



Community
Software
Development

I. How do you get things done using Open Source?

Open Source is everywhere.

«THE INDUSTRY HAS MOVED PAST EVALUATING
COMMUNITY DEVELOPED SOFTWARE -
IT'S ADOPTING IT »

Gartner estimates that Open Source now represents 30% of all enterprise software.

Open Source software development represents a paradigm shift for traditional software developers.

Adapting to this environment, and understanding how Open Source communities operate, takes time and effort.

This intense crash course in community software developed is designed to save you money and time, by getting your teams on an accelerated learning curve.

The course offers insights into all aspects of community software development, based on a range of case studies, and years of experience.

At the end of the training course, developers and managers will understand the economics and the dynamics of working with open source communities.

Your organisation will be better equipped to work with community projects on their terms, while achieving your business objectives.



II. Dave Neary :

Neary Consulting

« 15 YEARS OF OPEN SOURCE
SOFTWARE DEVELOPMENT
AND MANAGEMENT EXPERIENCE »

As founder and CEO, Dave leads the research, consulting, project management and training activities at Neary Consulting.

Dave brings 15 years of open source software development and management experience to bear in this intensive training course.

Dave is a regular speaker on the topic of the interaction of communities and corporate development teams. He is also the writer of a popular weblog on the subject.

<http://blogs.gnome.org/bolsh>



III. Topics covered :

1. General community development

- Best practices for **community communication**?
- The important legal issues around open source?
- Cost/benefit analysis of working **upstream** vs working **independently**
- **Merging afterwards** vs maintaining a branch **out-of-tree**?
- How can I handle all this email and still **get work done**?
- How do I **grow a community** around a **free software project**?

2. Developer topics

- Best practices in **packaging** and **releasing software**
- Asking questions that get answers on **mailing lists**
- **Using Git** to generate **reviewable patches**
- Getting **patches accepted** upstream
- How can I **influence** projects I work with?
- What's involved in **maintaining software** and **packages**?
- How can I **work more effectively** with **volunteer developers**?

3. Management topics :

- The **business case** for working with free software
- Helping team members communicate & **work in the community**
- Drawing up and maintaining a **community-friendly roadmap**
- How can I **enable community developers**?
- What **criteria** should I be looking when **hiring a community developer**?

IV. Format & Pricing :

* Audience:

This course is tailored for project managers and software developers working with open source software.

* Format:

The course will be delivered on-site to clients.
The training works best as a **3 day program**, with **one day of strategic & management topics**, and **two days covering developer and community issues**.

* Pricing:

€ 500 per attendee per day (minimum 10 attendees). For larger groups, or for specific topics, customised packages are available.



FOR INFORMATION, PLEASE CONTACT:
Dave Neary - Neary Consulting

Email : dave@neary-consulting.com
Tel. : +33 9 63 49 84 23 Mob. : +33 6 77 01 92 13
www.neary-consulting.com

V. What our clients have to say...

About us...

« Dave has a fantastic and detailed appreciation of all aspects of open source development and community. The training he delivered at the GNOME Users' and Developers' European Conference was comprehensive and engaging. He has a great ability to communicate complex ideas with real world examples that are both entertaining and educational. »

« Dave is an excellent resource for companies looking for hands-on guidance for how to become involved in working with open source/free software, and how to engage with open source communities. Dave has a wealth of experience in these areas.»

« Dave is able to provide a holistic view on specific problems, bring a plan, convert criticism in improvements and get a community team together to execute the task. »

« While working on the OpenWengo project, Dave's deep knowledge of the way open source communities work has been an invaluable asset to help contributors and paid developers work together and deliver the best work we could. »



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