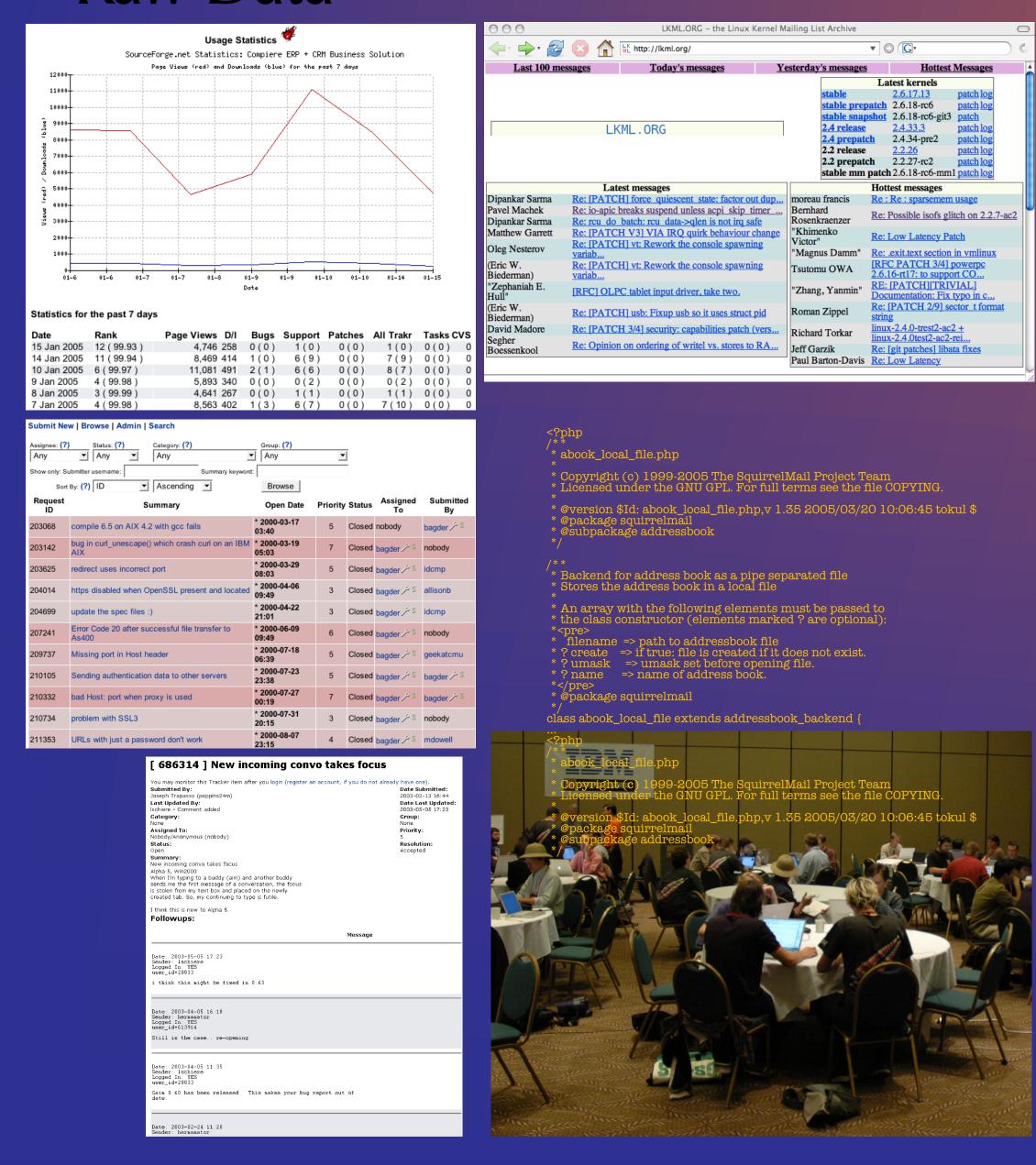
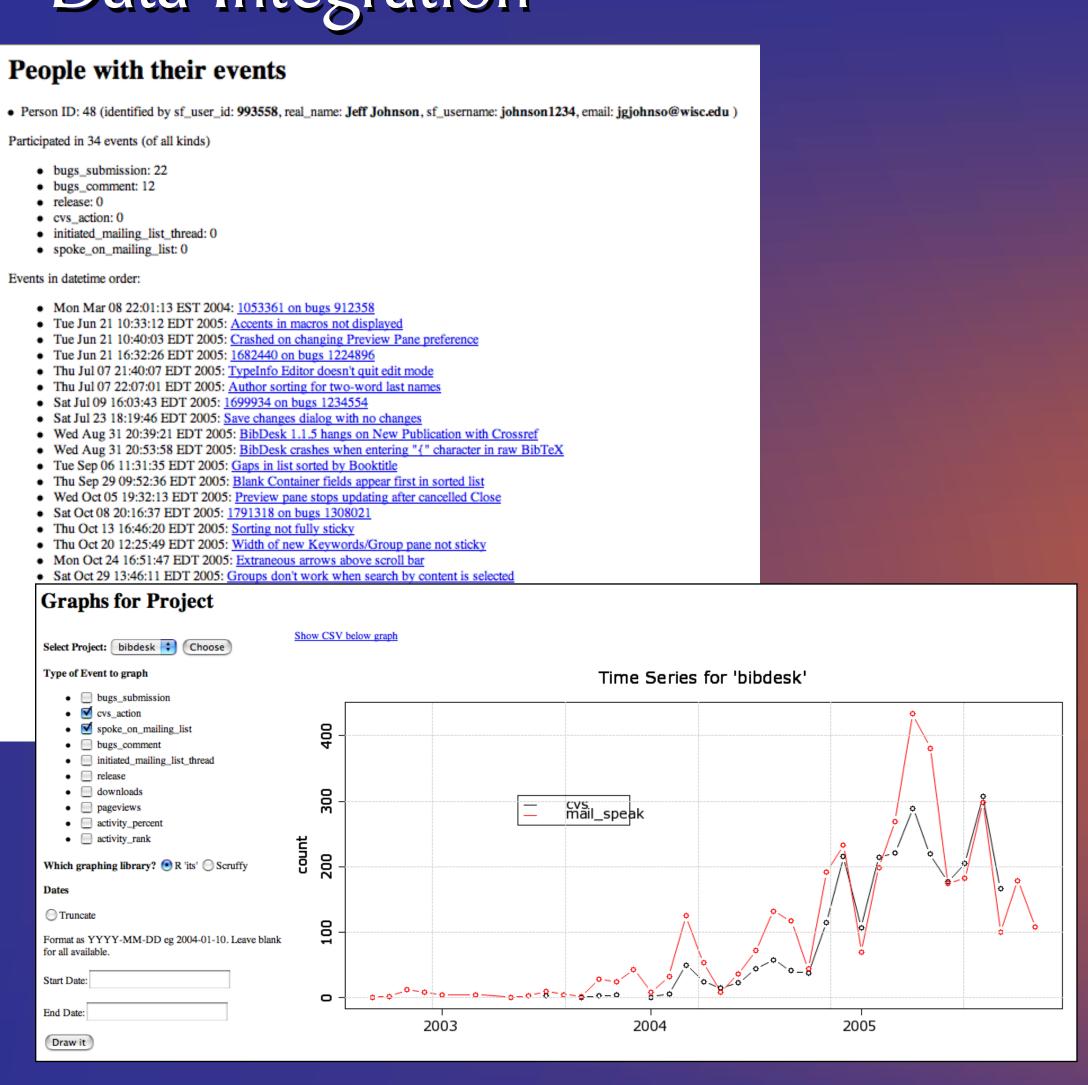


Raw Data



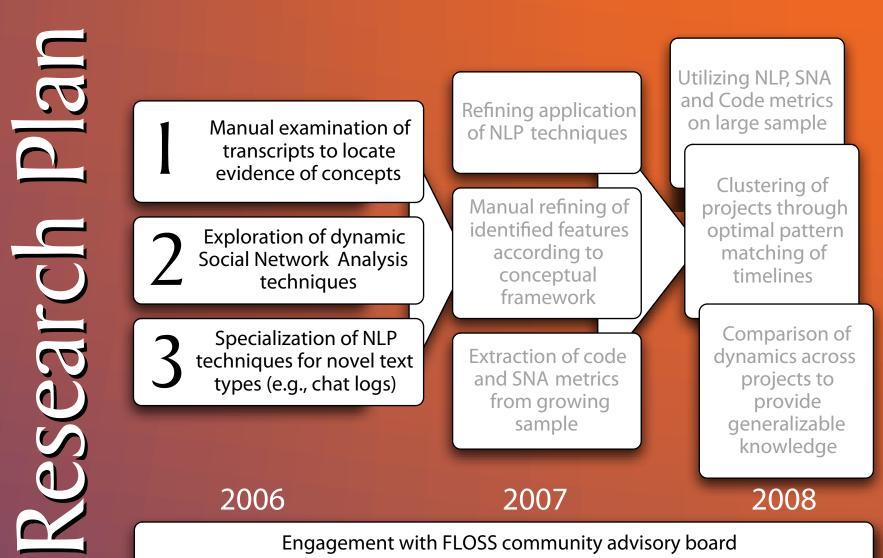
Data Integration





Investigating the Dynamics of FLOSS Development Teams

What are the dynamics through which self-organizing, distributed teams develop and work? Research partially funded by NSF grant 05–27457, with prior support from 03–41475 & 04–14468



Manual examination of transcripts

We defined a decision episode as a sequence of messages that begins with a message containing a trigger that

issue, funding, group maintenance etc

Clear bug identification and bug report

Patch or lines of code submissior

Coded episodes from 6 project teams: 3 instant messenger clients and 3 enterprise software projects.

Selected 60 episodes from each project: 20 from start, 20 most recent and 20 surrounding a major release.

choice throughout the episode. The initial problem(s) might be solved or remain unsolved, and the new problems introduced

Release-related issue

presents an opportunity for choice (such as feature request, bug report or strategic problem). It includes discussion

Decision Making Coding Scheme—Episode level

or lines of code that will become part of the code base

Problem/crash without knowing exactly what causes it.

Clear identification of a desired functionality or change in code

Multiple, mixed issues listed together, but not related to a release

Description

Central issues related to a change in the code/software, or an acceptance of a patch

Central issues related to something other than code, e.g., legal issue, membership

Any problem / issue that isn't resolvable by a change in the code of the software

affect the code base, including major rewrites or redesign, voting, organizational

being built, and complex or major issues that will eventually, but not immediately

The episodes involve a single

straightforward trigger

Type B (Multiple-simple)

Type C (Multiple-complex)

trigger, in these episode, new,

sometimes unrelated triggers

T: Trigger; D: Discussion; DA: Decision Announcement

created additional opportunities for

choice that responds to a single

The episodes respond in a linear fashion to a trigger that contains

multiple opportunities for choice

Example: Coding team decision episodes

related to the issue, and a decision concerning the stated opportunity.

Decision

Trigger

Type

Non-code

Problem

Patch

Feature

Releases

Non-Code

Preliminary results

might also remain unsolved.

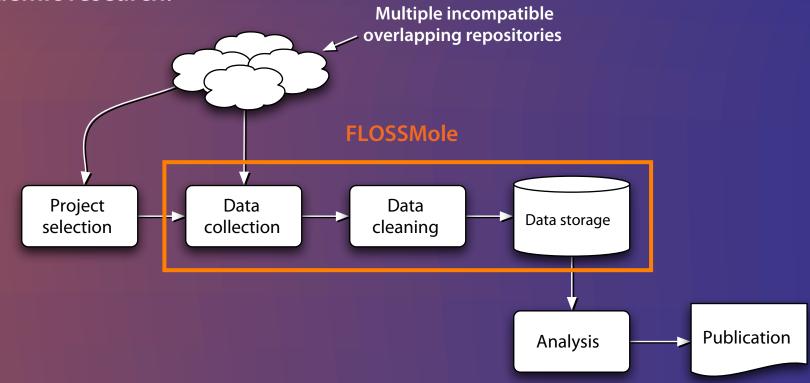
Mixed

Findings

- FLOSS projects display highly distributed levels of centralization. Some projects that appear decentralized when examined at a snapshot in time are actually centralized, but with the individuals at the centre changing over time. However, the data suggest that the majority of projects analyzed maintain a single participant at the centre through their lifetimes.
- We identified different trajectories of decision making practices in two comparable projects, one successful and one not. In one, that trajectory connotes acceleration and energy (growth in number of participants, shorter decision time, more inclusive participation, and richer and more complex decision-making episodes), while the other shows signs of deceleration and entropy (shrinking participation, disappearing administrators, longer decision cycles, and increasingly simple and less complex decision-making epi-

• FLOSSmole, a collaborative project to gather, share and store comparable data and analyses of free and open source software development for academic research.

floss.syr.edu website with copies of papers and analyses



 Continued qualitative analysis of email transcripts, including analysis of group maintenance, power and perhaps leadership

lan Refining application of NLP techniques to automate aspects of qualitative

Development and extraction of software source code metrics

- Quantitative event sequence and time series analysis of processes
- Field study of shared mental models in FLOSS teams
- Literature review of empirical studies of Open Source Software development

Preprocessed message in xml format

Message-Subject="Re: Gaim Sounds - First Draft" CTION type="from">Matthew Keller</SECTION>

ECTION type="date">2004-08-18 08:30:00</SECTION>

I think it goes without saying that your sounds are better than th defaults. I doubt anyone who's checked them out would disagree.

Then again, I think that llama's bleating would be better on the ears

attribution="Onflue, 2004-08-17 at 17:15, Steven Garrity wro <SECTION type="quote"

Glad to hear you like them Tyler. They are someone low in volume. We could probably boost the levels for final versions.

100pk Sonic DVD-R 4x for only \$29-100pk Sonic DVD+R for only \$ Save 50% off Retail on Ink & mpper - Free Shipping and Free Gift. http://www.shop4tech.com/z/Inkjet_Cartridges/9_108_r285

Other opinions? I though we'd been swamped! :-)

Gaim-devel mailing list
Gaim-devel@lists.sourceforge.net
https://lists.sourceforge.net/lists/listinfo/gaim-devel
</SECTION>

Decision

Announcements

frametype = entity

GAIM: docNT217

frametype = entity

sentenceid = S14

sentenceid = S20

fixed in cvs as far as I know

text = Decision-Announcement

text = Decision-Announcement

Decision-Announcement-Commit =

I disagree (which is why I committed the

change after KingAnt suggested it) .

Decision-Announcement-Fix = This is

GAIM: doc55

<SECTION type="sourceforge-signature">

</SECTION> <SECTION type="tagline">

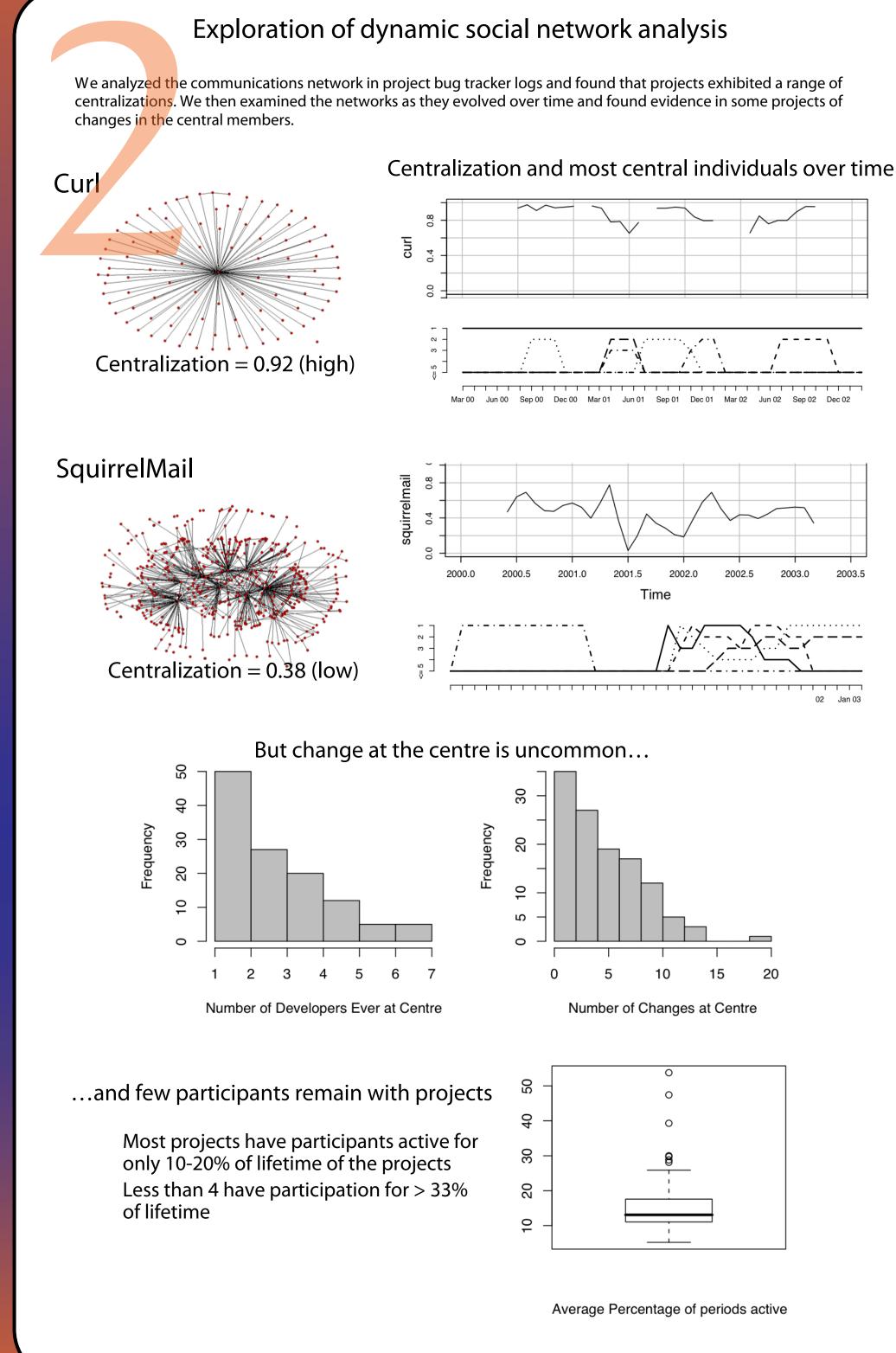
Metadata

identified

Paragraphs 4 1

separated

SECTION type="email-message"



Specialization of natural language processing techniques PreProcessing Pr The first step in creating structure from unstructured or semi-structured text is to prepare a text for further processing · Identification of major sections of an email message, eg header, signature, tagline Removal of ">" symbols that interfere with sentence detection • identification of quote levels embedded in messages and author of the quoted snippets Original message (slightly edited) Post-Date: 2004-08-18 08:30:00 Sections Posters-Email: Date-Collected: 2005-11-19 14:51:41 identified Replying-To-Email: Message-Subject: Re: Gaim Sounds - First Draft hink it goes without saying that your sounds are better than the defaults. I doubt anyone who's checked them out would disagree. Then again, I think that llama's bleating would be better on the ears than the default AOLish sounds, but that's not to diminish the sounds ou and Brad have produced. n Tue, 2004-08-17 at 17:15, Steven Garrity wrote: ısing them, I find that it is occasionally hard to distinguish the ounds with music playing in the background. Perhaps something wi higher pitch would make it easier to hear the sounds with music play uld probably boost the levels for final versions Other opinions? I though we'd been swamped! :-) 100pk Sonic DVD-R 4x for only \$29 -100pk Sonic DVD+R for only \$33 Save 50% off Retail on Ink & Toner - Free Shipping and Free Gift. http://www.shop4tech.com/z/Inkjet_Cartridges/9_108_r285 signat-url: http://mattwork.potsdam.edu/signat-url/ "No one ever says, "I can't read that ASCII E-mail you sent me."" Emoticons – finding them, categorizing them Original Text: > Other opinions? I though we'd been swamped! Before – each element of punctuation is a separate token: <sentence sid="S29"> I|PRP though|IN we|PRP have|VBD be|VBN swamp|VBN !|. </sentence> <sentence sid="S30"> :|: -|:)|SYM >|SYM >|SYM </sentence> After: Emoticon is pulled together as a single token. Each is categorized as neutral, positive, or negative. Part of speech is ignored for now. <sentence sid="S43"> I|PRP though|IN we|PRP have|VBD be|VBN swamp|VBN !|. </sentence> <sentence sid="S44"> <SYM cat="positive"> :-) |JJ </SYM> </sentence> Automatic Coding – exploratory work GAIM: doc55 Group Maintenance/ frametype = entity Task Assignment text = Task-Assignment submit any patch against cvs , it makes our life alot easy, some of what you describe makes it sound like you might be coding against 0.59. sentenceid = S27 Fire: doc1773 Fire: doc1403 frametype = entity frametype = entity text = Task-Assignment text = Task-Assignment

sentenceid = S88

non-breaking spaces

Making-Results-Available =

Here is a small patch for handling



Crowston, K., Wei, K., Li, Q., Eseryel, U. Y., & Howison, J. (In press). Self-organization of teams in free/libre open source software development. Information and Software Technology Journal, Special issue on Understanding the Social Side of Software Engineering, Qualitative Software Engineering Research, Accepted with major revisions.

sentenceid = S25

Self-Assignment =

I will take a look at fixing this

Heckman, R., Crowston, K., Li, Q., Allen, E., Eseryel, Y., Howison, J. & Wei, K. (2006). Emergent decision-making practices in technology-supported self-organizing distributed teams. In Proceedings of the International Conference on Information Systems (ICIS 2006). Milwaukee, WI, 10–13 Dec.

Howison, J., Inoue, K., & Crowston, K. (2006). Social dynamics of FLOSS team communications. In Proceedings of The Second International Conference on Open Source Systems, Como, Italy, 8–10 Jun. (First-runner up for best paper in conference.)

Li, Q., Crowston, K., Heckman, R., & Howison, J. (2006). Language and power in self-organizing distributed teams. Paper presented at the OCIS Division, Academy of Management Confer

Barbara Scozzi, Politecnico di Bari, Italy

Megan Conklin, Elon University, North Carolina