OPEN SOURCE: LICENSING, BUSINESS MODELS, COMMUNITY

OUTLIER VENTURES BASECAMP
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fission

BORIS MANN

- 15 years ago, worked on building out the Drupal community, built the first commercial company around Drupal, helped form Drupal Association
- Recently, focused on Ethereum community, helping out with the Ethereum Magicians, Core Devs
- Fission is building developer tools: build everything using only client side tech — a web native file system on IPFS, plus encryption & identity









WHAT WE'RE GOING TO COVER

- Open Source what is it?
- Licensing Considerations & Innovations
- Open source is not a business model
- Community
- Your Questions!



WHAT DOES OPEN SOURCE MEAN?

- The problem with the term open source is that everyone means something different when they use it.
- Some people just mean licensing.
- Some people think of a particular community's set of practices.
- Others think that it means some kind of fuzzy democracy and mob rule.



DEFINITION OF OPEN SOURCE

- 1. Legal innovation of licenses
- 2. Way of working together on code, collaboratively, asynchronously, remotely
- 3. Ideology of code re-use & sharing

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- open source is "free as in speech" (a license or ideology) not "free as in beer" (no cost)
- How about: "free as in puppies"



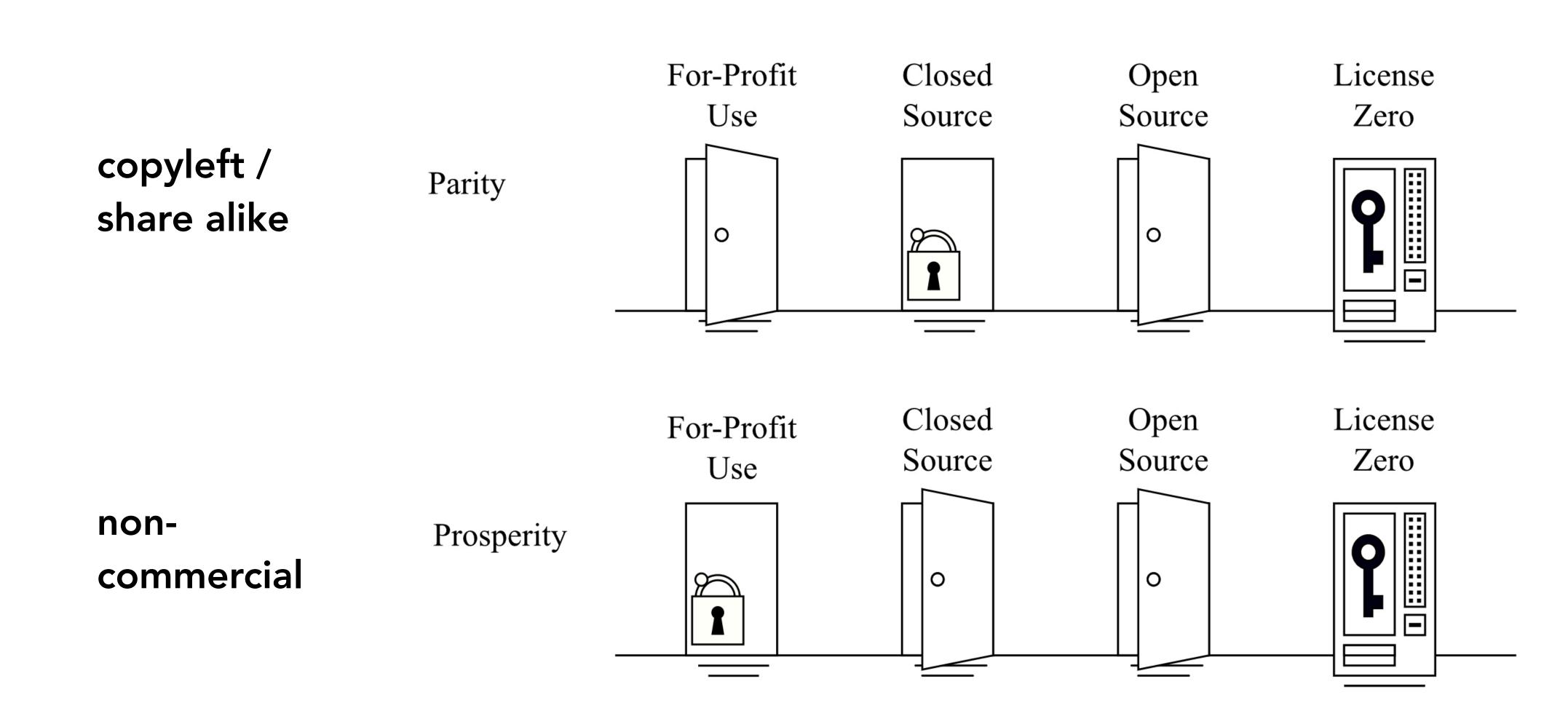


LICENSING INNOVATION

- For the first time in 15+ years, we're starting to see licensing innovation again
 - License Zero: Parity (share alike for open source) & Prosperity (non-commercial)
 - Fair Source
 - 996ICU
 - Ethical Licenses
 - Cross License Collaboratives (XLC)



LICENSE ZERO, PARITY & PROSPERITY





CHOICE OF LICENSE

- Distribution/adoption?
- Free labour from contributors?
- Lock it open?
- No one but your company can easily commercialize it?

- Copyleft: GPL, AGPL
- Permissive: Apache, MIT



DATA ETHICS

- We are starting to see people care about data specifically,
 their data
- What requires software developers or companies to act in certain ways with data?
- From principles (Fair Data Society, Local First Software) to licenses (Cryptographic Autonomy License, Icepick)

Open source is not a business model



BALANCING MAKERS AND TAKERS TO SCALE AND SUSTAIN OPEN SOURCE, DRIES BUYTAERT

Excludable Non-Excludable Rivalrous **Private Goods** Common Goods Food, clothing, cars, personal electronics Fishing grounds, forests, oceans, parks Non-rivalrous Club Goods **Public Goods** Lighthouses, radio, street lighting Cinemas, private parks, broadband TV

[—] Dries Buytaert, Balancing Makers and Takers to Scale and Sustain Open Source



PUBLIC GOODS (CODE) VS COMMON GOODS (CUSTOMERS)

• For end users, Open Source projects are **public goods**; the shared resource is the software. But for Open Source companies, Open Source projects are **common goods**; the shared resource is the (potential) customer.



BLOCKCHAIN PUBLIC GOODS VS COMMON GOODS

- The open source layer of clients, middleware, wallets, and so much of our blockchain ecosystems, are **public goods**: more people consuming them doesn't cost anyone anything (but maybe "support" or "onboarding" does)
- Filling blocks with transactions (and state bloat!) are **common goods**: we can't exclude anyone, but if blocks are full or low resource clients can't sync, other people can't use them
- Customers are a common good which ecosystem players are Makers?



WHAT'S YOUR BUSINESS MODEL?

- What you sell may or may not have anything to do with the license of your code
 - Adoption, Distribution, Marketing, and even Hiring likely to be impacted more



SELF FUNDING SOFTWARE

- Currently we're still deep in the age of the ad-supported web
- We've had (and have) p2p systems which require network participation (e.g. Bittorrent ratios) but that still hasn't funded the construction of the software clients
- Can we give app builders the tools to enable self funded software?
- Subscriptions, pay-per-use, credits for donating resources?
- Collectables? Lessons from F2P games?

fission COMMUNITY

- People who use your software
- People who contribute to your software
- How do you measure success?



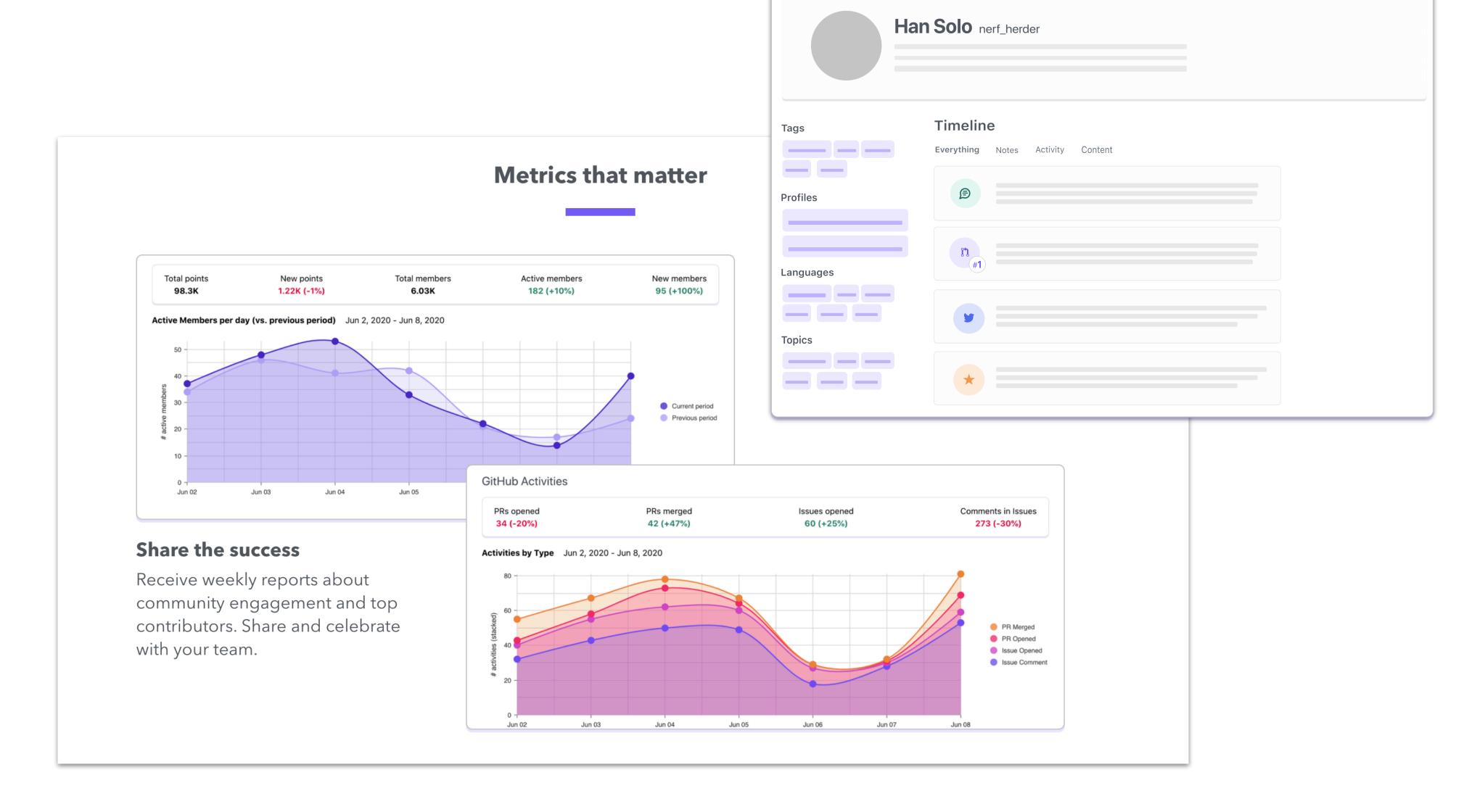
DEVELOPER ADOPTION IS NOT A SALES FUNNEL

- The Orbit Model is a framework for building high gravity communities. A high gravity community is one that excels at attracting and retaining members by providing an outstanding member experience.
- The Orbit Model contains four fundamental concepts: Gravity, Love, Reach and Orbit Level:
 - Love is a member's level of engagement and activity in the community.
 - Reach is a measure of a community member's sphere of influence.
 - Gravity is the attractive force of a community that acts to retain existing members and attract new ones.
- Orbit levels are a practical tool for member segmentation and used to design different programs for each level of the community.
- The goal of the Orbit Model is to increase the Gravity of your community.

The Orbit Model LOVE is a measure of a member's activity in 4 Observers the community. **REACH** is a measure of a community member's sphere of influence. 3 Users Increased REACH 2 Fans Increased LOVE 1 Ambassadors Team Groups The Orbit Model is open source! **Center of Gravity** github.com/orbit-love/orbit-model



ORBIT.LOVE





ARE BOUNTIES OR HACKATHONS A GOOD IDEA?

- Bounties are unlikely to lead to bringing on long term contributors
 - What outcome do you want from offering bounties?
- Hackathons can cost a lot of time, money, and effort
 - Open source communities coming together to improve the software they work is invaluable!



COMMUNITY TOOLING

- Fission uses Discourse forum and Discord chat
 - Ghost-powered blog
 - Buffer to help manage Twitter (and LinkedIn)
 - Send-in-Blue for email newsletter (but also check out Buttondown Email)

fission STICKERS!







https://swag.fission.codes

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THANK YOU!

- Slides <u>noti.st/bmann</u>
- Talk Notes, Links & Comments talk.fission.codes/t/786

How can Fission help? User owned data, offline, sync, encryption



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