can experiment with new things.

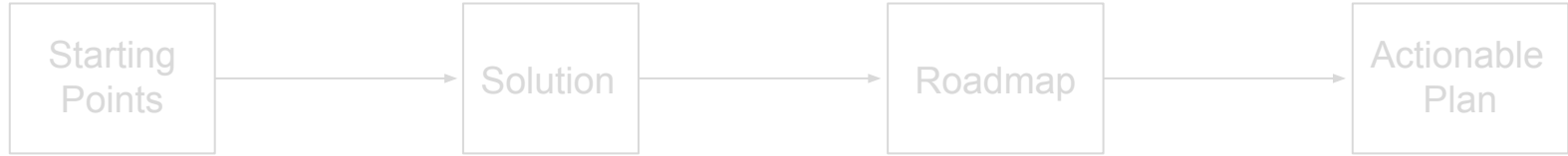
Hackathons → Docathons → Ideathons (con't)

Ideathon: intensive brainstorming sessions.

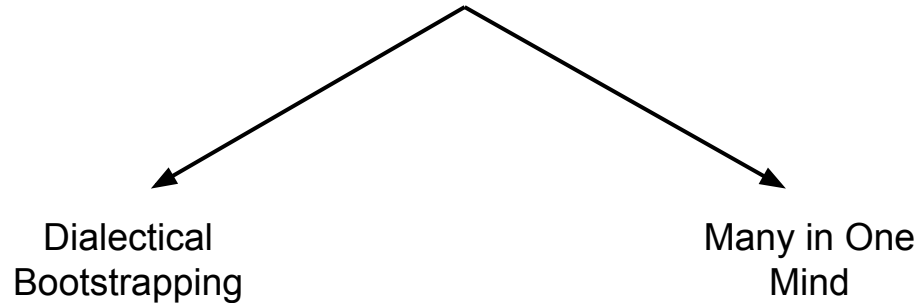
Start with a predefined problem (designing applications to improve your local community).



Hackathons → Docathons → Ideathons (con't)



“Wisdom of the Crowd”



Hackathons → Docathons → Ideathons (con't)

“Wisdom of the Crowd”

```
graph TD; A["Wisdom of the Crowd"] --> B["Dialectical Bootstrapping"]; A --> C["Many in One Mind"]
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Dialectical
Bootstrapping

Many in One
Mind

Outcome:

- a shorter time-frame to the Minimal Viable Product.
- involving the general public to participate in your community.

The Sprint Model and Agile Methodology (con't)



The Sprint Model and Agile Methodology (con't)

A short, time-limited period where a team strives to complete a set amount of work.

“With scrum, a product is built in a series of iterations called sprints that break down big, complex projects into bite-sized pieces”

2020 Scrum Guide

<https://scrumguides.org/scrum-guide.html>

As part of Scrum, Sprints are how ideas are turned into value.

Scrum Sprints (Atlassian)

<https://www.atlassian.com/agile/scrum/sprints>

The Sprint Model and Agile Methodology (con't)

Sprint Planning

- lay out the work to be performed. Plan created through collaboration with entire Scrum team.
- **product owner** ensures that attendees are prepared to discuss the most important backlog items and how they map to the goal.
- team may also invite other people to attend planning and provide advice.

Before you start, what are the overarching goals

- why is this Sprint valuable?
- what can be done during this Sprint?
- how will the chosen work get done?

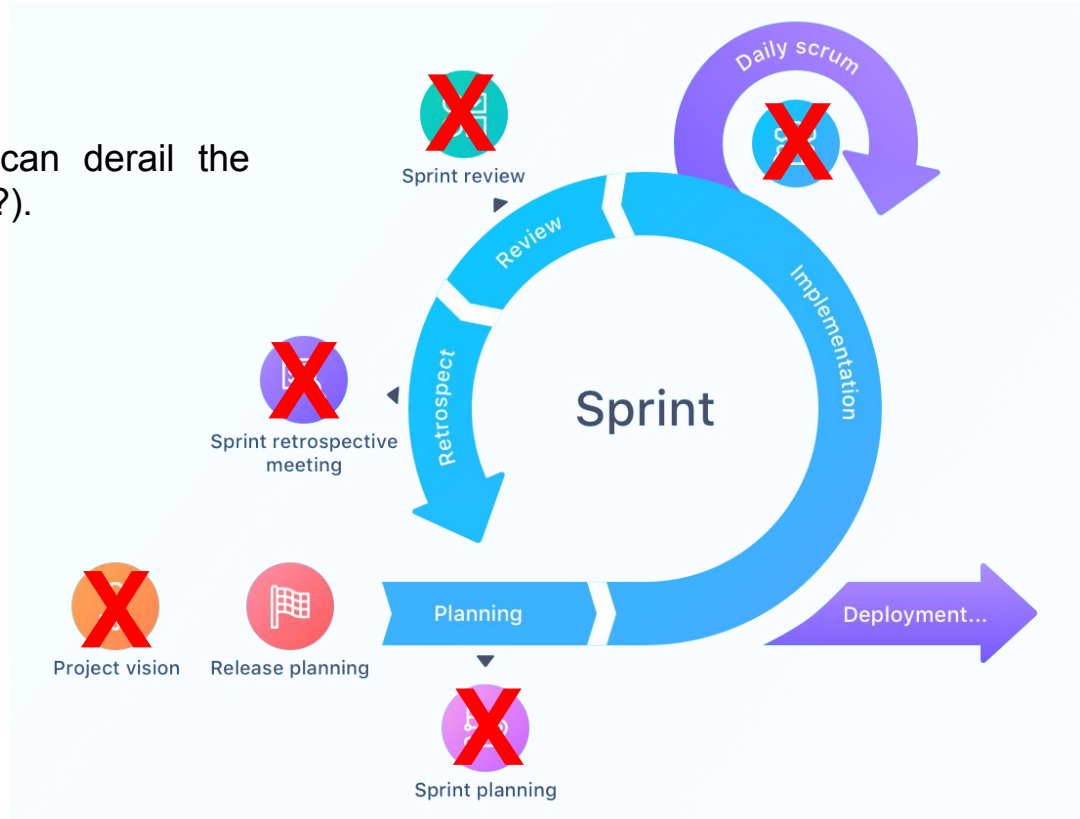
The Sprint Model and Agile Methodology (con't)

Failure points of the Sprint model:

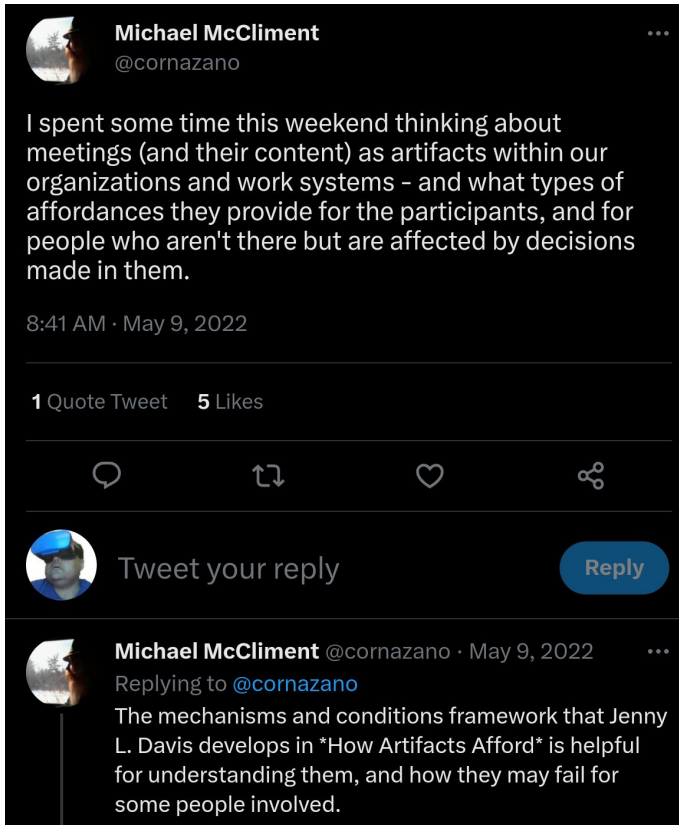
- person in charge of backlog (single point of failure)
 - must adequately refine list of issues pre-Sprint.
 - must do an adequate review of issues post-Sprint.
- need product owner to supply the “why” or what you are doing (vision can be too vague).
- Sprint team must see value in meeting structure, keep building things “just in time”.
- works well for software engineering and design, but not well for other things?

The Sprint Model and Agile Methodology (con't)

Any one failure point can derail the entire project (too brittle?).



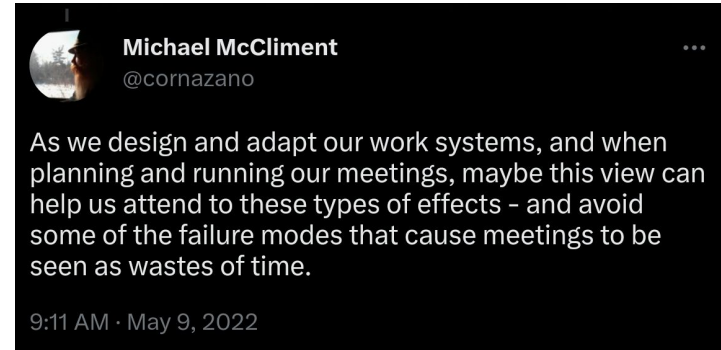
Failure Modes of Public Events



Public Events (Meetings) as Artifacts:

- different way to think about public events. Uncovers potential failure modes.
- **Affordances:** what the attendee understands, what can be successfully communicated.
- Bounded contexts (same words, different contexts). Hard to detect lack of common ground.

Failure Modes of Public Events (con't)



The real-world audience intervenes in our best intentions

- not every meeting (or public event) should produce decisions (un-Agile-like).
- rather than inefficient planning, other failure modes (lack of context, participant affordances) can result in meetings being viewed as a waste of time.