Open Project Management

from an “open” perspective

UNIT 3

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Lecture 14

All content

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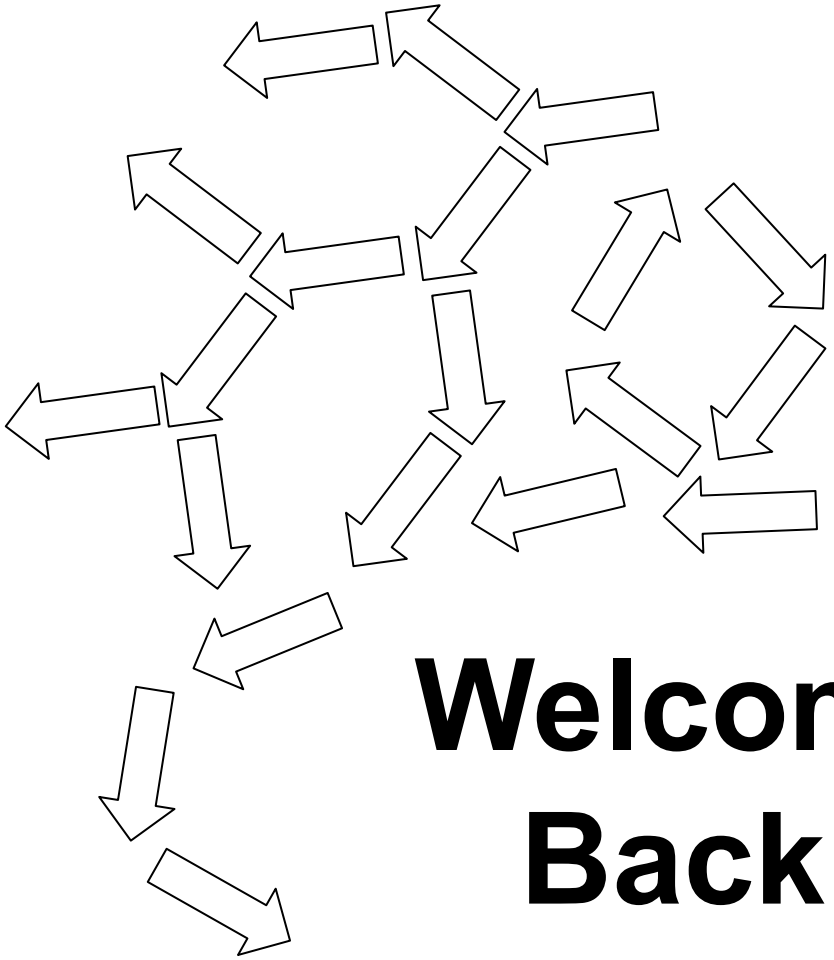
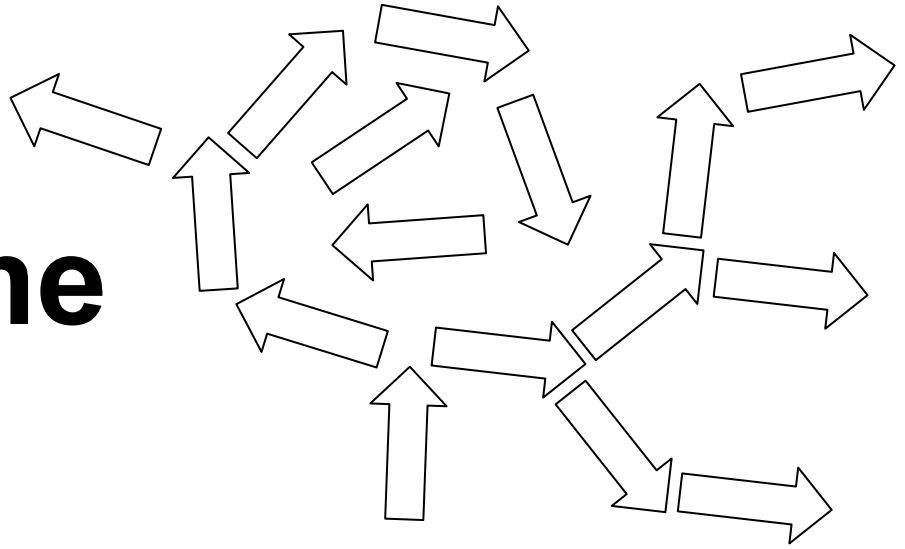


Welcome Back!

Open Project Management



Local Hackathon (C-U): Pyghack.

DEVPOST Hackathons Projects Search hackathons

PYGHACK

Overview | Participants (107) | Rules | Project gallery | Updates | Discussions

Connect with the participants – support your favorite projects by liking, sharing, and commen

Search by submission details | Search | SORT

WINNER

homely

Homely

Homely is a crowd-sourced platform to make sustainability more inclusive

+1 5 1

WINNER

Helping Out Superman

Helping Out Superman

Bringing back the concept of the phone booth but instead of

0 0

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CU-Poverty

Machine-learning data-a app quantifying the effec

+1

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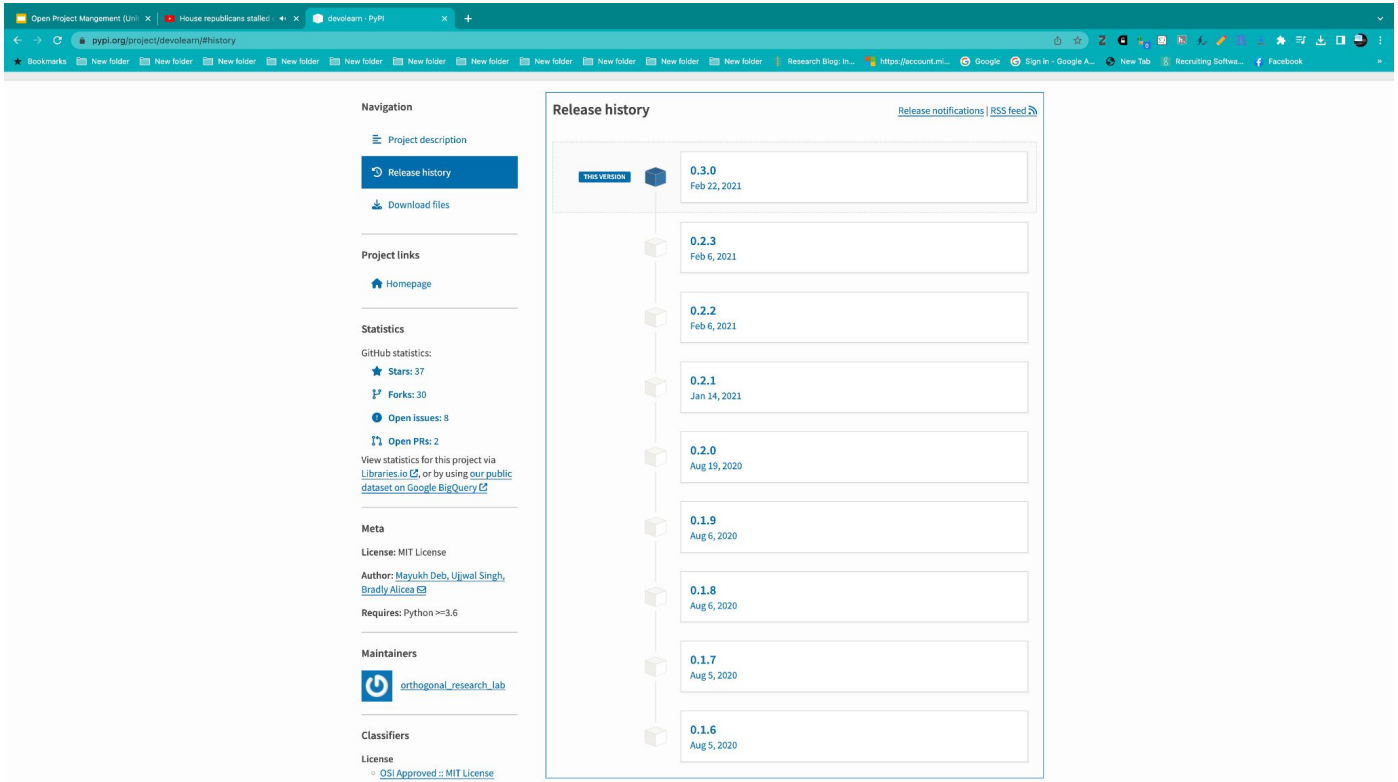
Preferences

PAUSE

Project Versioning (software-centric)



https://pypi.org/project/devolearn/#history

Semantic Versioning

https://semver.org/

Version number is in *MAJOR.MINOR.PATCH* format (e.g. *1.2.5*):

- *MAJOR* version when you make incompatible API changes.
- *MINOR* version when you add functionality in a backwards compatible manner.
- *PATCH* version when you make backwards compatible bug fixes.

Additional labels for **pre-release** and **build** metadata are available as extensions to the *MAJOR.MINOR.PATCH* format.

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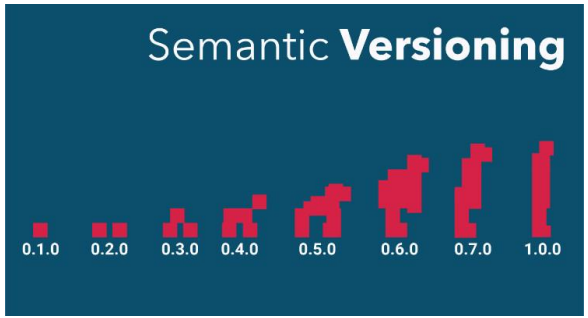

Discussions, Documentation, and Public Events: Introduction

How to develop desirable, useful, and sustainable forums, documents, and -athons.

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How to develop desirable, useful, and sustainable forums, documents, and -athons.

Participation types (two pathways).

- feedback boards and discussion forums.
- paths from idea → concept → action item → artifact/deliverable.

Design for optimizing discussions with technology and community events.

- Mobile App Design example, Stream-feed Integration,
- incorporating feedback loops.

Curating discussion channels to support community.

- Slack/Discord model.
    - Slack = Searchable Log of All Conversations and Knowledge.
    - control flow of conversation, bots for automation.

- Discourse model.
    - Interface design (badges and rewarding participants).
    - Trust levels and rewarding participants.

- Minimal Viable Communities (MVCs).

Documentation as a form of community organization.

- Waterfall vs. Agile. History and different approaches to documentation.

How much total effort is afforded to documentation?

- lean documentation.
- making documentation, type of documentation, documentation in practice.

Documentation in practice

- Notion and Zenhub models.
- patterns in teams resulting from documentation strategy (coda.io).

Signals to non-contributors. Lowering the barrier to entry.

- badges, shields and repo cards.
- level of contribution and no-code strategies.
- ecosystem of collaborative work (Turing Way).

Public Events

- Hackathons model.
    - History, Mozfest, Doca-thons and Idea-thons. Wikis and Wikithons.
- Sprints and Agile (Wisdom of the Crowd).
    - structure and failure points.
- Failure Modes of Public Events (communication).

Term Paper Discussion

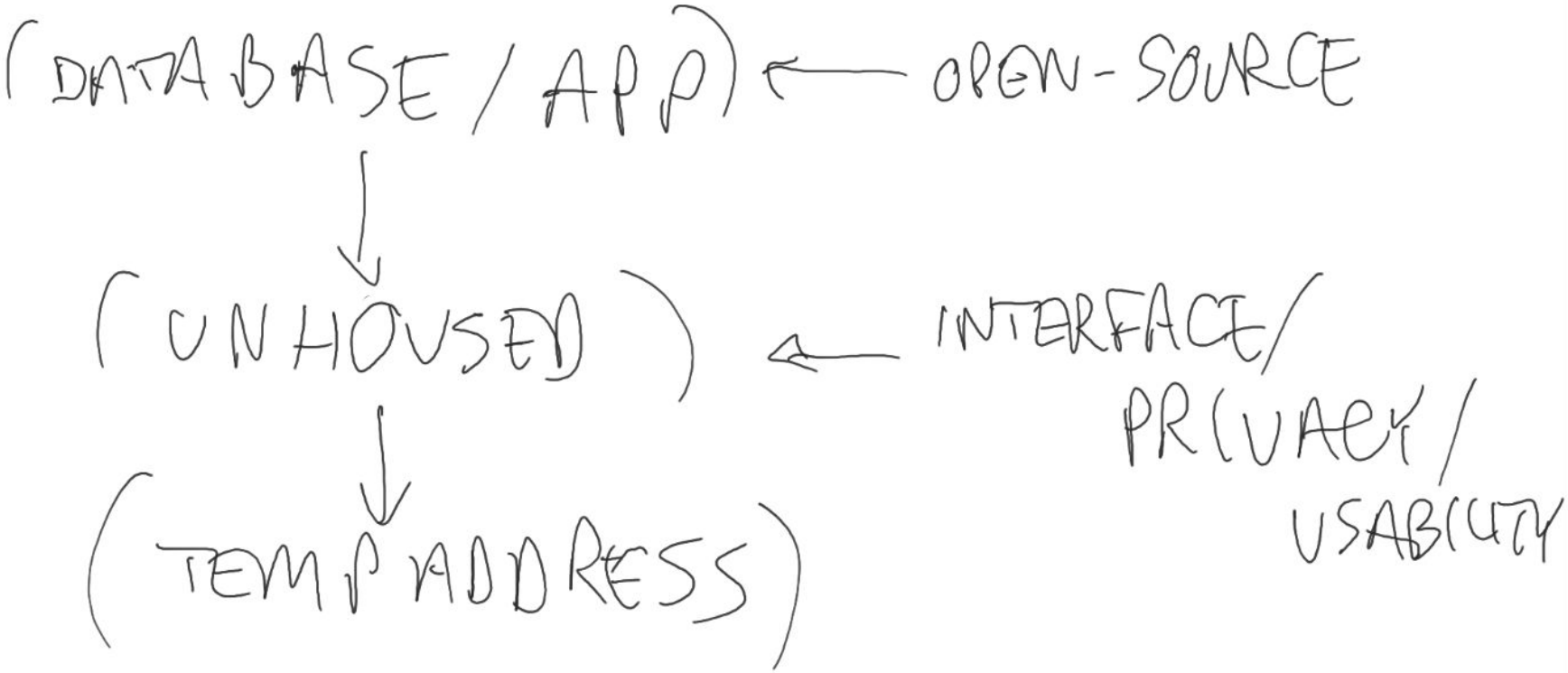
What is your project and community (what do you care about)?

What do you care about, and what would you want to work on (what is your passion)?

What topics have you found interesting in this course so far?

IDEAS

- WORKING OPEN
- GITHUB FOR PLUGINS (MUSIC PRODUCTION)
- EVALUTING CODE (TRANSLATING CODE) GENERATION (LIBRARIES FOR ALL LANGUAGES)
- OPEN-SOURCE EXTENSIONS (CHROME)
- COURSE GUIDE (SELF-SERVE)
- PYTHON LIBS (AUDIO) (OPEN-SOURCE)
- CAMPUS H_2O QUALITY (OPEN-SOURCE)


(DATABASE / APP)
OPEN-SOURCE
(UNHOUSED)
INTERFACE/
PRIVACY/
USABILITY
(TEMP ADDRESS)