



Course Intro

OSM2011
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Open Source Management

- The course attempts to look at the phenomenon of FLOSS (Free, Libre and Open-Source Software) from several angles:
 - History and roots
 - Legal issues
 - Business models
 - Community aspects
- On a more practical side, we will study tools and methods as well as try to work out a small project



Our playground: Battle for Wesnoth

- Hopefully, a game as a practical project will be both educational and fun :)
- A leading free / open-source game (fantasy-themed, turn-based strategy, a bit similar to Heroes of Might & Magic) , see also <http://www.wesnoth.org>
- The task is to build a small campaign for the game, using FLOSS methods and tools (in two separate teams, later we will evaluate each other's work)

Technical side

- Three(?) teams simulating FLOSS development communities, using
 - Trac (wiki, bug/enhancement tracking)
 - Subversion (version management)
 - Whatever other tools you want (Skype, e-mail, lists...)

The Product

- A playable campaign for BoW with about 4-5 missions
 - Storyline
 - Units (can be customised but this is not obligatory)
 - Maps
 - WML
- Documentation
 - User docs (a short manual for the player)
 - Developer docs (for someone who would like to join the development later)
 - NB! Start writing in parallel with the development!

Getting the grades

- Wesnoth campaign (participation in team; everyone writes a short report about his/her role and contribution) – 50% (50 points)
- Campaign testing/review (for another team's work) – 15% (15 points)
- Reviews/reflections/case studies – 35% (7 x 5 points, mostly about various reading materials)
- The latter tasks can be either blogged or sent by e-mail

Timetable

- The course will be carried out as follows:
 - Lectures and intensive work: September, November
 - Independent work (contact by E-mail): October
 - Review meeting: December
- Some written works will have deadlines in between as well

Lecture notes & Contact

- Materials will be available under the GNU Free Documentation License or CC BY-SA at <http://akadeemia.kakupesa.net/OSM>
- E-mail: kakk@kakupesa.net (kakk@tlu.ee works too)
- Mobile/cell phone: +372 50 64 464
- Skype: kakuonu



That's it!

GOOD LUCK!