# Towards A review of the empirical FLOSS literature

Kevin Crowston, James Howison, Kangning Wei, U. Yeliz Esereyl, Qing Li

Syracuse University

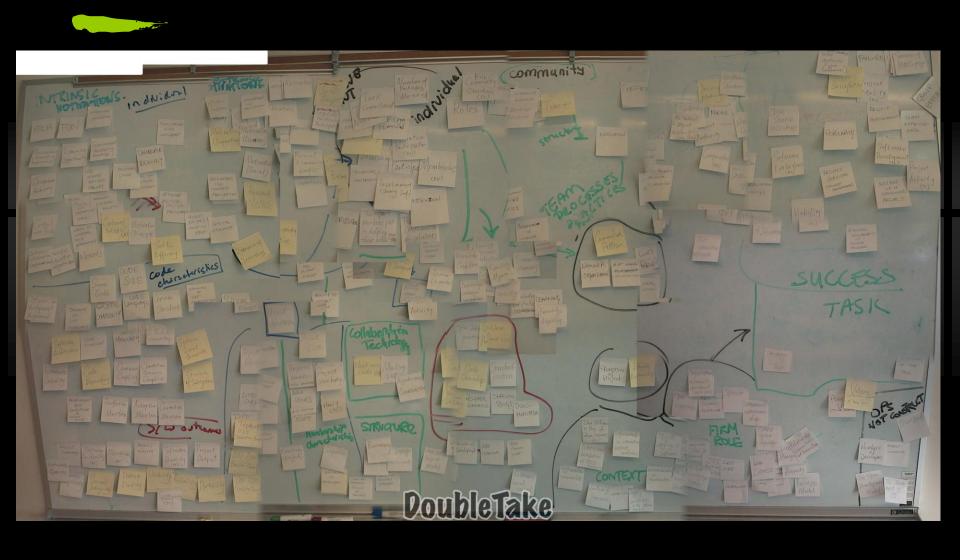
# Method for review paper

- - Review of current research
    - ✓ What is known, where are the gaps?
  - Looked for papers in Web of Science, ABI/Inform, journal special issues, AOM and AIS conferences, IntOSS (IFIP) conferences, ICSE workshops, opensource.mit.edu
  - Restricted review to empirical papers on FLOSS development or use
  - ✓ Found more than 500 papers in 1st pass
  - ✓ Need to do a further pass to capture literature of past 18 months!

# Literature Review Summary

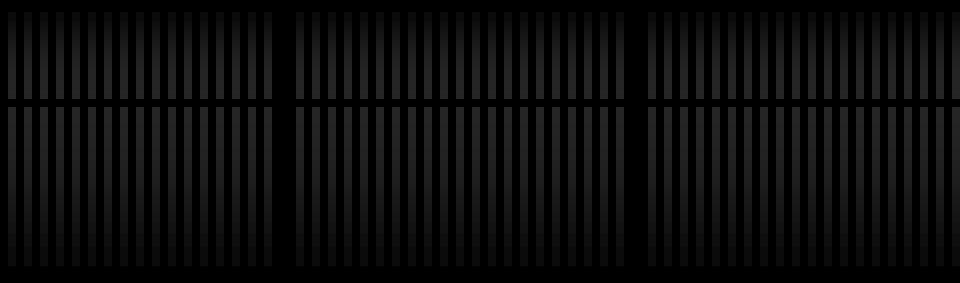
- Mark Park
  - √ 586 articles reviewed
    - ✓ 295 Both Empirical and Relevant
      - Irrelevant excluded studies which simply used open source software for analysis or proof of concept
  - Tagged in hierarchical categories
    - Level of Analysis
    - Method
    - Projects studied
    - Data Type
    - Constructs
    - Discipline
  - ✓ Tried tagging for theory, but almost one per paper!

# Analysis technique (Clustering)

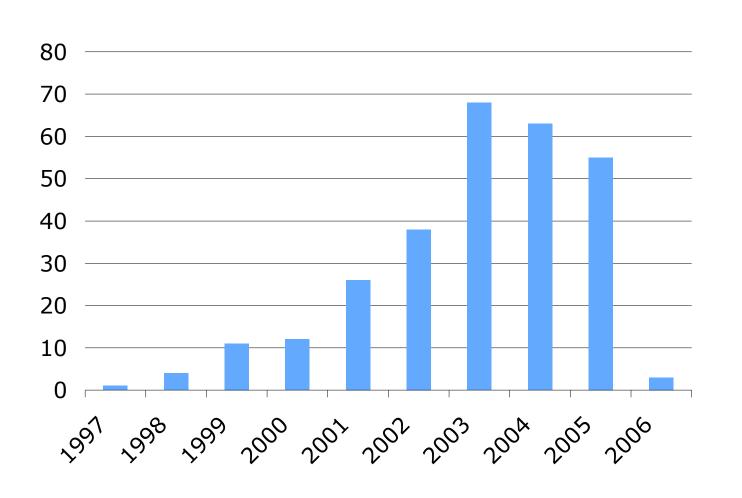


# Demo





# Relevant and Empirical Articles Per Year



Clearly Truncated in early 2006!

More articles to collect

1997 is a Roy Fielding working paper

## Papers by Method used

- 150 In-depth study of small number of projects
  - √ 102 Case-study
  - ✓ 21 Interviews (non-case study)
  - ✓ 21 Participant observation
  - √ 11 Ethnographies
  - 6 Discourse analysis
  - 70 Large scale sample measurement
    - 37 Surveys
    - ✓ 32 Other quantitative (eg correlation models)
  - ✓ 13 Review Article
  - 11 Not Specified/Unclear
  - ✓ 6 Action Research/Design Science
  - 4 Experiment

# Other nuggets



- Top Projects Studied
  - ✓ 59 Linux
  - 32 Apache
  - 22 Mozilla
  - ✓ 13 Gnome
  - ✓ 10 Debian
  - Very long tail
- ✓ Very few longitudinal studies (~10)
  - Many others compounded data over lifetime but didn't study time-series or change
- About the same number studied for
  - ✓ Motivations, Coordination and Decision Making

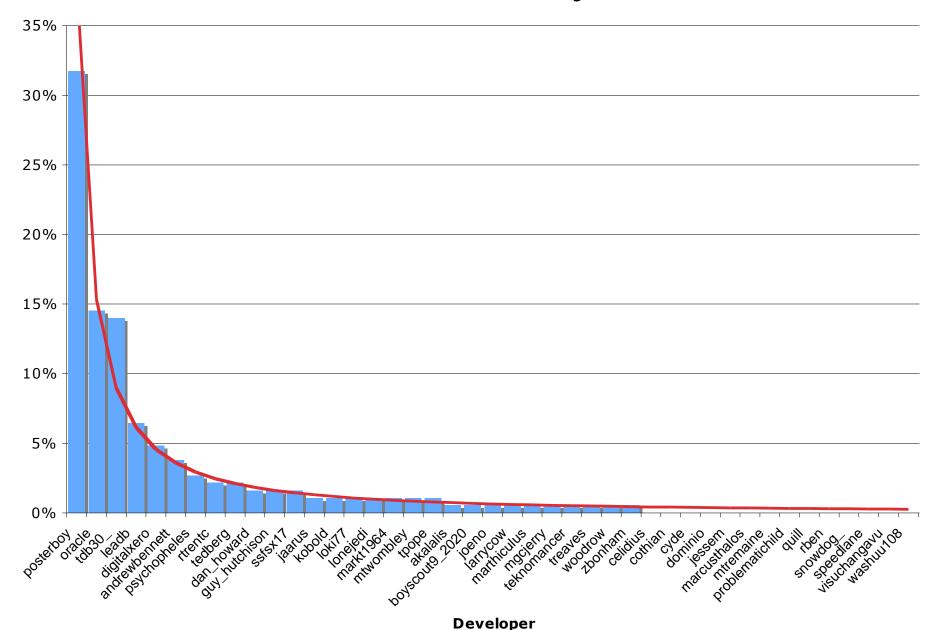
#### Constructs

- and the
  - Schema reorganization is ongoing, show current version but unfortunately without exact counts
  - Inputs (~50%)
  - ✓ Process (~30%)
  - ✓ Outputs (~30%)
    - ✓ Some studies included all three (therefore > 100%)

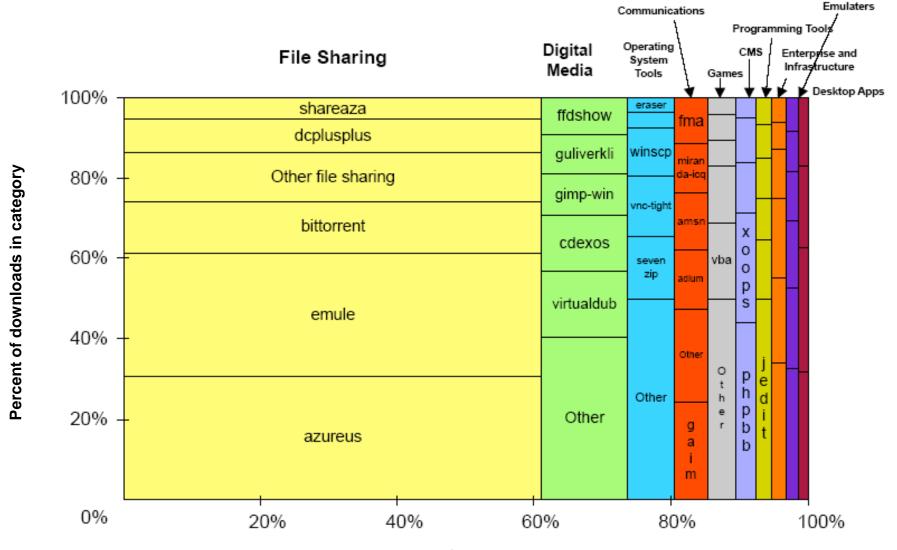
## Inputs

- Individuals
  - Characteristics
  - Motivations
  - Contributions (inc Time spent and Roles)
  - Companies
    - Characteristics, Motivations and Contributions
  - Teams
    - Project Characteristics (License etc)
    - Membership (Div of labor, distribution of effort)
    - Technology use
    - Interaction Structures (eg Onion Model)

#### Contribution: So much by so few....

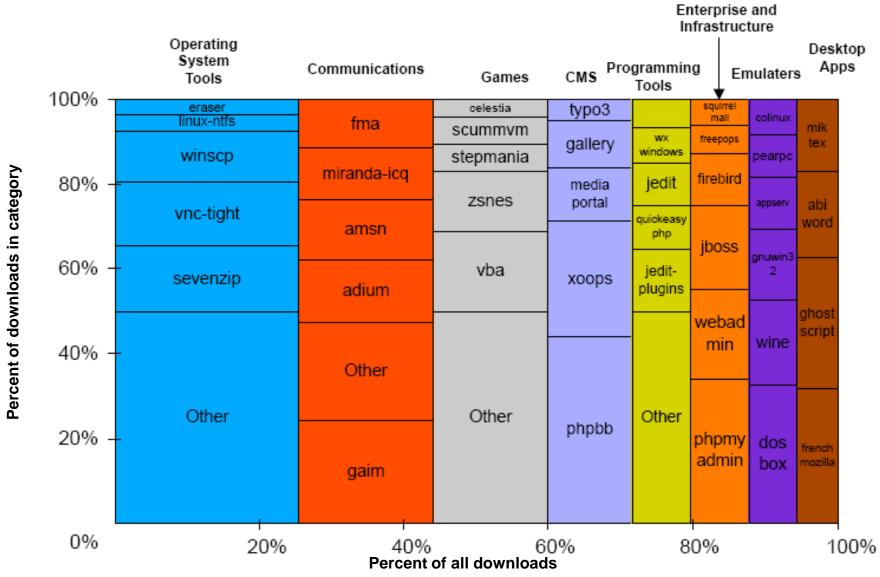


# Project Topics Sourceforge top 100 projects



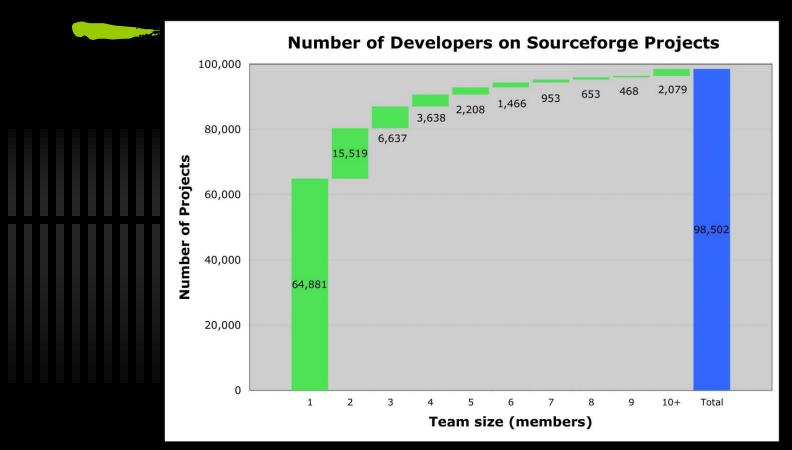
Source: Sourceforge Weekly Download Stats, Week 1 2005.

# With file sharing removed, the emphasis is tools that help technical tasks.



Source: Sourceforge Weekly Download Stats, Week 1 2005.

# Developer numbers



67% never more than 1 developer, only 1.9% have had >10 developers

## Processes (I)

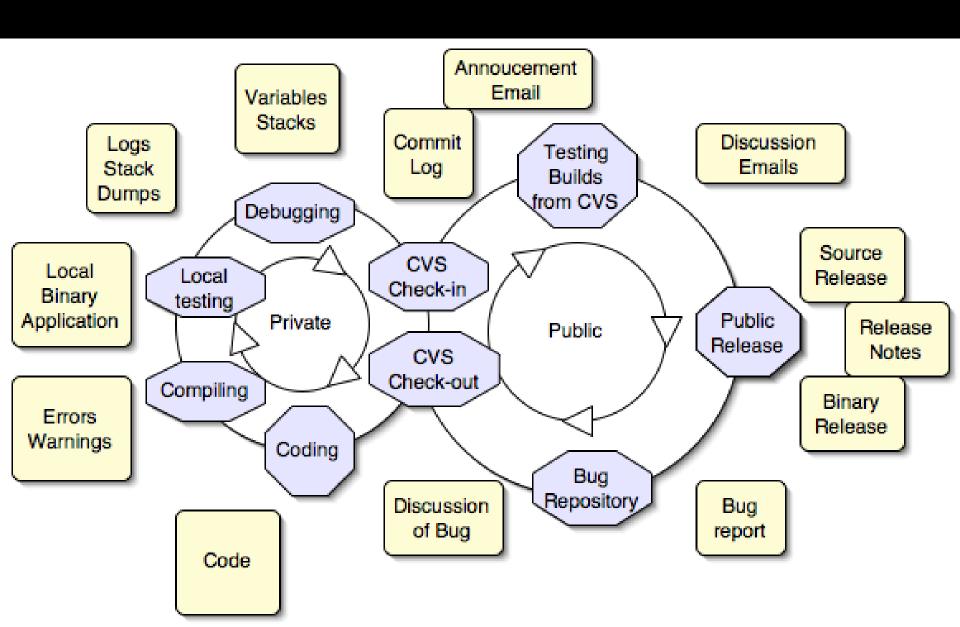


- General Team Processes
  - Socialization
  - ✓ Governance (Group Decisions) and Leadership
  - Coordination
  - Team Maintenance
  - ✓ Knowledge Management

# Process (II)

- Software Development Practices
  - Requirements
  - Planning and Design
  - Coding
  - ✓ Releases
  - Maintenance
    - Change cycle (bugs and features)
    - ✓ User support
  - Project Management

#### Public and Private Cycles in Development



### Outputs

- Performance measures
  - ✓ System Quality (highest number)
  - Use (eg downloads)
  - User Satisfaction (few, using Freshmeat)
  - Impacts (Individual and Organizational)
    - ✓ Eg Learning or Revenue/Costs
  - Processes (eg bug-fixing speed)
  - Project member satisfaction
- Antecedents of performance
- Evolution
  - Of the software artifact
  - Of the team and its practices

#### Observations

- The state of the s
  - More work done than expected, more done since then!
  - Less bias towards motivations than expected
  - Substantial and cumulating body of work on software quality and other output measures
  - Need to develop a shared taxonomy of organizational types
  - Little longitudinal work, but it is very revealing, especially for taxonomy (Different paths to success and failure)

#### To Do

- Add recent literature
  - May do this during review, since one is always behind the curve
- Considering normalizing tags
  - ✓ So if study covers 5 topics in minimal depth, counts for less in an area than a paper in depth on single topic
- Considering tagging for contribution
  - Difficult to assess quality, will probably just do this in the text of the paper.
- Tags by year
  - Show the movement of research into different topics
- Finish text and finalize venue for submission
  - Considering MISQ Review and ACM Computing Surveys