# Open Systems: Open Source for the Rest of Us

Eric Scharff Design, Learning and Collaboration 22-Apr-2002

#### Overview

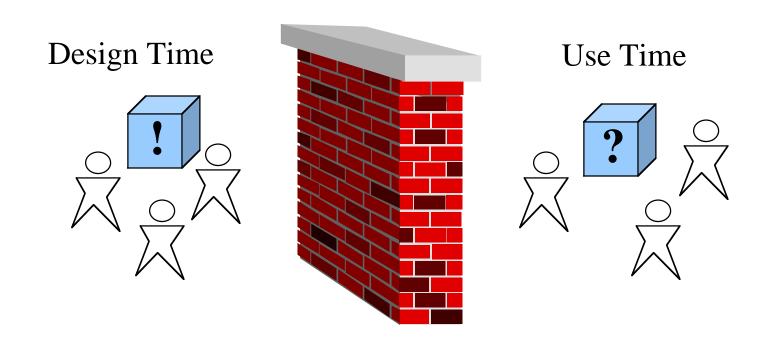
- Open Systems
- Open Source
- Open Source + Open Systems

## Open Systems

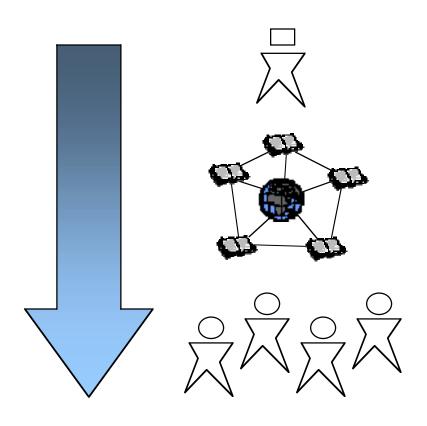
- What are Open (Evolvable) Systems?
  - Collaboration and evolution
  - Open Source and Open Evolvable Systems
- Understanding Existing Open Systems
- Open Evolvable Systems Challenges
  - Supporting Change
  - Coping with change

Why Open Systems?

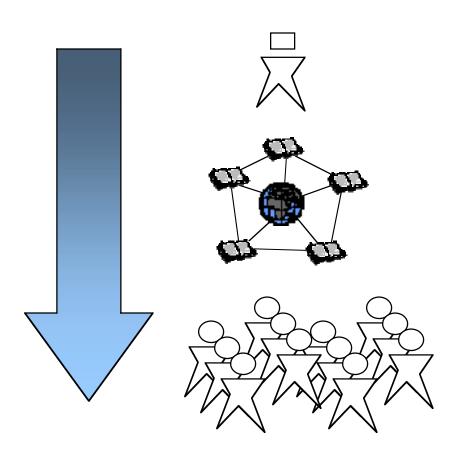
# Design / Use Time



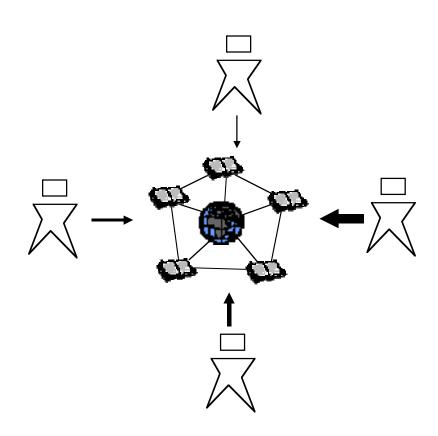
## The Access Mindset



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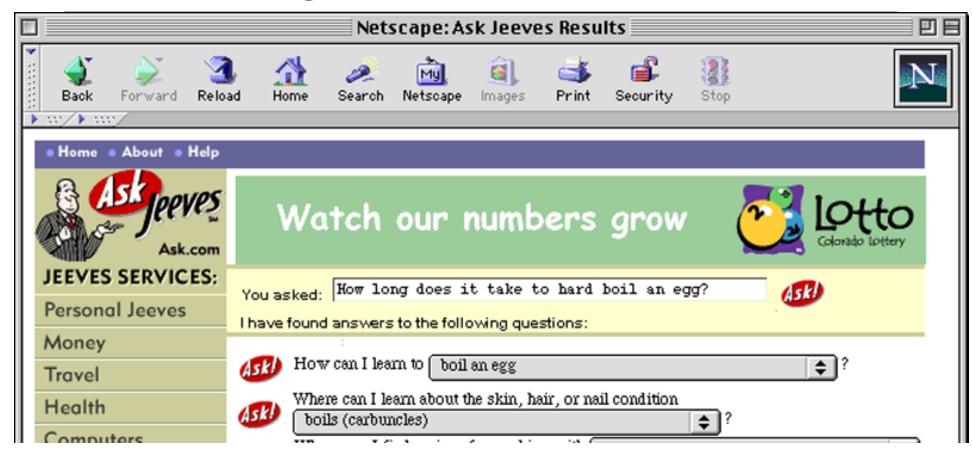
## Collaborative Construction



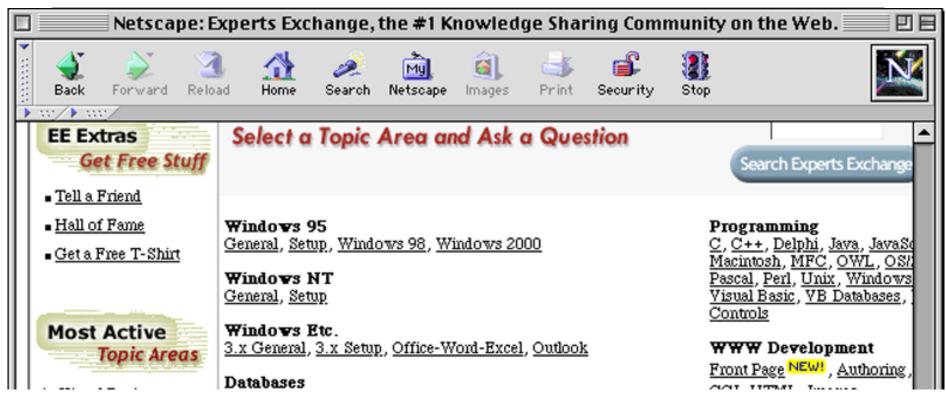
## Ask Jeeves - Ask a question



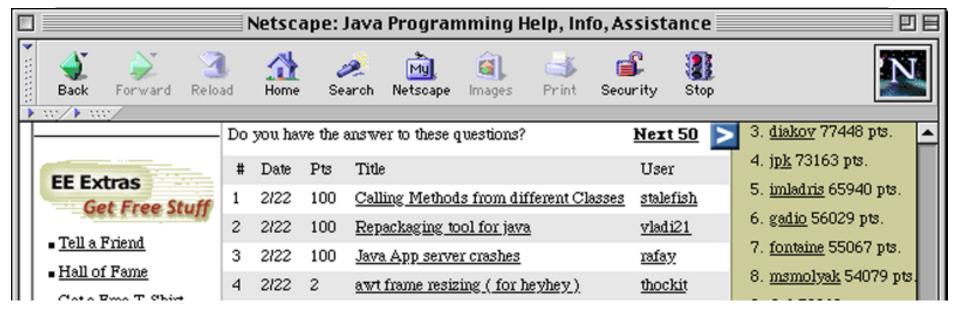
## Ask Jeeves - Get an answer



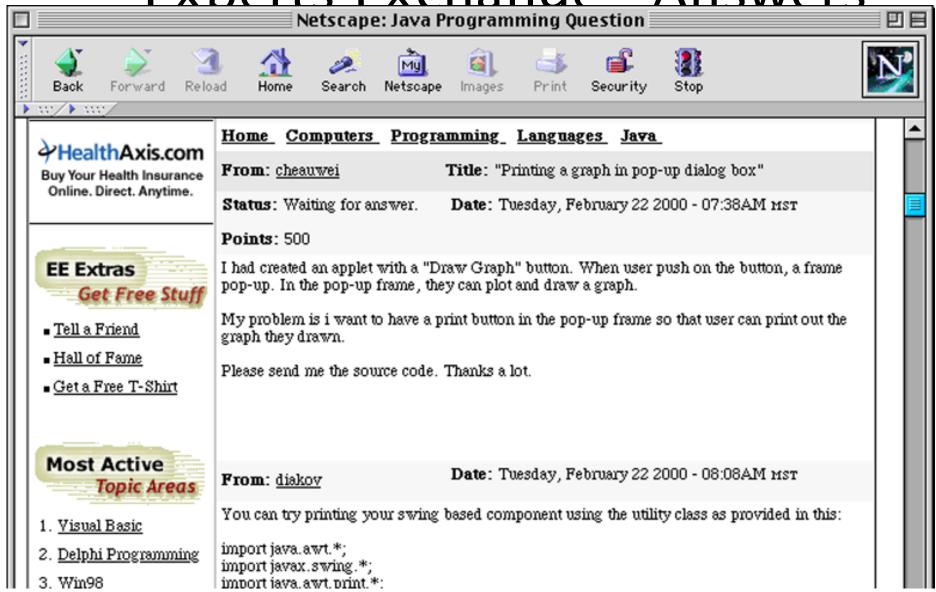
# Experts Exchange - Topics



# Experts Exchange - Questions



Experts Exchange - Answers



# Closed and Open Systems

- Ask Jeeves
  - Professional 'experts' answer questions
  - Staff chooses what questions to answer
  - No understanding of quality of answer
  - Unanswered questions are "invisible"
- Closed Evolution
  Controlled by Staff

- Expert's Exchange
  - Many people contribute knowledge
  - People contribute answers to posed questions
  - Answer assigned "points" by questioner
  - Community notified if no answer exists
- Open Evolution Controlled by Users

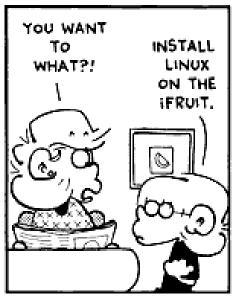
## Open Evolvable Systems

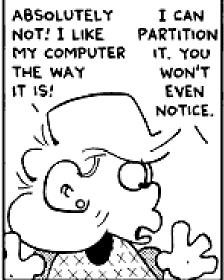
- Open Systems are processes in which change is possible "at all levels."
  - Processes change
  - Change is a "first-class activity"
- Easiest to contrast with closed systems, where boundaries are fundamentally fixed.
- Important for wicked and inherently collaborative problems
- ◆ Socio-technical problem

## What is Open Source?

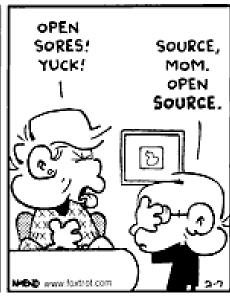
- A software engineering technique?
- A mindset?
- A culture?
- A religion?

# Open Source is Misunderstood









# Open source is <u>NOT</u>

- Zero cost software
- Zero cost labor
- Completely decentralized
- Lacking fixed goals
- A "hacker phenomenon"

## Perspectives on Open Source

- Software design, intellectual property, high quality software dominant perspectives
- Open source is this and more...
  - "Given enough eyeballs, all bugs are shallow" (Raymond, 1998)
  - "Free software is a matter of liberty, not price" (Stallman, 1992)
  - "Open source folks tend to build the tools they need or wish they had" (Vixie, 2000)
  - "Now, this talk is supposed to be about the Culture of Perl. Some would say "What Culture?" To which the only adequate response is, "Well, given a suitable medium, even bacteria are allowed to have a culture." (Wall, 1997)

#### Collaborative Construction

- Open source software communities provide examples of ongoing activities where people understand and solve problems of mutual interest.
  - Social *and* technical process
  - Complex interrelationships
  - Continuous evolution
- Collaborative construction facilitates application outside of software design

## **Case Studies**















# Case Studies (2)

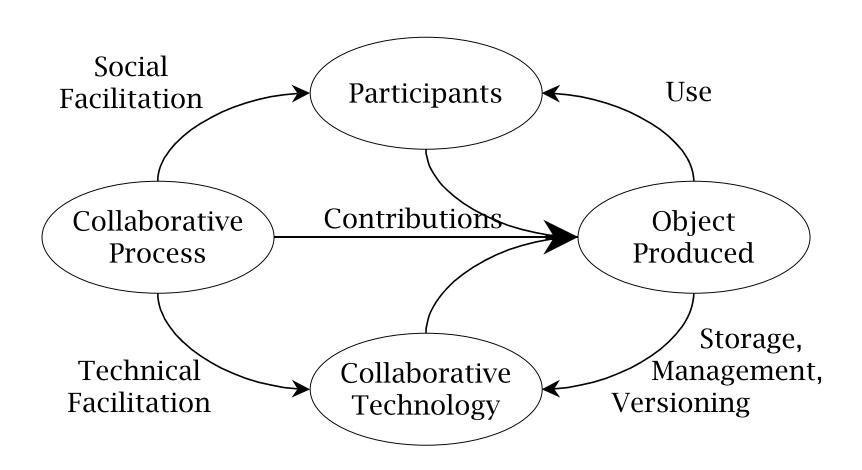


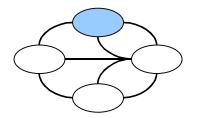
# Open Source Framework

- Definable Project
- Exciting Project
- Project Leader
- Work Assignments
- Participants

- Standard Distribution
- Project Framework
- Collaborative Technology
- "Wish List" or TODO list

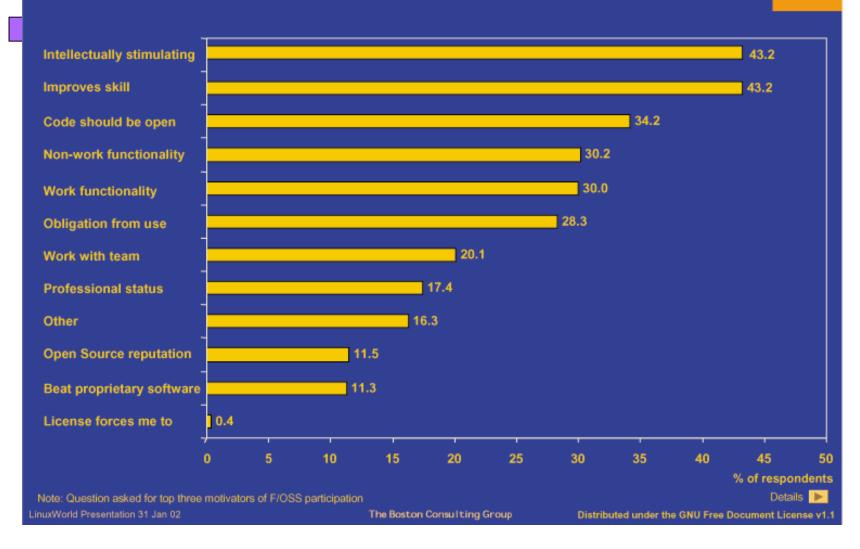
#### Generative Framework





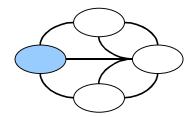
## **Participants**

- Active contributors through creation, use, and refinement of the system
  - continuum of involvement
  - inclusive process (?)
- Motivation Challenge (why do it?)
  - personal interest / utility
  - social capital
- Course design
  - mix of intrinsic and extrinsic motivators
  - personally meaningful projects



#### **Flow**

- 63% This project is as creative as anything I have done
- 72% When I program, I loose track of time
- 59% with one more hour in the day, I would spend it programming
- 48% like composing poetry or music

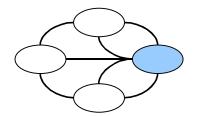


#### Collaborative Process

- Social conventions emerge governing communication and change adoption
  - encourage participation
  - creation, sharing, adoption of changes
- Leadership Challenge (who does it?)
  - leadership emerges naturally from activity
  - open participation versus leader control
  - leadership is hard
- Course design
  - project team leadership emerged
  - initial project ideas from my "wish list"

# Collaborative Technology

- Tools used to communicate and coordinate development
  - communication email, chat
  - coordination CVS
- Coordination Challenge (how is it done?)
  - managing heavy traffic
  - duplication of effort
- Course design
  - Swiki open collaborative Web site building
  - overcome "media competition"



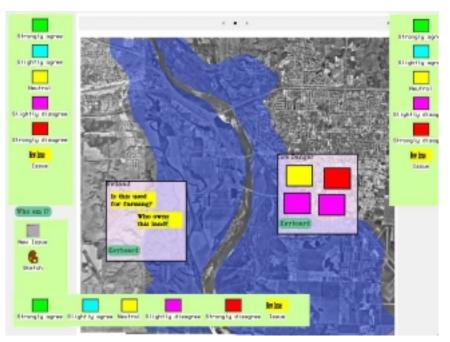
## **Object Produced**

- Concrete artifacts that comprise the software system
  - software system used by participants
  - non-software objects (examples, documentation)
- Extension Challenge (how does it change)
  - systems need to grow through change
  - competency to make changes required
- Course design
  - EDC extension
  - Swiki contribution

## Open Source & Open Systems

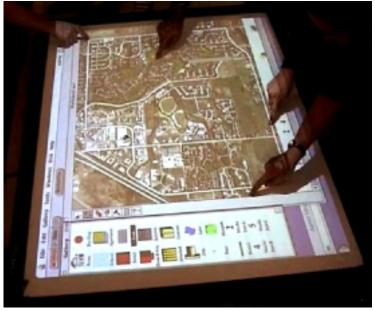
- What happens when the object produced isn't a software system?
- "Open Source for the Rest of Us"
  - non-technical problem domains
  - user communities not entirely software builders
- Aspects of open systems
  - provide opportunities for extension and modification as part of their use
  - grow through this extension process
  - support users needs to collaboratively construct
  - facilitate open (inclusive) participation in open (ended) domains

## **EDC**









## **EDC** Redesign

- Motivation Challenge
  - new domain models and participants
- Leadership Challenge
  - allow leadership to emerge
- Coordination Challenge
  - utilize Swiki technology
- Extension Challenge
  - improved physical object recognition and software infrastructure

## Framework Adoption Challenges

- Finding common ground
  - Acknowledge "symmetry of ignorance"
- Getting users to participate
  - Tasks not perceived as collaborative
    - Handle real problems shared by people
  - Motivation (lack of time / inclination)
    - · Be as inclusive as possible
  - Lack of technical sophistication
    - Provide many avenues
- Handling change
  - Evolution a result of change in context