

# OSS Award Panel

How OSS are developed and community works

## **Panelist:**

**Masayuki Nakano, Japan**

**Lim Yean-Taek, Korea**

**Minghui Zhou, China**

Moderator: Hiroshi Miura

(WG2 coordinator/NTT DATA Corp.)

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# About Panelist

- Panelists are
  - The CJK OSS award winners!!
- About moderator: Hiroshi Miura 三浦広志
  - Chair of the Human Resource Development(HRD) sub-group in Japan OSS promotion Forum
  - WG2(HRD) Coordinator in the Northeast Asia OSS promotion forum
  - Working for NTT DATA and IPA on IT specialist and OSS specialist HRD

# Today's topics

- **3 questions** in order to know C-J-K developers
  - How to study or learn OSS/Linux?
  - What skills are required for OSS developer?
  - What is a key for community activeness?

# 1<sup>st</sup> question

- How to study or learn OSS/Linux?
  - With your introduction.

# Minghui Zhou

- OSS Project:
  - PKUAS/JOnAS (J2EE application server)
- Experiment:
  - Use software engineering methodology to construct complex system (enterprise application server)
- How to learn:
  - Practice, practice, and find something you like and practice

# Masayuki Nakano

- OSS Project:
  - Mozilla Project  
(Firefox/Thunderbird/Gecko/etc...)
- Experiment:
  - The user input event handing and the text layout
- How to learn:
  - I've tried to fix the bugs that make me unhappy.

# Lim Yean-Taek

- OSS Project: IAR project  
(Interaction of Augmented Reality)
- Experiment: ARToolkit, Mesa Lib(OpenGL), GLUT, SDL porting & optimizing Simple Image processing
- How to learn: Related Books about project Googling

## 2<sup>nd</sup> question

- What skills are required for OSS developer?

# Required Skills

- Skill:
  - 빠른 이해와 지식의 공유
  - Quick understanding and knowledge sharing
- Why think so:
  - OSS는 원하는 모든 사람이 참여하는 프로젝트
  - Because the OSS is a project that anyone who want to get in can attend

# Required Skills

- Skill:
  - 能够只用commits/email交流；能够避免怒火下的争论辱骂；能够找到(存在)项目中的需要
  - being able to communicate via commits/email; avoid flaming; find a need
- Why think so:
  - 还会有别的什么是OSS和CSS的区别？就程序员需要的技能来说，OSS和CSS本质上没有太大区别
  - What else can be different between software development, though they are OSS and CSS?

# Required Skills

- Skill:
  - 積極性と議論する能力
  - Positiveness and the ability to discuss
- Why think so:
  - 日本人開発者は自分の意見を会議や公の場で発言しない
  - Japanese developer don't state their opinion in public place

# 3<sup>rd</sup> question

- What is a key for community activeness?

# Key for Community

- Key point:
  - Provide various places that the contributors can be actively.
- Why think so:
  - We should provide the appropriate place for each contributors,(e,g, User, Engineer, tester, and so on).

Nakano

# Key for Community

- Key point:

Heroes: If it's about attracting participation, outstanding developers are the key; They give examples by doing things that need to be done when need to be done, not talk

Continuous effort: only active community can attract active participation;

- Why think so:

What's the motivation and channel for the personals to participate in a strange community without return (at least short term)?

Why would people care about a dying project/community?

# Key for Community

- Key point: participation and support  
of major companies
- Why think so:  
Large project is required a lot of time  
and fund  
For example OpenCV

Lim

# Other discussions

- Any question from audience?
- Any question from the panelists to audience?

# Last words

- The difference.
- The common sense.

谢谢。  
ありがとうございます。  
감사합니다。  
Thank you!