

Community Perspective Discussion

Attracting New Contributors - 1

- How important is it to attract new contributors?
 - What is the motivation for attracting newbies?
 - What is the motivation for attracting students?
 - What percentage of effort is spent on attracting newbies?
 - What is the impact on project future?

Attracting New Contributors - 2

- How do projects attract new contributors?
 - What is it about a project that draws new users?
 - Domain? Technology? Community?
 - Does this differ for students?
 - What techniques have been successful for drawing new contributors?
 - What challenges do you face in attracting new contributors?

Onramps

- What are the onramps for your project?
 - Have you developed learning activities or resources to help in on-ramp?
 - Might be as simple as tour of project pointing out areas for contribution.
 - What would be useful as an onramp?
 - Something students could build? Bootstrapping participation?

Retaining Contributors

- How do projects retain contributors?
 - What techniques have been successful for retaining contributors?
 - Would these need modification for students?
 - How do you guide contributors towards increasing value to the project?
 - How successful have you been with this?

Skills/Knowledge Required - 1

- What skills/knowledge should a potential contributor have?
 - Where do you suggest newbies start?
 - What role do you hope that new contributors play in your project?
 - What is the minimum set of knowledge/skills contributors need to get started?
 - Could be technical or soft skills.
 - What kinds of contributions work best for new contributors?

Skills/Knowledge Required - 2

- What kinds of contributions are most likely to be accepted by the project?
 - What more advanced knowledge is valuable?
 - Role of domain knowledge? Professional skills?
 - How do you convey the need for more advanced knowledge? How do you “grow” newbies?
 - What are the biggest learning curves for newbies?
 - Do you use different approaches/techniques for newbies versus people with experience?
 - What are the differences?

Advice for Instructors

- What advice would you give instructors on how to approach and work with a community?
 - What should instructors do to ensure interactions with students are a positive for the community?
 - What is the right way for instructors to approach a project in order to ensure successful interactions?
 - What should instructors do to ensure successful interactions over time?
 - How can instructors give back to the community?

Wrap-Up

- How can foss2serve bridge the gap between education and HFOSS projects?
 - How can we make student participation work better for all concerned?
- What else? What other aspects have we not considered?