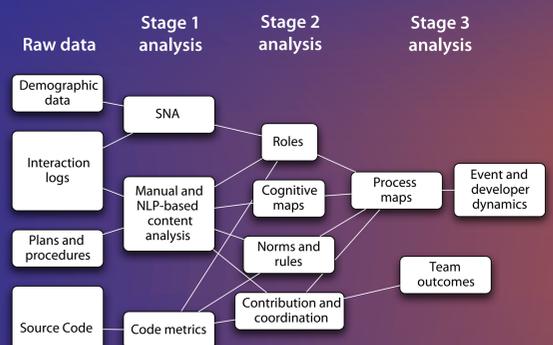
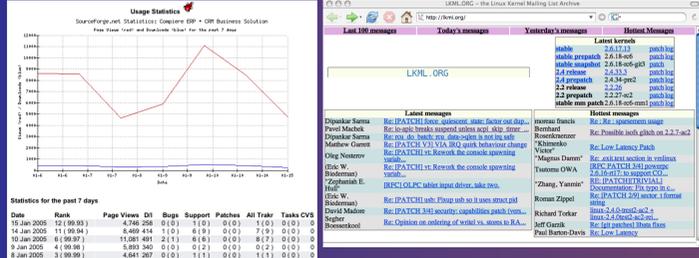


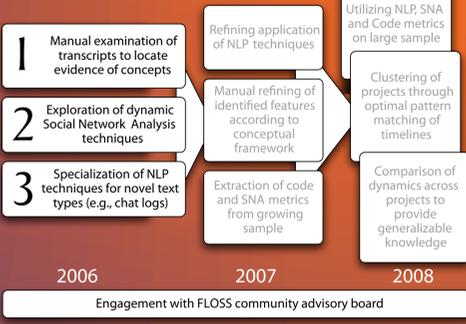
Analysis Plan



Raw Data



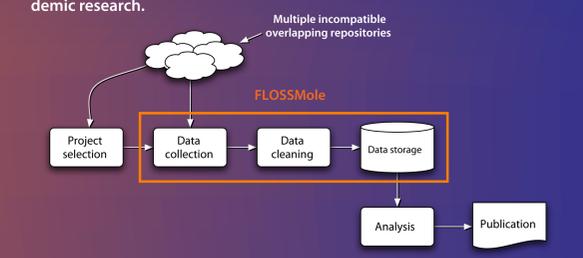
Research Plan



Key Findings To Date

- 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 episodes).

Products



Plans

- Continued qualitative analysis of email transcripts, including analysis of group maintenance, power and perhaps leadership
- Refining application of NLP techniques to automate aspects of qualitative analysis
- 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

Manual examination of transcripts

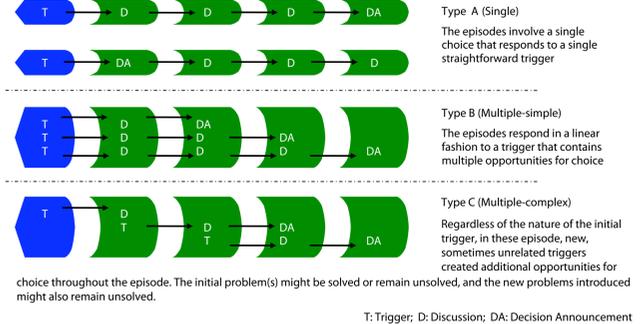
Example: Coding team decision episodes

We defined a decision episode as a sequence of messages that begins with a message containing a trigger that presents an opportunity for choice (such as feature request, bug report or strategic problem). It includes discussion related to the issue, and a decision concerning the stated opportunity.

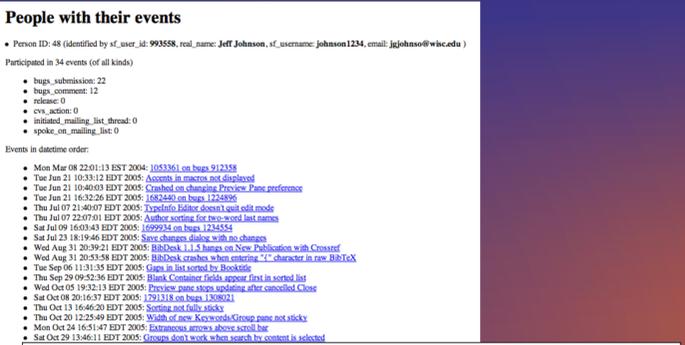
Item	Code	Description
Decision Type	Code	Central issues related to a change in the code/software, or an acceptance of a patch or lines of code that will become part of the code base
	Non-code	Central issues related to something other than code, e.g., legal issue, membership issue, funding, group maintenance etc
	Problem	Problem/crash without knowing exactly what causes it.
	Bug	Clear bug identification and bug report
Trigger Type	Patch	Patch or lines of code submission
	Feature	Clear identification of a desired functionality or change in code
	Releases	Release-related issue
	Mixed	Multiple, mixed issues listed together, but not related to a release
Non-Code		Any problem / issue that isn't resolvable by a change in the code of the software being built, and complex or major issues that will eventually, but not immediately affect the code base, including major rewrites or redesign, voting, organizational changes, legal issues.

Preliminary results

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.



Data Integration



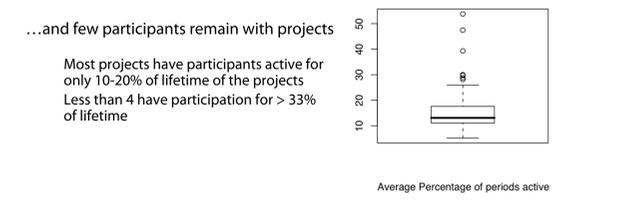
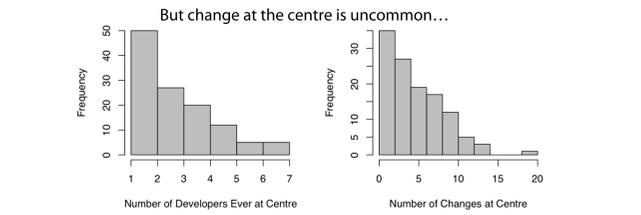
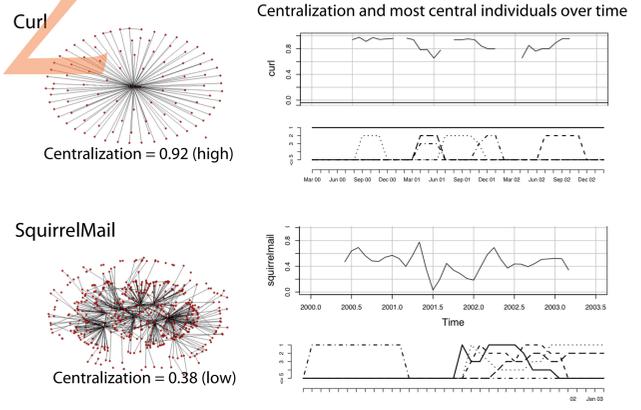
People



not shown:
Keisuke Inoue
Sarah Harwell
Steven Rowe
Nancy McCracken

Exploration of dynamic social network analysis

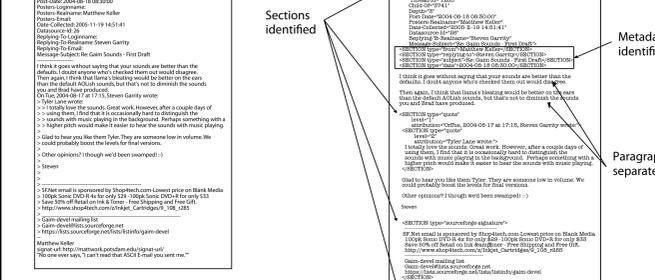
We analyzed the communications network in project bug tracker logs and found that projects exhibited a range of centralizations. We then examined the networks as they evolved over time and found evidence in some projects of changes in the center members.



Specialization of natural language processing techniques

PreProcessing

- 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



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"> |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"> |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

Group Maintenance/ Task Assignment	Decision Announcements
GAIM: doc55 frametype = entity text = Task-Assignment Ask-to-an-Unspecified-Person = Please 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. sentencoid = S27	GAIM: doc55 frametype = entity text = Decision-Announcement sentencoid = S20 Decision-Announcement-Fix = This is fixed in cvs as far as I know .
Fire: doc1403 frametype = entity text = Task-Assignment sentencoid = S88 Making-Results-Available = Here is a small patch for handling non-breaking spaces	GAIM: docNT17 frametype = entity text = Decision-Announcement sentencoid = S14 Decision-Announcement-Commit = I disagree (which is why I committed the change after KingAnt suggested it) .
Fire: doc1773 frametype = entity text = Task-Assignment sentencoid = S25 Self-Assignment = I will take a look at fixing this	

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.

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

Partners