

## Appendix 2 Coding Scheme

Level of analysis	<p>I: Individual</p> <p>G: Group/team/project level</p> <p>O: Organizational/community context</p> <p>S: Society/Open source as phenomenon</p> <p>A: Artifact/program/algorithm</p>
Reference discipline	<p>EAE: Economic theory and Applied Economics</p> <p>BM: Business and Management (include organization science and marketing)</p> <p>IS: Information systems (include information systems and Library/information science)</p> <p>CE: Computer software and Engineering</p> <p>SO: Sociology</p> <p>CS: Cultural studies</p> <p>PS: Political science</p> <p>PSY: Psychology</p> <p>LAW: Law</p> <p>NA (include discipline unclear)</p>
Project name	<p>List the project names if the paper mentioned</p> <p>NA: No project names were mentioned or not applicable</p>
Project sample size	<p>1</p> <p>&lt;10</p> <p>10-100</p> <p>Repository: that may include anywhere from hundreds to thousands of projects</p> <p>NA: unclear or unspecified, or not applicable</p>
Theory	<p>Y: theory-included when it explicitly cites existing theories/principles to support its models or hypotheses</p> <p>NA: not clear</p>
Research method	<p>Conceptual analysis: includes discourse analysis</p> <p>Case study</p> <p>Secondary data analysis</p> <p>Field study (includes, participant observation, action research, grounded theory, ethnography)</p> <p>Survey</p> <p>Instrument development (includes measure development, automated measurement (test) of construct)</p> <p>Laboratory experiment</p> <p>Systems evaluation (includes process modeling, simulation, data mining, decision science)</p> <p>Interview</p> <p>objects (articles that describe a system, product or project)</p> <p>Not specified/unclear</p>

Data collection methods	Archive (including web spider, manually gathered, database dump, CVS download) Interview Questionnaire Observation Secondary source Research experience Code source Unclear
Main constructs	Inputs Project characteristics (e.g. licensing) Member characteristics (e.g. geographic location, motivation, individual participation) Technology use (e.g. types of technology used) Contexts Processes Software development processes (e.g. planning, coding, maintenance, releasing) Social processes (e.g. transfer to OSS, coordination/collaboration, leadership) Firm involvement practices (e.g. firm involvement, FLOSS commercialization) Emergent States Social states (e.g. trust) Task-related structures (e.g. roles, level of commitment, shared mental models) Outputs Software implementation (e.g. FLOSS use in different contexts) Team/software success/performance (e.g. measures, causal factors leading to success) Evolution (e.g. software evolution, community evolution) Research methodology Instrument development