

From Open Governance to Collective Ownership



### "Would you like to come to Lisbon..."



# "...to give a keynote."



"The irony of trying to solve the problem of **collective ownership**, alone from this stage isn't lost on me."



#### "How do we build collective ownership?"

BoF session on Friday 3:30pm - 5:00pm



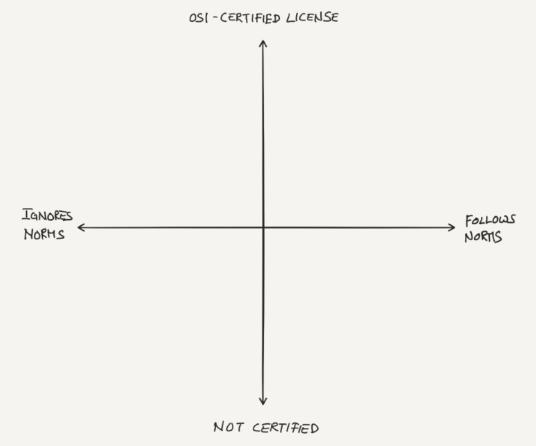


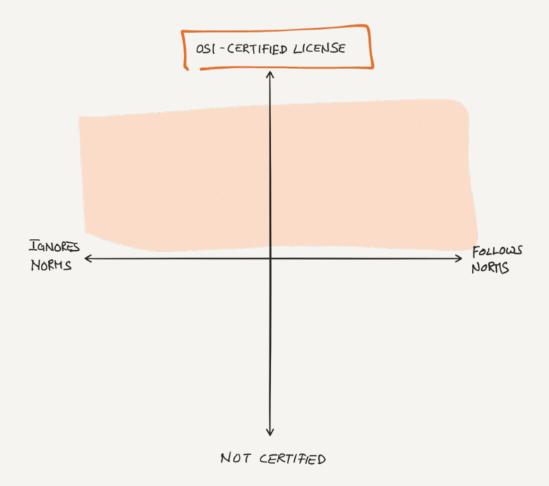


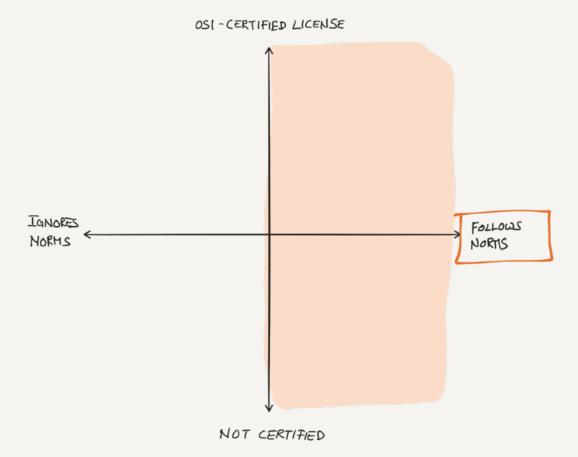
## We'll start with a bit of theory

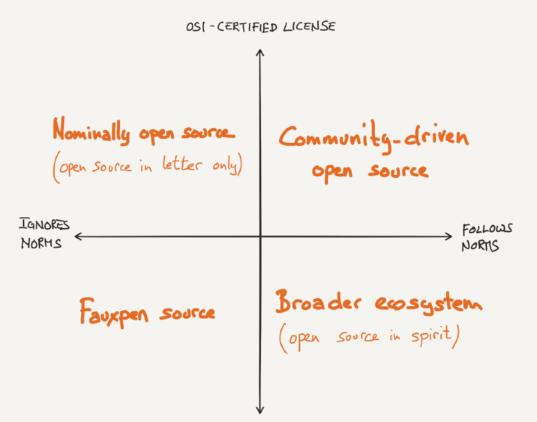
- 1. The importance of collective ownership\*.
- 2. Why does it matter concretely?
- 3. What part open governance plays in that.

# So... what is open source?



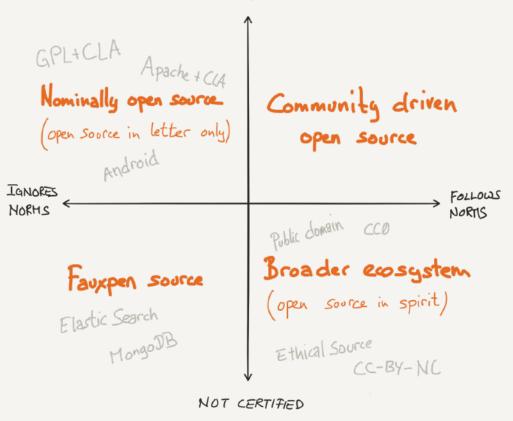






NOT CERTIFIED

#### OSI - CERTIFIED LICENSE

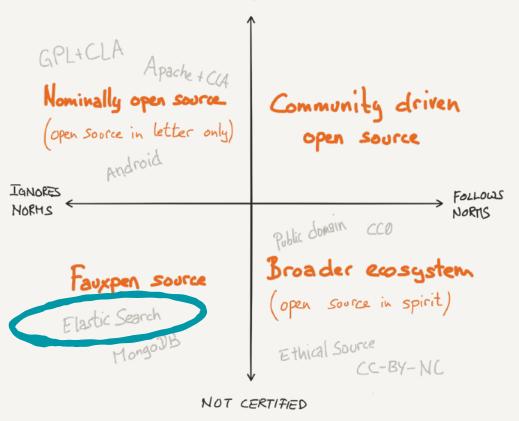


# Why is community so important?

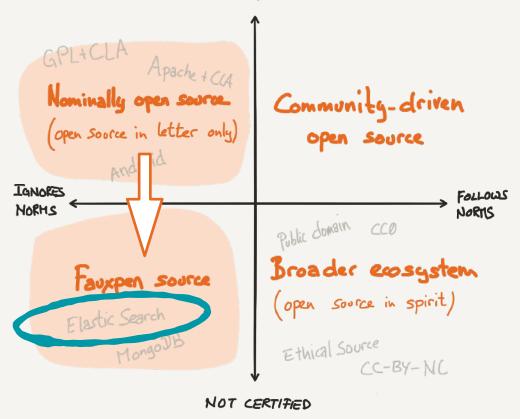
# Why is community so important?

From a business perspective.

#### OSI - CERTIFIED LICENSE



#### OSI - CERTIFIED LICENSE





"But I can always fork!"



In practice, only the forks from very large players or **tightly-knit communities** succeed.

# Why is community so important?

From a business perspective.

## It protects your business investment.

Like licensing, **open governance** is **necessary** but **not sufficient** to enable community-driven open source.

Community-driven open source is built **collaboratively**, in the **open**, and on an **equal footing**.



#### **Community-driven** open source is the combination of:

- 1. an **open source license**,
- 2. **open governance**, and
- 3. norms and practices that enable **open collaboration** on a **level playing field**.



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...this matters because community-driven open source is:

- 1. frankly just a lot more fun,
- 2. more resilient—and so safer to adopt—and
- 3. Helps create **better software**.



### We're done with the theory now.



# Impact of "exit to community"

- 1. Concrete changes
- 2. Outline the work ahead



# Relationship shift

- **Before:** client/vendor relationship between edX and the community.
- Now: all equals with tCRIL as the orchestrator of this community.



### Product / Project distinction

- **Before:** product and project decisions were made within the same closed group.
- Now: Specifics still to be decided, but it's going to be very different, e.g.:
  - Split between product and engineering as Open edX becomes more of an infrastructure project?
  - tCRIL takes on a Product Management role?



## Relationship with teachers & learners

- Before: product decisions could be data-driven and informed by user studies, etc.
- Now: who's going to run those and how is this data going to be shared with the community?



### Huge opportunity for tCRIL to **innovate**.



- 1. 2U/edX
- 2. The broader community
- 3. tCRIL



- Accept that you will have to trade some development velocity to enable a level playing field.
- Internally: spell out the business value of a thriving Open edX community.
- · On a day to day basis, resist the temptation of:
  - giving fishes away instead of teaching others how to fish, and
  - taping your colleague on the shoulder to resolve internally a problem that concerns the broader community.



# The Broader community

- Understand that community-driven open source projects are "do-ocracies"—those that do get to decide.
- Internally: spell out the business value of contributing to Open edX.
- Resist the temptation of: asking for fishes instead of figuring out how to fish.



- · So. Much. To. Do.
- Did I mention the BoF session en Friday?
- Huge opportunity.
- You have great talent, ambition, and... money!?



