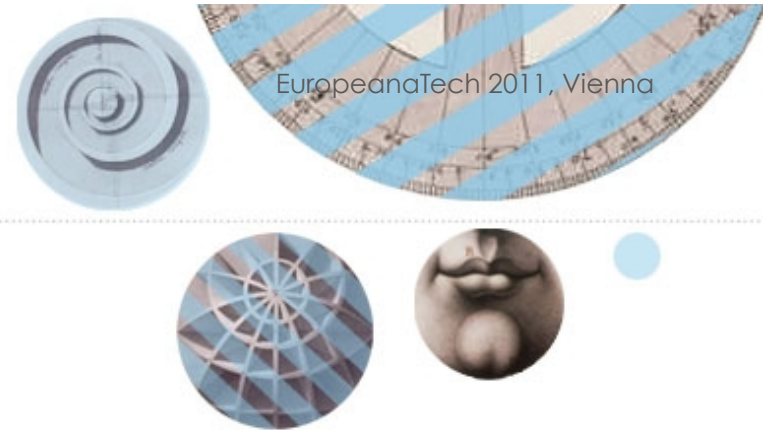




europæana
tech conference



Open Source

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Scope

- ▣ This session will discuss ongoing activities and future opportunities for open source development in the Europeana environment.
- ▣ It will look at how open source can ideally be implemented, managed, supported and promoted.

Open Source Development

- Open software is not just about the result (the software). It is also about the intended audience and purpose, and how the results are achieved.
- Development around Europeana involves different funding schemes (EU, National, Private).
- When monetary profit is among the goals, figuring out where open software can fit is often difficult.
- Open source development also implies transparent development, distributed collaboration, and consensus-building.

So far...

- Use of open standards
- Open design (Rhine and Danube requirements)
- Cross-project collaboration
- Prototyping tasks
- EuropeanaLabs & ThoughtLab
- Hackathons

...so good?

- Several open source software tools have been developed in Europeana's related projects, independent organisations and the Europeana office itself.
- Software development is a fragmented process due to the nature of the Europeana project cluster
- Integration and planning is not always straightforward
(Funding and scheduling of projects is not always controlled by Europeana)

Session Overview

- 2 Lead talks (Aaron Swartz and Ken Coar)
- 1 talk from Free Software Foundation Europe (Peter Bubestinger)
- 2 talks from Europeana (Jan Molendijk, David Haskiya)
- 3 talks from Europeana related projects (Grald De Jong, Nasos Drosopoulos and Tobias Hesselmann)
- Panel Discussion

Panel Discussion

- The panel will consist of all the speakers of the session.
- A list of suggestions that Europeana and the related community can discuss and start applying new methods that will improve the quality, the reliability, and the flexibility of the code at a lower cost.