

# Mobile apps and open source development community

Ross Gardler  
@rgardler  
rgardler@apache.org

# What is community?

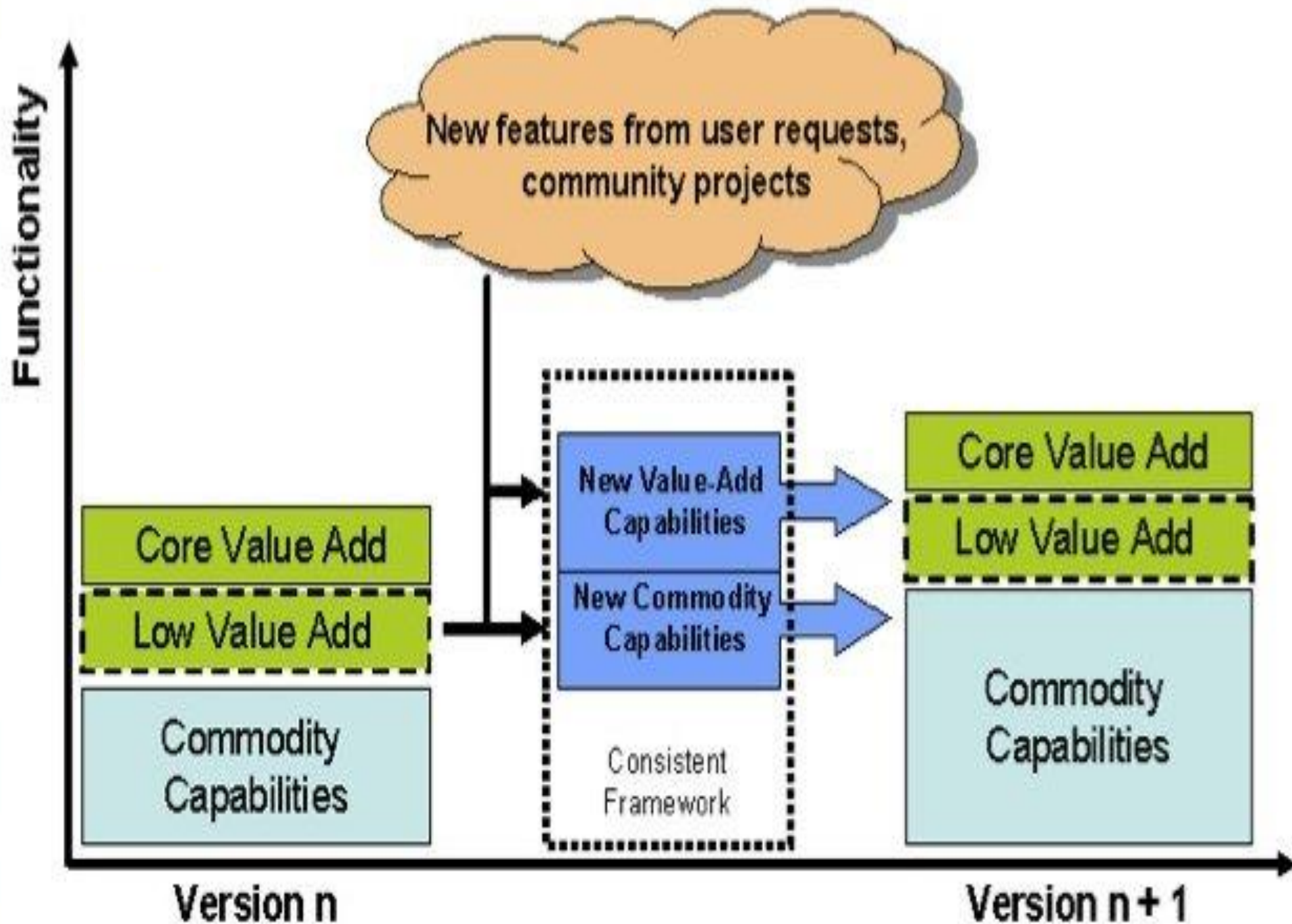


$$1 + 1 + 1 = 1.2$$

- Put 100% effort into production
  - Get 100% effort out
- No collaboration = no loss of production
- 60% effort into production & 40% into collaboration
  - Get 120% of the results
- With collaboration = increased production

# The community gives 60% productive effort

- Assume an overlap in needs of each product
  - lets say 50% overlap
  - giving 30% effort on overlapping needs
- 3 x 30% productive effort on overlap
- Add the 30% productive effort on local needs
  - Gives 120% productive effort
  - For each participant!



# What is the 40% collaboration effort

- User experience
- User support
- Evangelism and Marketing
- Design and implementation
- Quality assurance
- Graphics and artwork
- Technical writing
- Translations

# Management by committee?

- Isn't management by committee wasteful?
  - Yes
- Isn't collaboration by consensus wasteful?
  - No
- Trick is in the management process
  - Governance model

# Governance Models

- Decision making
  - Who makes them and how?
- Conflict resolution
  - Who has authority and why?
- Sustainability
  - How and why should I contribute?

# Benevolent Dictatorship

- Decision making
  - (Lazy) Community consensus
- Conflict resolution
  - Benevolent Dictator, or lieutenants make a decision
  - Because they have the respect of the community
- Sustainability
  - Engage because you trust the benevolent dictator

# Meritocracy

- Decision making
  - (Lazy) Community consensus
- Conflict resolution
  - Those with merit decide
  - Because they have the respect of the community
- Sustainability
  - Engage because you respect and trust the meritocracy



# Harder than it looks

- Benevolent dictatorship is social engineering
- Meritocracies can stagnate
- Money ruins everything