

Open Source: Understanding Developers

EuroIndia 2004 conference

New Delhi, March 2004

Rishab Aiyer Ghosh

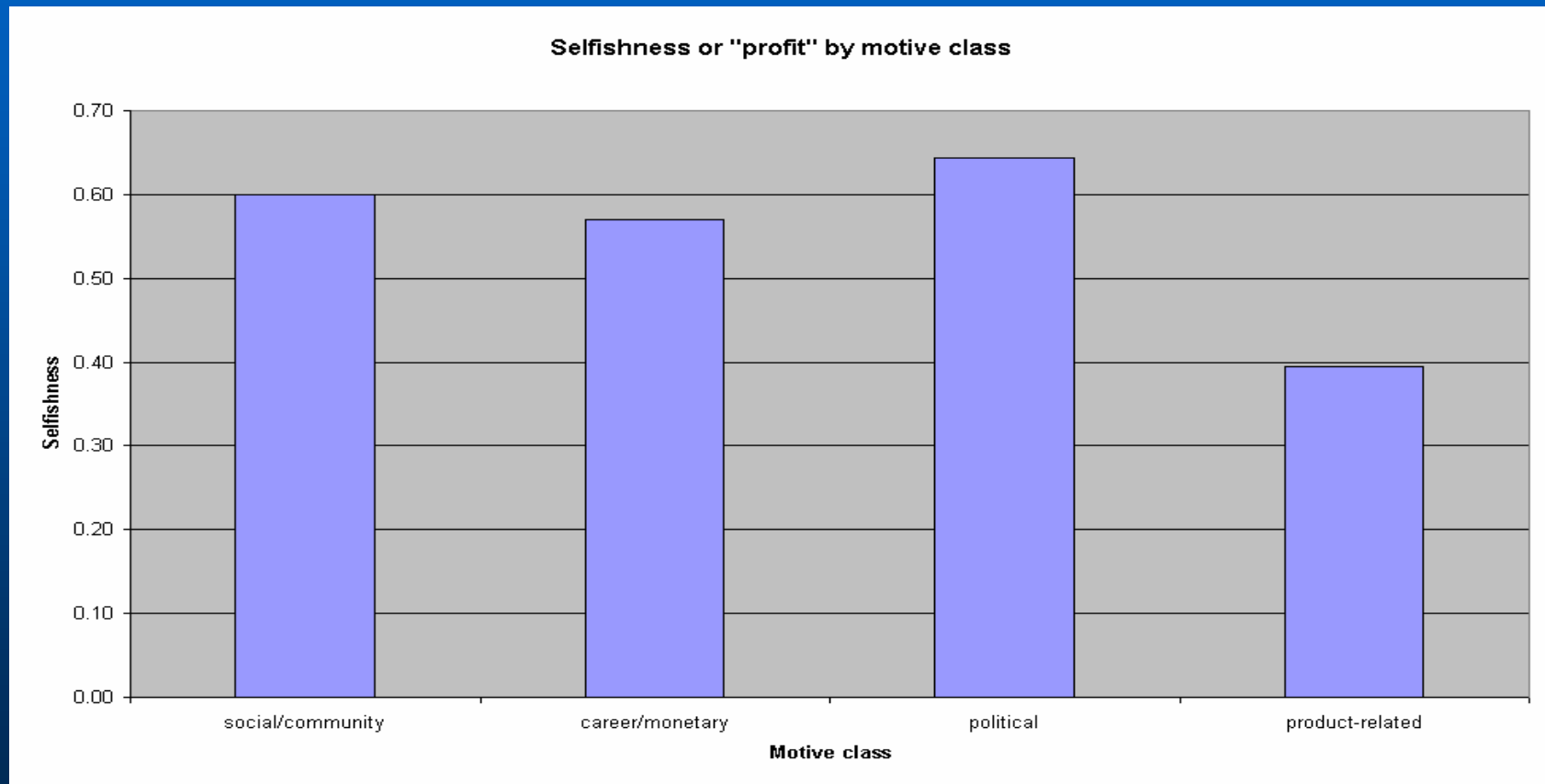
rishab@dxm.org

MERIT/Infonomics, University of Maastricht

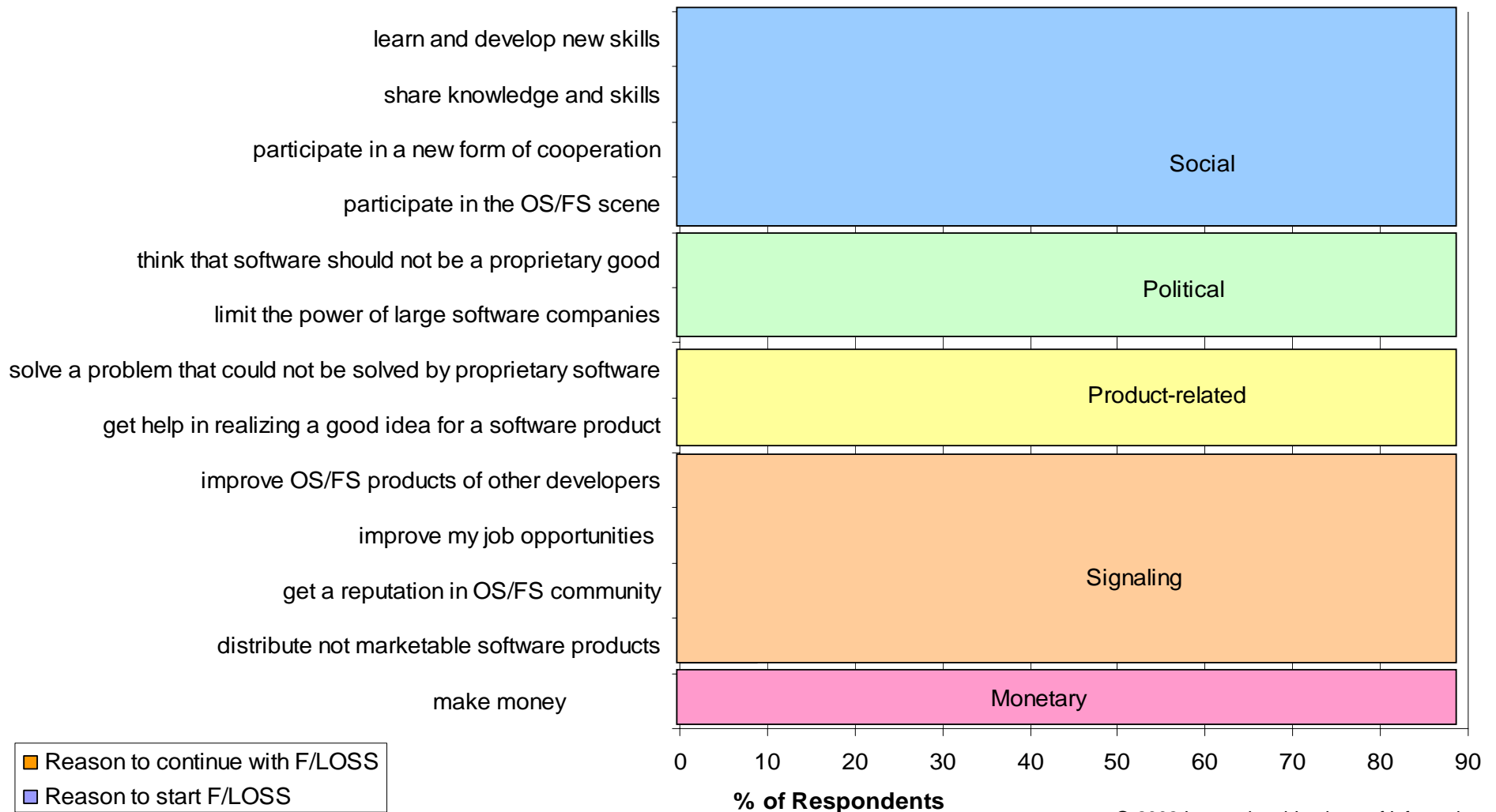
The FLOSS development process

- Development process is structured
- Projects have leaders and *governance*
- 80% of the code is written by the top 20% (“core”) of developers, but the core can change frequently
- Developers have different *motives*, and expect different *rewards*

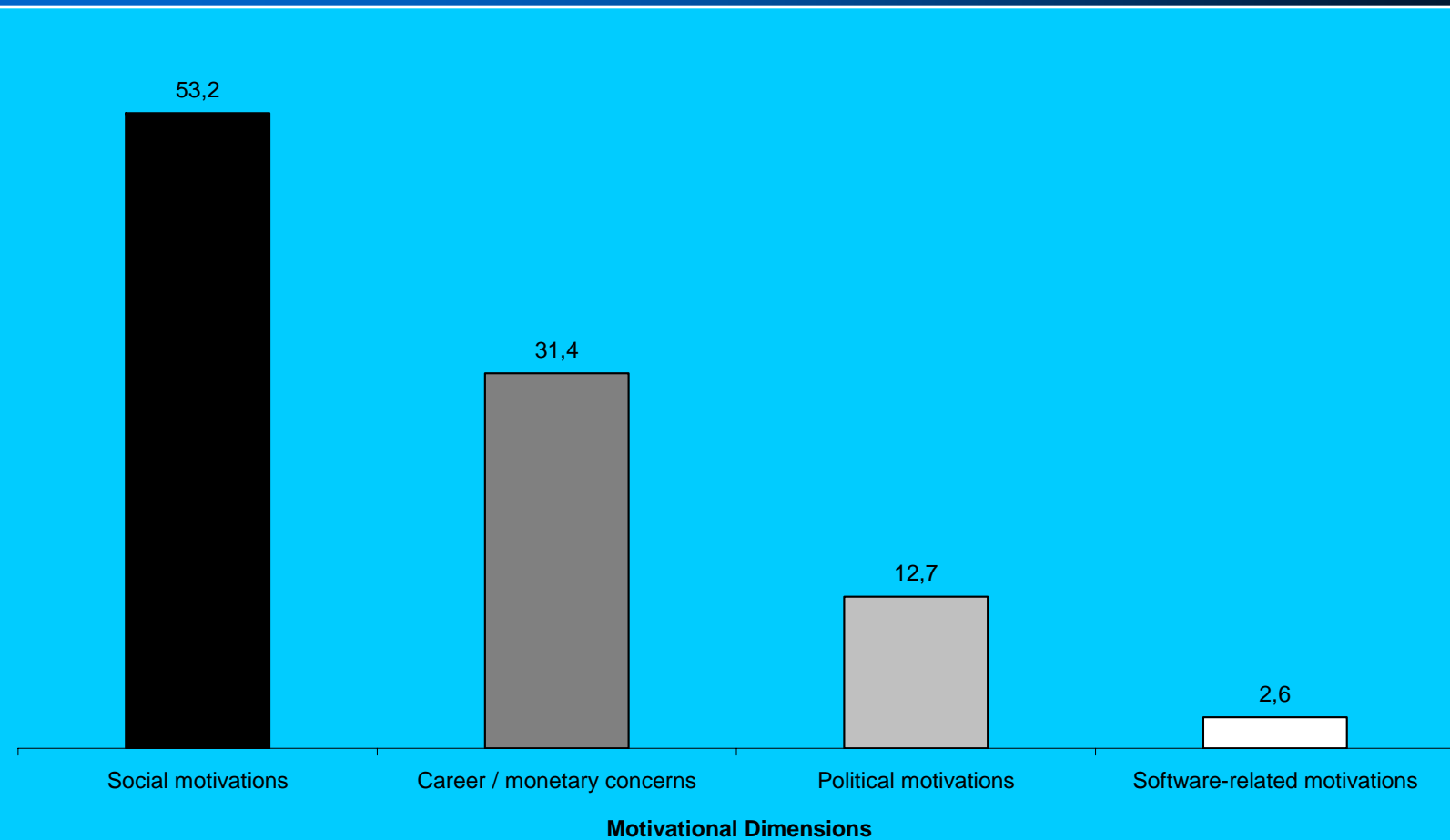
Altruism? Not really



Reasons to start and to continue FLOSS development



Types of motives



Source: FLOSS Developer Survey

(C) International Institute of Infonomics 2002

Monetary motives

“Do you earn money from [FLOSS], directly or indirectly?”

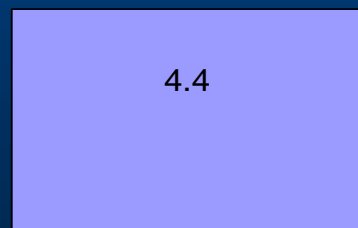
% of Respondents



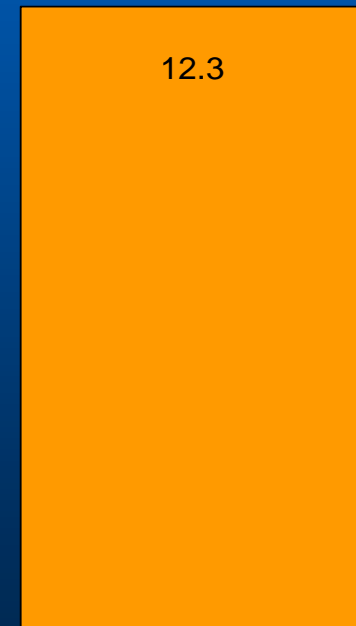
Monetary motives

"To make money is a ...

% of Respondents



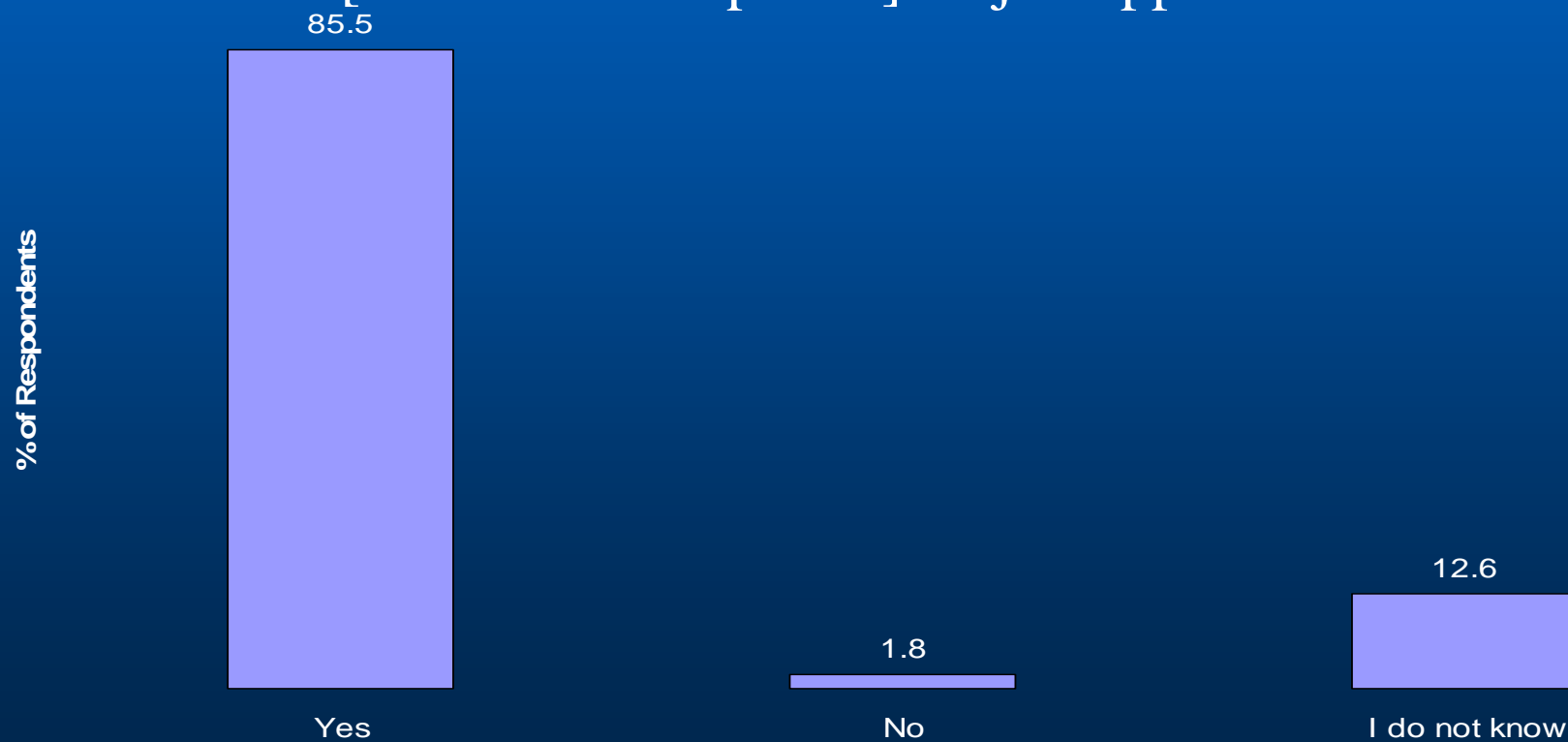
Reason to start F/LOSS



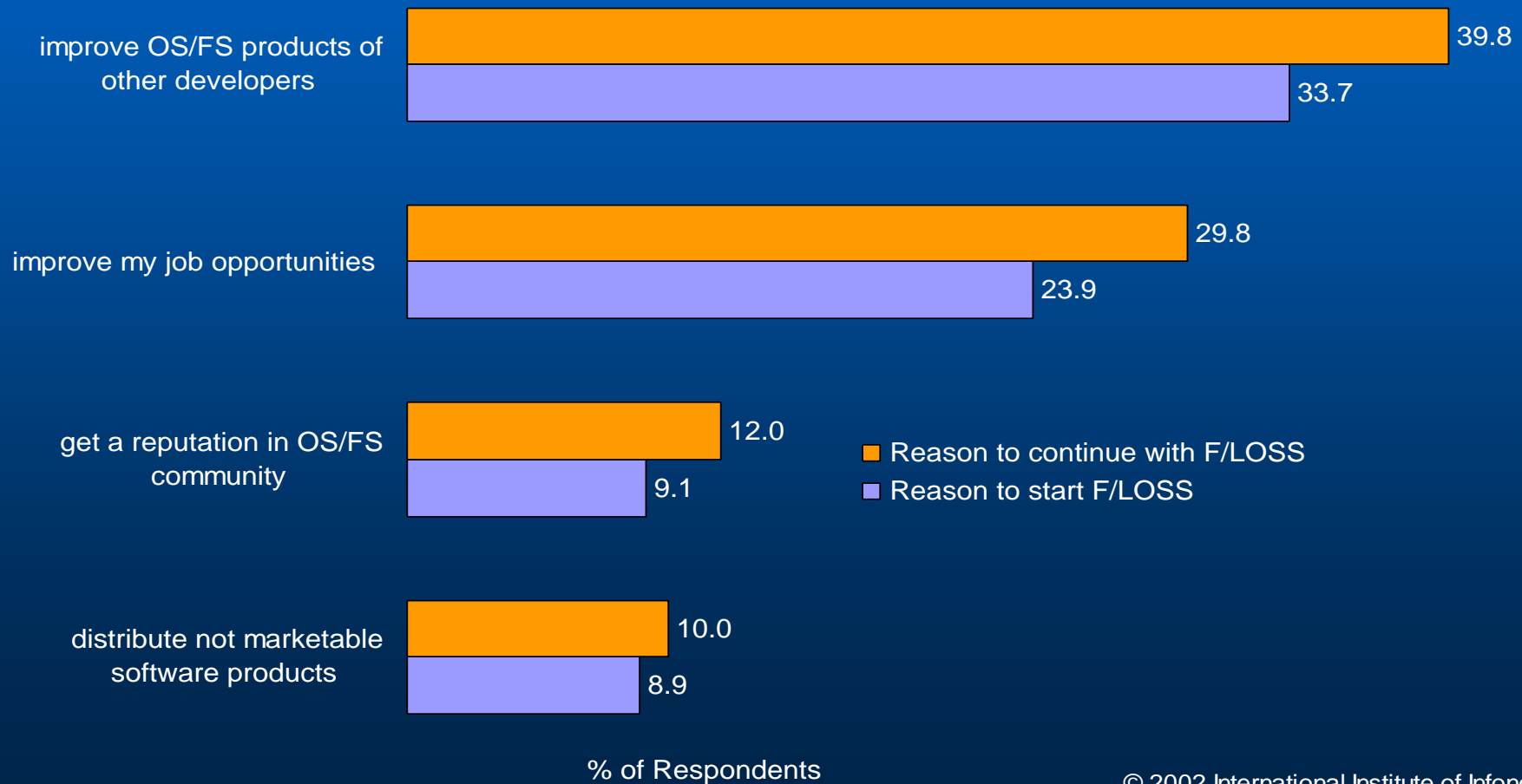
Reason to continue with F/LOSS

Signalling Effects

“Do you think there is a positive impact of experience in [FLOSS development] on job opportunities?”

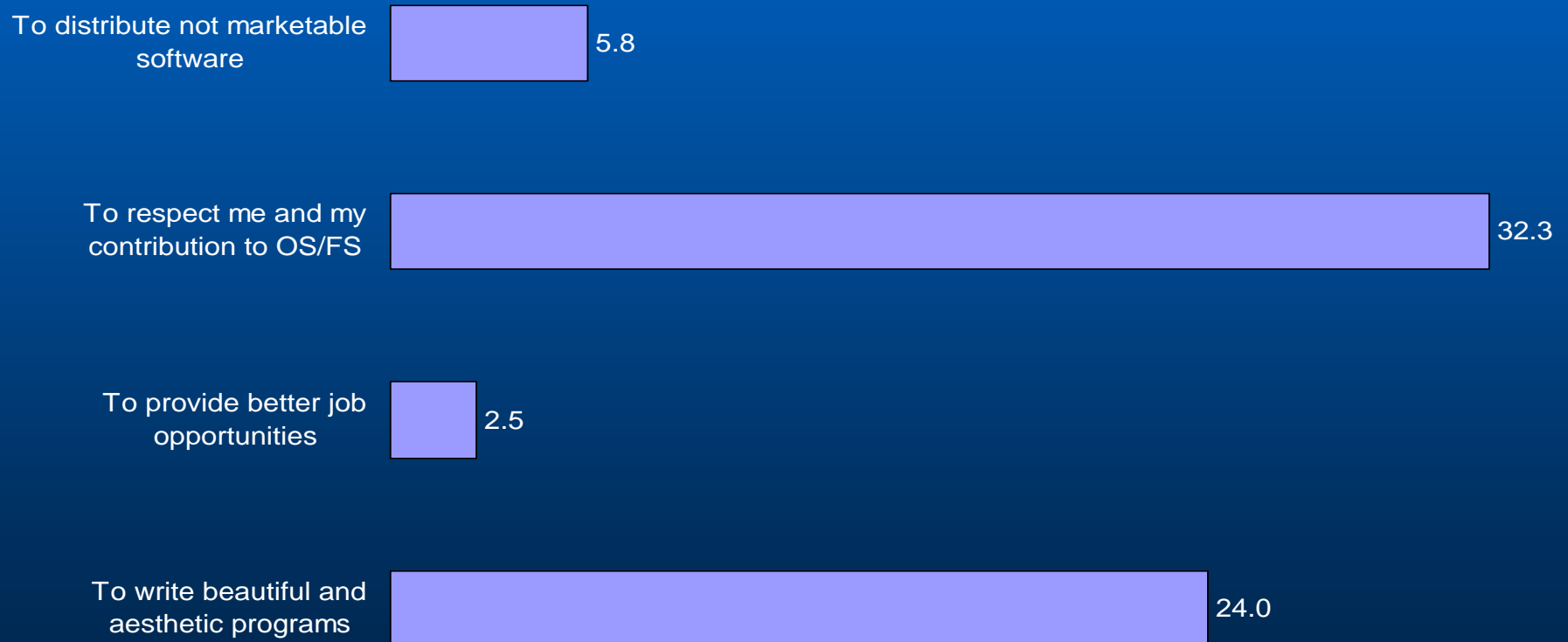


Signalling Effects



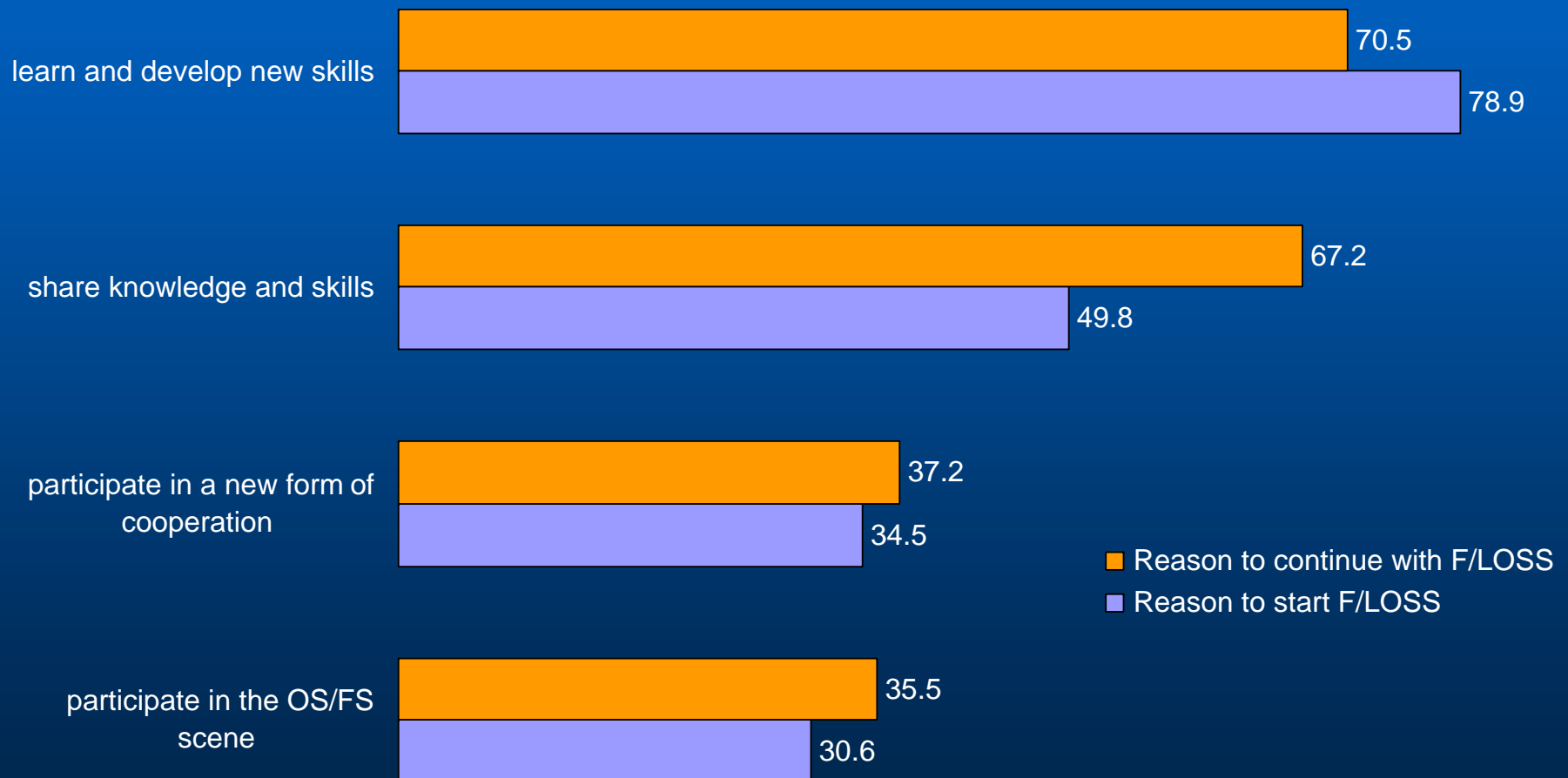
Expectations of other developers

"What Do You Expect from Other OS/FS Developers?"



% of Respondents

Social Motivations



% of Respondents

Social Functions of the FLOSS Community

“FLOSS Community is a Forum...”



% of Respondents

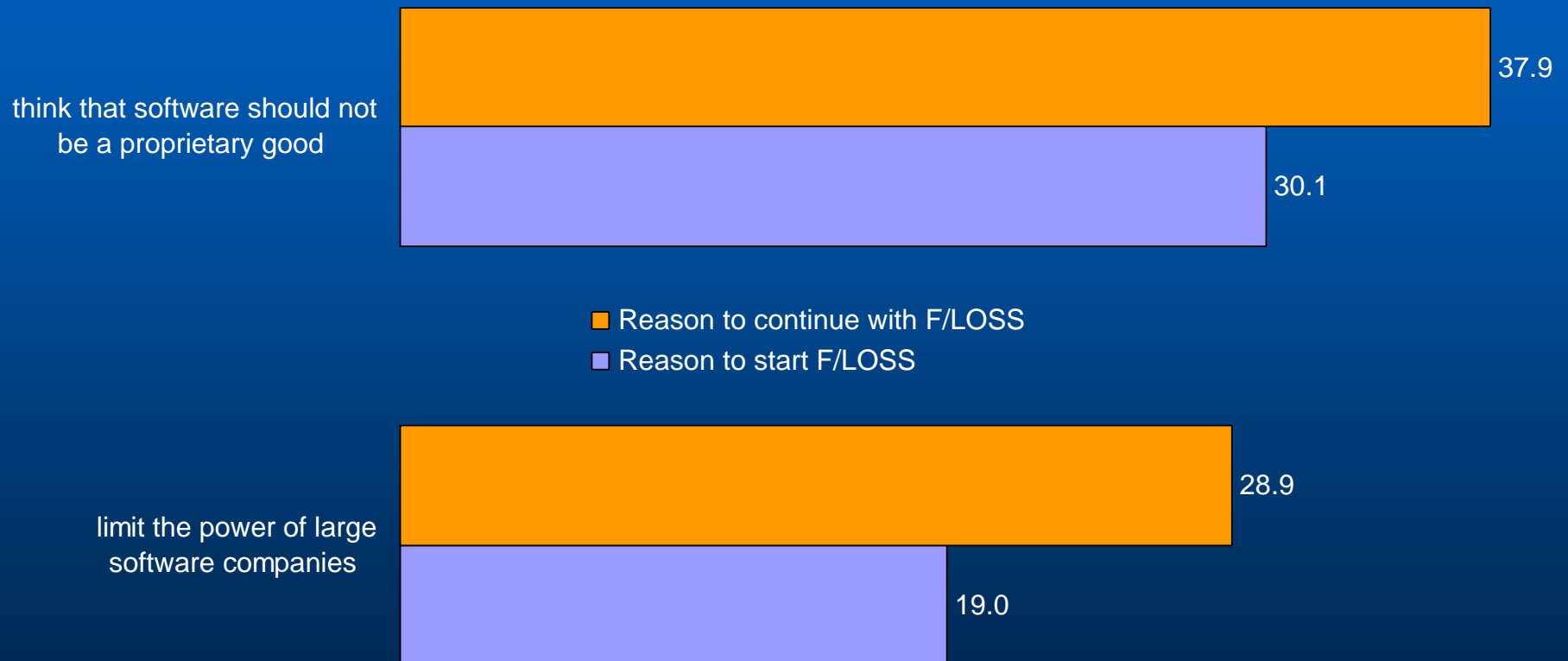
Expectations of other developers

"What Do You Expect from Other OS/FS Developers?"



% of Respondents

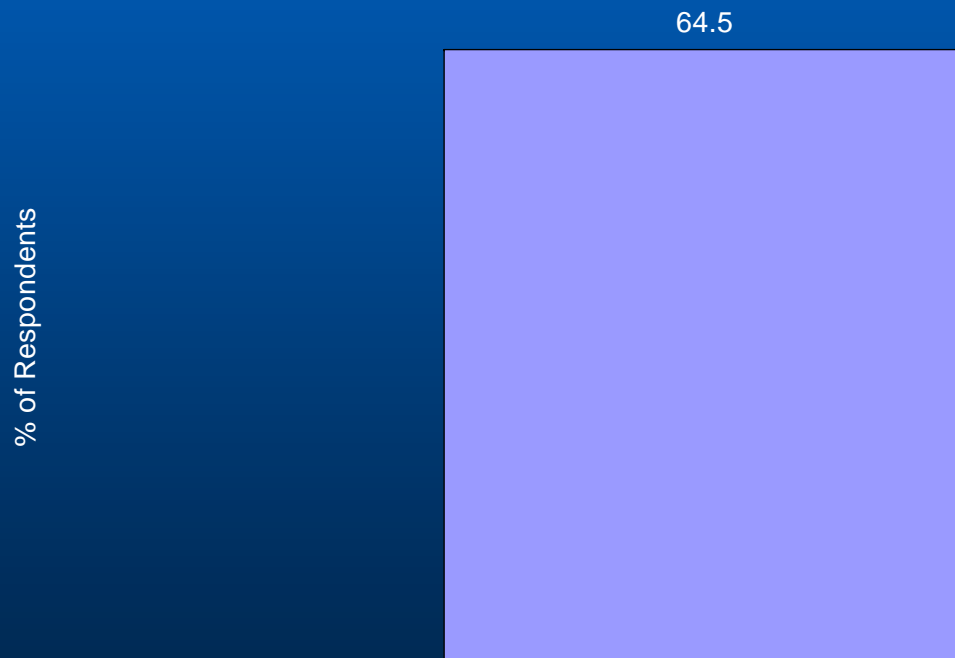
Political Motivations



% of Respondents

Politics as a function of the FLOSS community

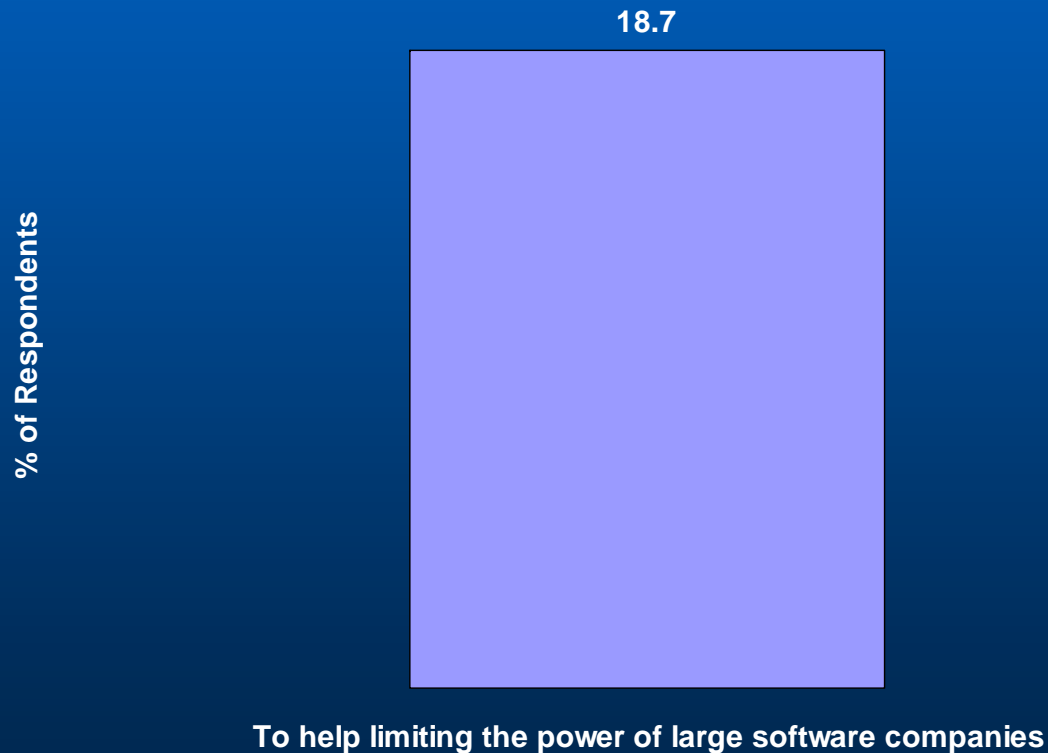
“FLOSS Community is a Forum...”



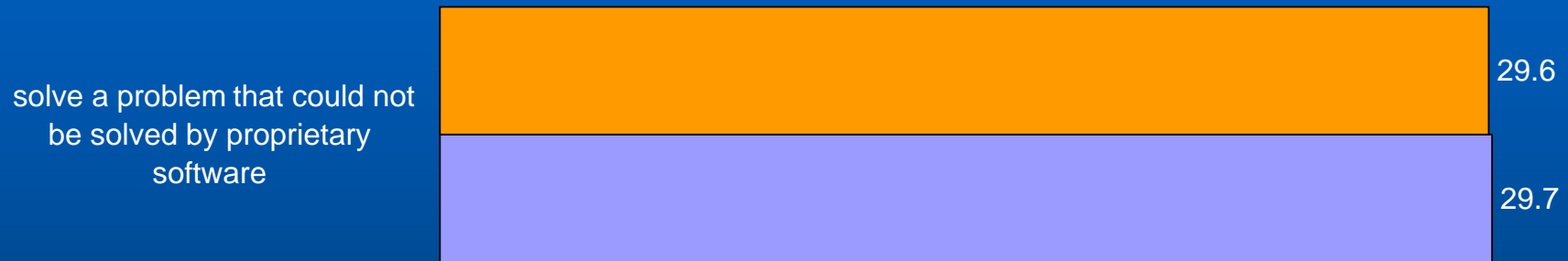
that enables more freedom in software development

Expectations of other developers

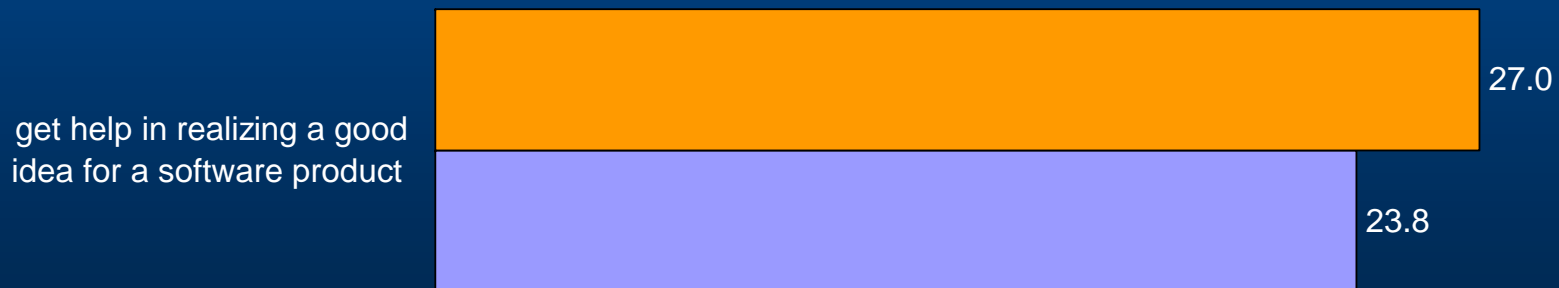
"What Do You Expect from Other OS/FS Developers?"



Product-related Motivations



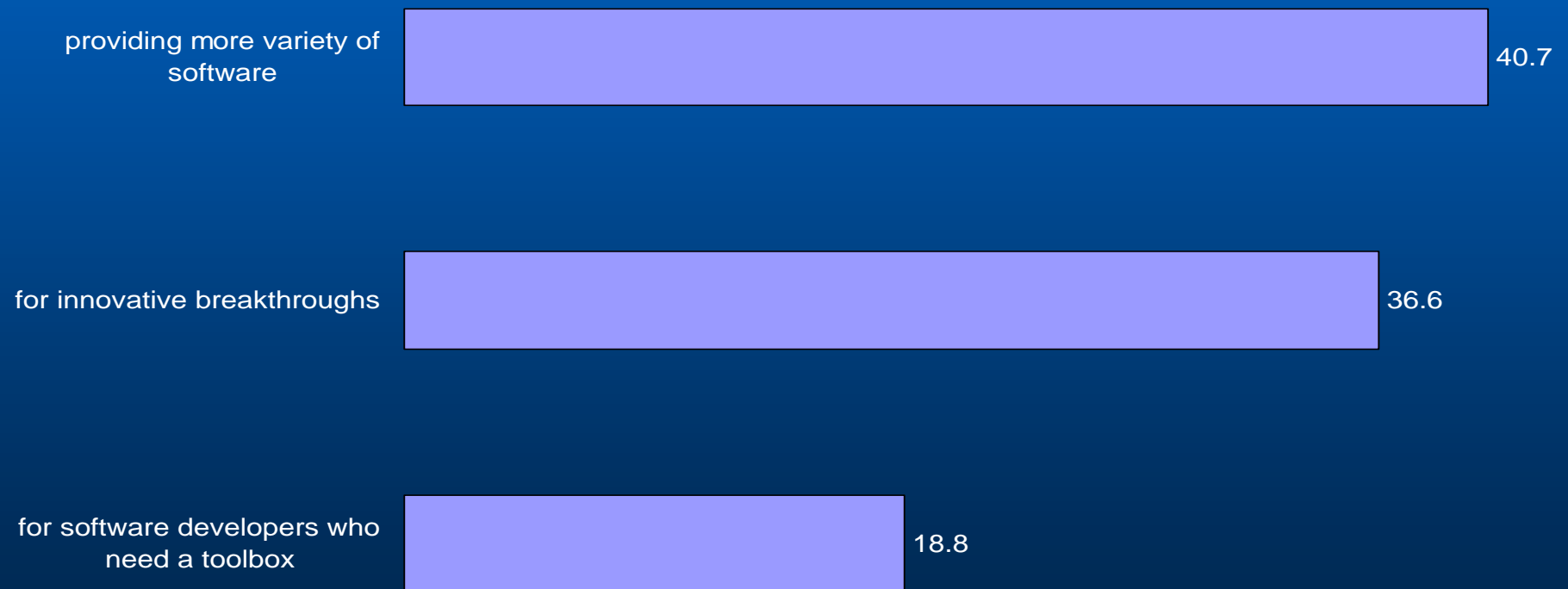
Reason to continue with F/LOSS
Reason to start F/LOSS



% of Respondents

Product-related functions of the FLOSS community

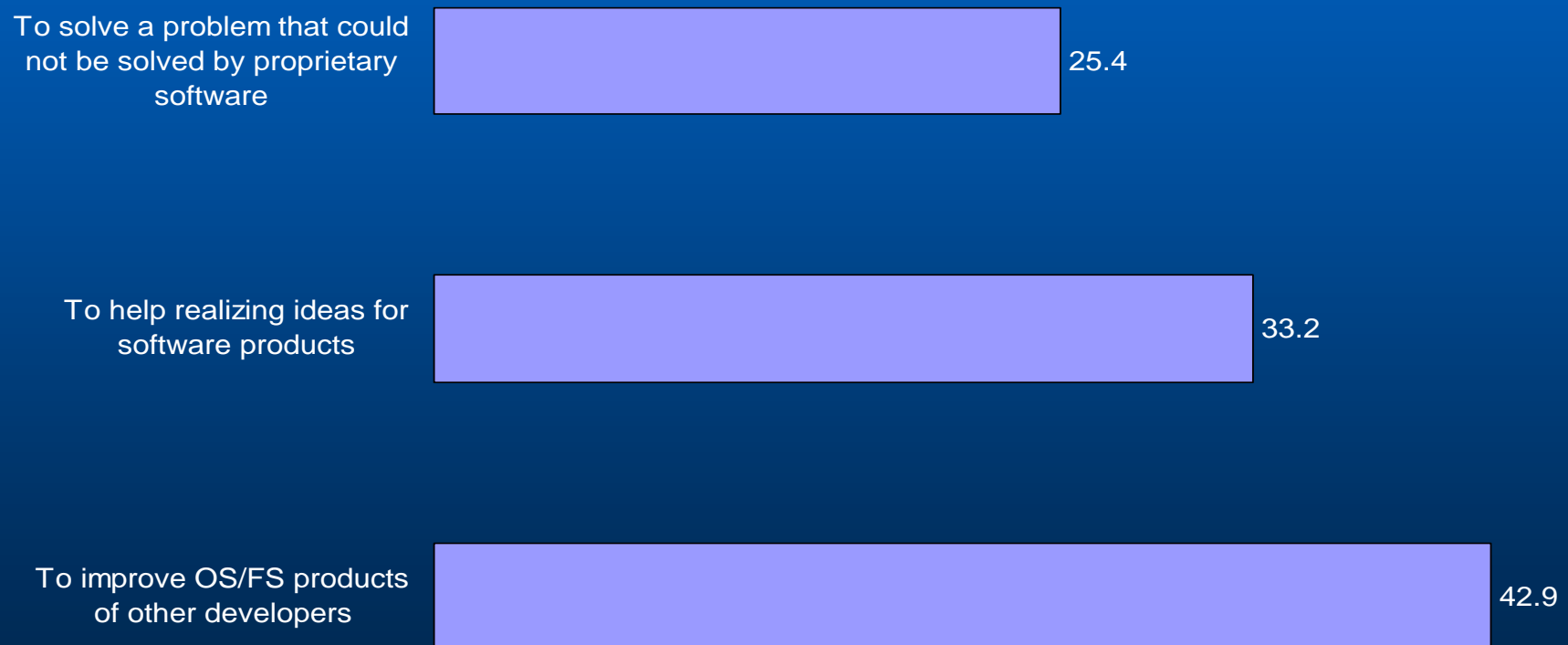
“FLOSS Community is a Forum...”



% of Respondents

Expectations of other developers

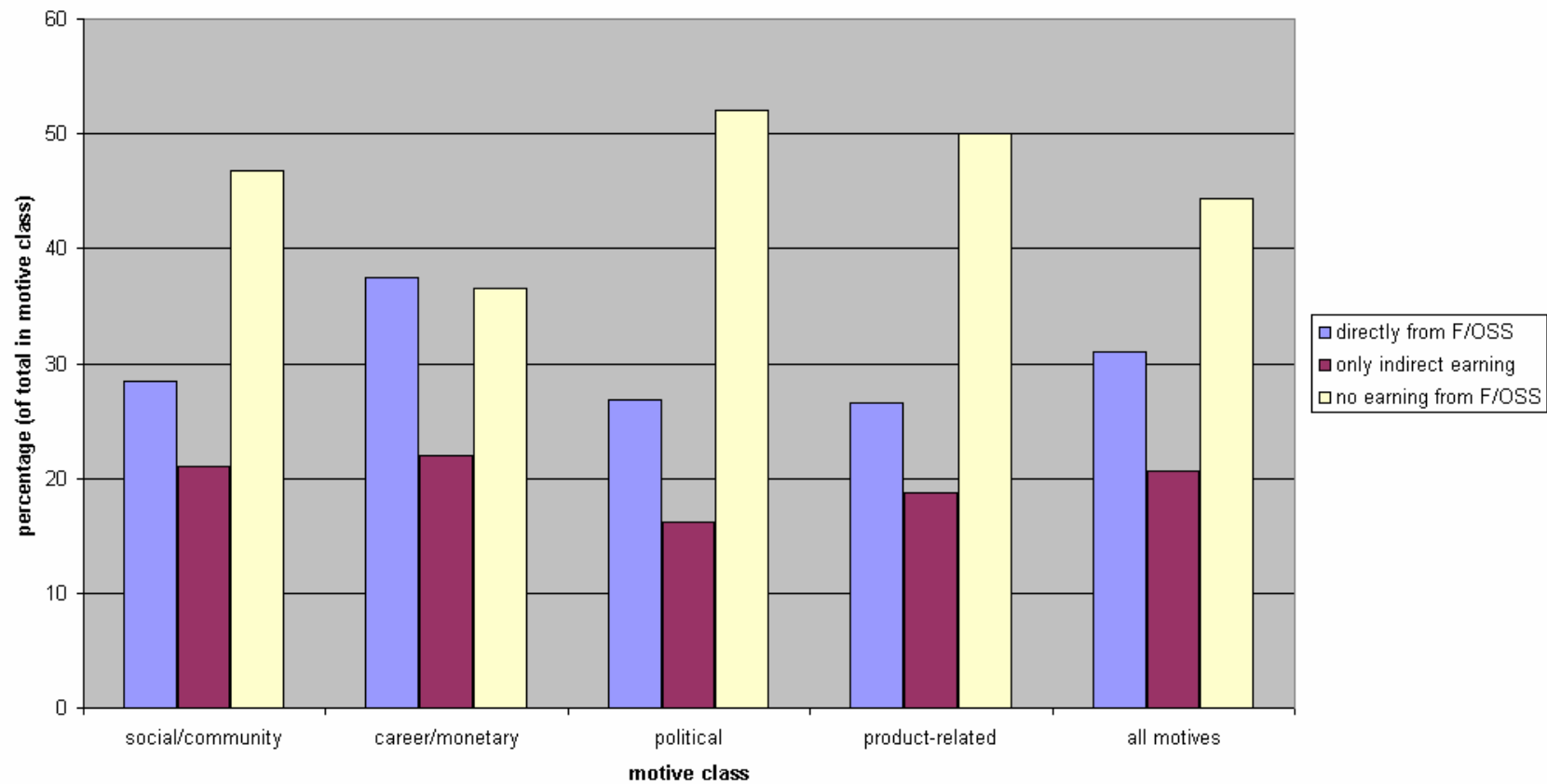
"What Do You Expect from Other OS/FS Developers?"



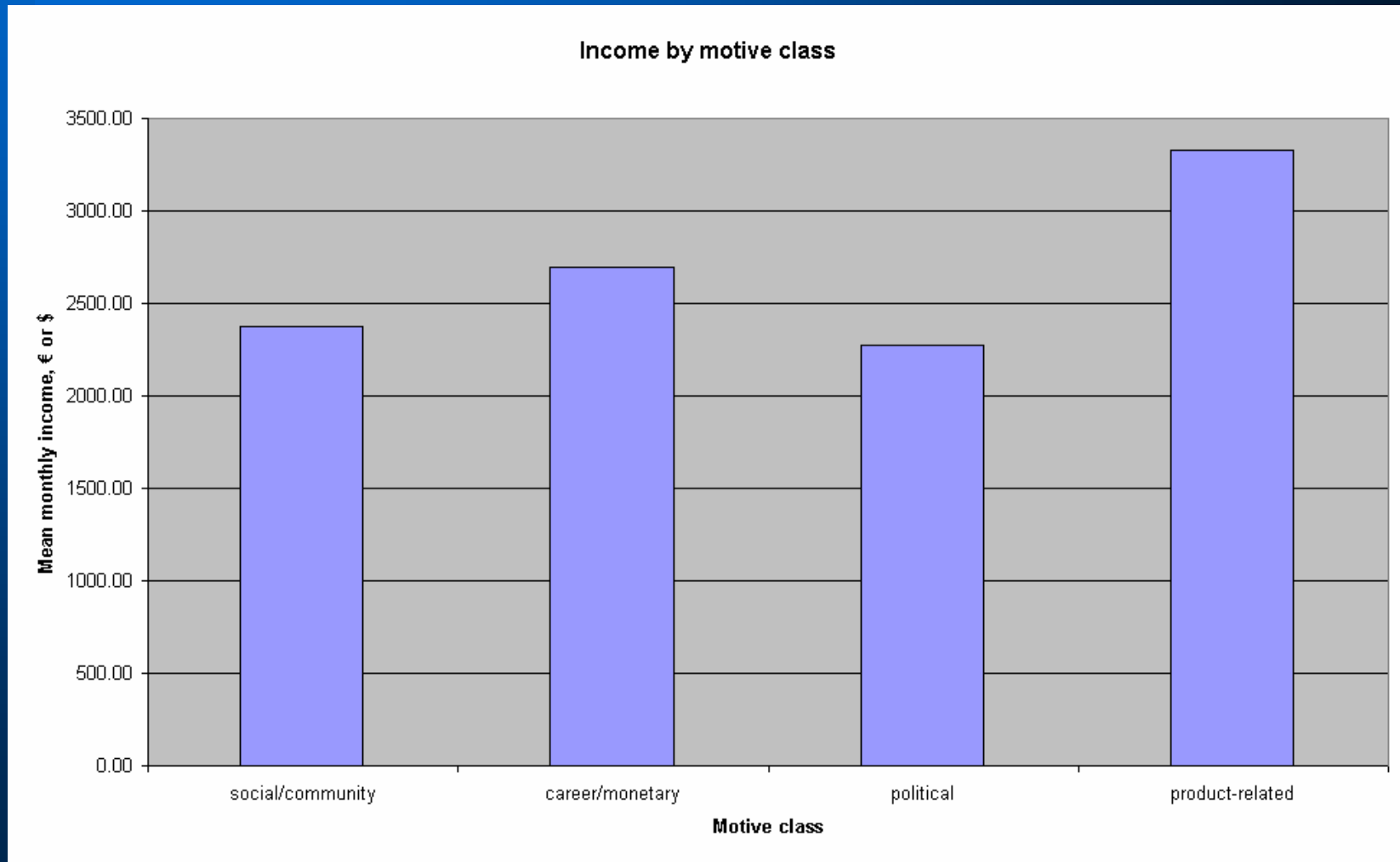
% of Respondents

Career/monetary rewards

Earning from FS/OS by motive class

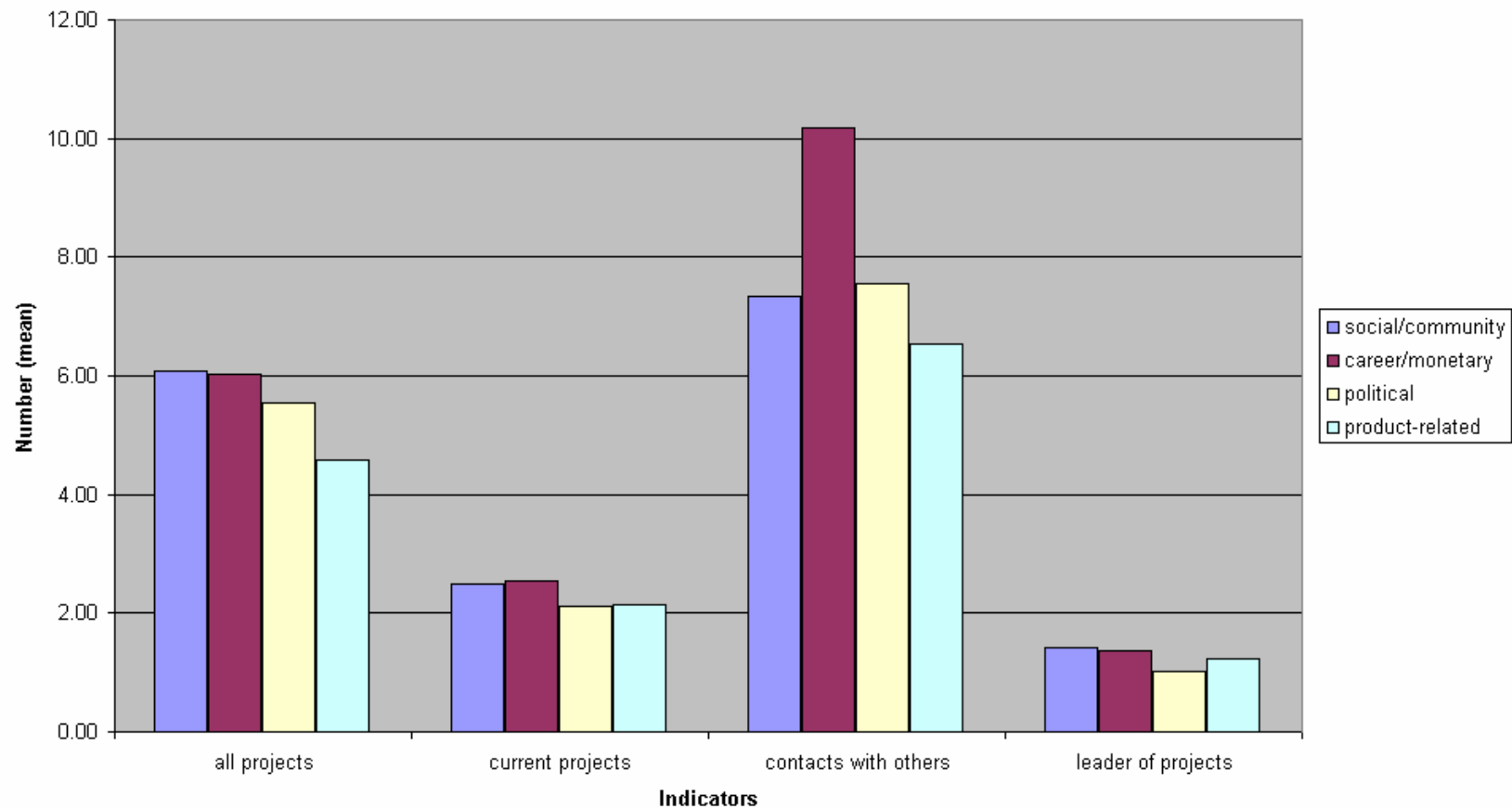


Career/monetary rewards



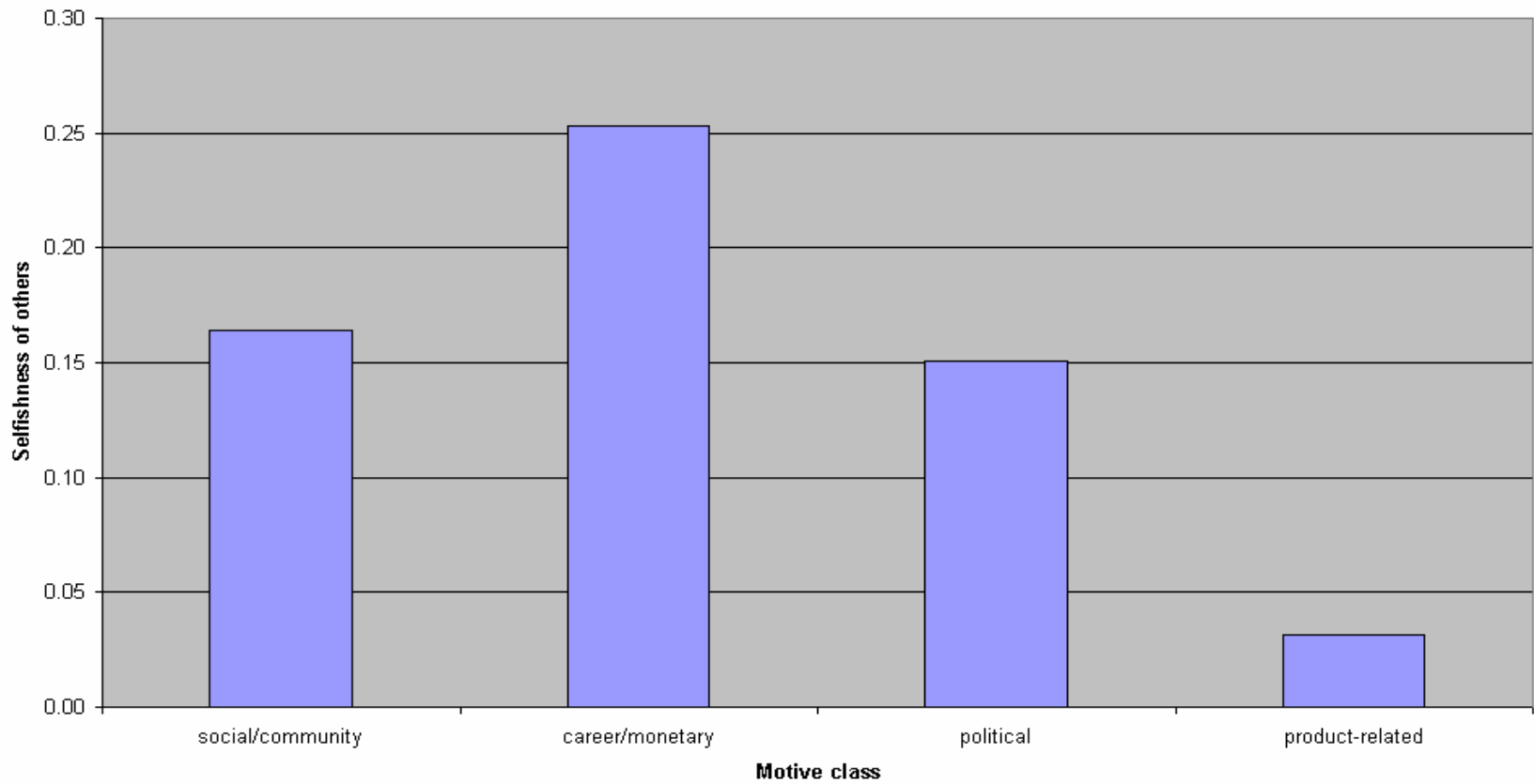
Social “rewards”

Rewards compared by motive class



Social “rewards”

“Hobbes measure” by motive class



References

- FLOSS report:
www.flossproject.org/report/
- FLOSS presentations, FLOSSPOLS project and additional research:
www.flossproject.org