

Marketing Your Open Source Project

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About me

- 30 years in tech, mostly about communicating
- 10 years in open source
- 7 years in cloud
- Now: Open Source Content Lead, Amazon Web Services

What you'll learn in this talk

1. What marketing is (and isn't)
 2. Why you need it
 3. How to do it
- ...not exactly in this order

“If you build it,
they will come.”



Just “building it”
is rarely enough.



Some more
reasons
marketing doesn't
happen in
open source

“Eww, marketing”

“Open source is free, therefore
we don't need to market it”

“Marketing is a 'soft' skill”

Marketing definition #1



Merriam-Webster

“The process or technique of promoting, selling, and distributing a product or service.”

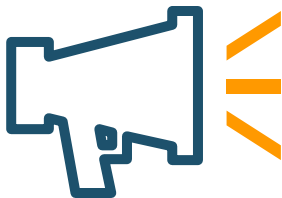
Marketing Definition #1a



“Marketing is a bunch of hand-wavy fluff and BS.”

“I’m not selling anything —
open source is free!
Why would I need
marketing?”





You're asking people to
dedicate something valuable
—their time and attention—
to your ideas.



Marketing definition #2

In open source, marketing is about getting people to exchange their time and attention (and sometimes money) for your ideas.

Ugh. Do I have to?



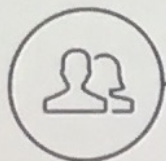
There are millions of open source projects

- Github hosts over 54,000,000 open source repositories
<https://github.com/about>
- SourceForge is home to 430,000 open source projects.
<https://sourceforge.net/about>
- Apache Software Foundation now has 175 committees managing ~300 projects and another 50+ projects in incubation
Source: <https://projects.apache.org>
- Eclipse Foundation now has 163 projects and 120 new projects in incubation
Source: <https://projects.eclipse.org/list-of-projects>
- OpenStack has 49 project teams working on 1,525 project repositories
Source: <https://releases.openstack.org/teams>

Open Source Development is Accelerating

23M+

Open Source
Developers



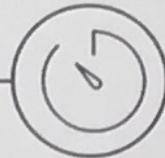
41B+

Lines of Code



10,000+

New Versions
per Day



64M+

Repositories on
GitHub

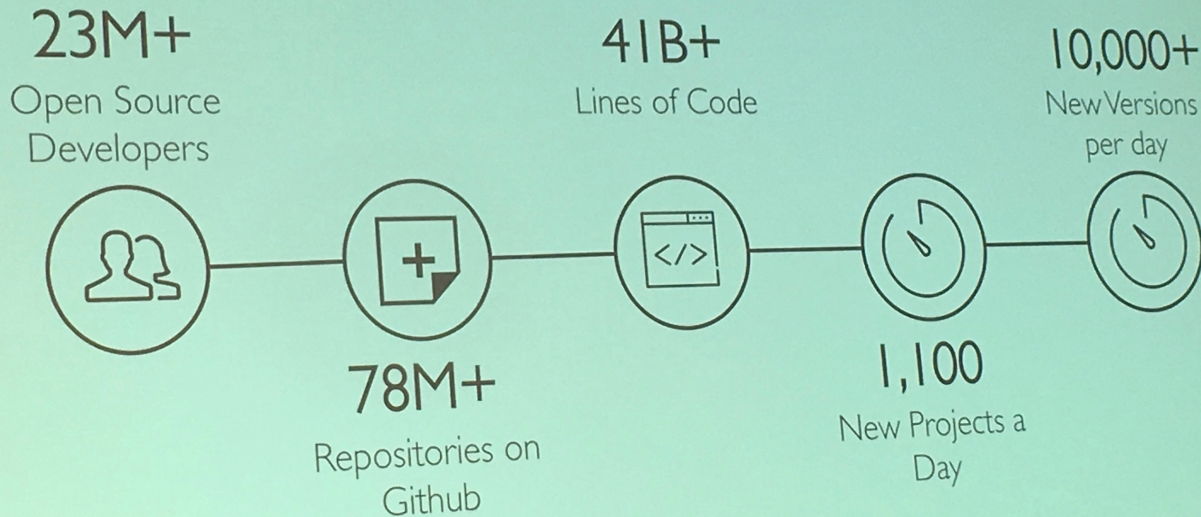


1,100

New Projects a
Day



Open Source Development is Accelerating



1,100
New Projects a
Day

Sources: Sourceclear, Sonatype, Github

 THE **LINUX** FOUNDATION



Marketing definition #3

Marketing open source
is about capturing scarce
attention and resources in
a crowded environment.

What
resources
do projects
need?

The time and
effort of people:

Users

Contributors

Independent, and/or assigned to a project
by their employer (or hired specifically to
work on it)

What resources do projects need?

Money:

- Sponsorships
- Salaries
- Bounties
- Investment
- Donations



More
reasons
marketing doesn't
happen in
open source

We can't afford it

We don't know how

The components of open source marketing



100011001
Customer
010010011

Who are your customers?
What do they want?
How do you know?

Code

The basic code

- Architected for participation
- Well-commented

Tools

Tests

Examples and sample code

Documentation



Good documentation is
absolutely crucial

It can also be very hard
to achieve



Style Dictionary

Getting started

Overview

Quick Start

Examples

Package structure

Extending

Reference

API

Transforms

Transform groups

Formats

Templates

Actions

npm v2.1.0 license Apache-2.0 build passing code climate unknown

Style Dictionary

Style once, use everywhere.

A Style Dictionary is a system that allows you to define styles once, in a way for any platform or language to consume. A single place to create and edit your styles, and a single command exports these rules to all the places you need them - iOS, Android, CSS, JS, HTML, sketch files, style documentation, etc. It is available as a CLI through npm, but can also be used like any normal node module if you want to extend its functionality.

When you are managing user experiences, it can be quite challenging to keep styles consistent and synchronized across multiple development platforms and devices. At the same time, designers, developers, PMs and others must be able to have consistent and up-to-date style documentation to enable effective work and communication. Even then, mistakes inevitably happen and the design may not be implemented accurately. StyleDictionary solves this by automatically generating style definitions across all platforms from a single source - removing roadblocks, errors, and inefficiencies across your workflow.

A style dictionary consists of:

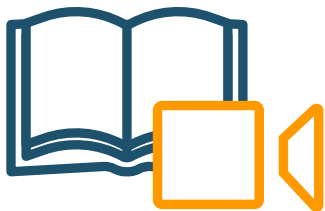
1. **Style properties** organized in JSON files
2. Static assets that can be used across platforms



Marketing definition #4

Marketing helps people understand what a technology is about, and how they can use it to kick ass.

Overview: Some types of content



How to's, blueprints, architectures, etc.

Blog

Videos & screencasts

Articles and press (trade press, scholarly journals, refereed conferences)

Books

Education

Logo/mascot

How-to's,
blueprints,
etc.

Various terms used (and
abused) various ways

Don't get hung up on
terminology

DO create this kind of material

A note about white papers

Have an even worse rep than marketing in general

Nowadays tend to be aimed at C-level execs

...which may be relevant to your project, especially if you are going after an enterprise market



Blog

Yes, have one!

Technical and newsy posts are both appropriate

There is no canonical length

If you're not a great writer
(that's ok, most people aren't),
get help

Video and screencasts

Types of videos

Not “slick” may be more appropriate

YouTube is your friend

Attention spans are short

Subtitles/captions





Get professional PR help with this

Getting press coverage is an art, not a science

Yes, PR does still matter



Hacker News
Reddit

Refereed journals

Communications of the ACM
USENIX ;login:

Turing's Titanic Machine?

The Netmap
Framework

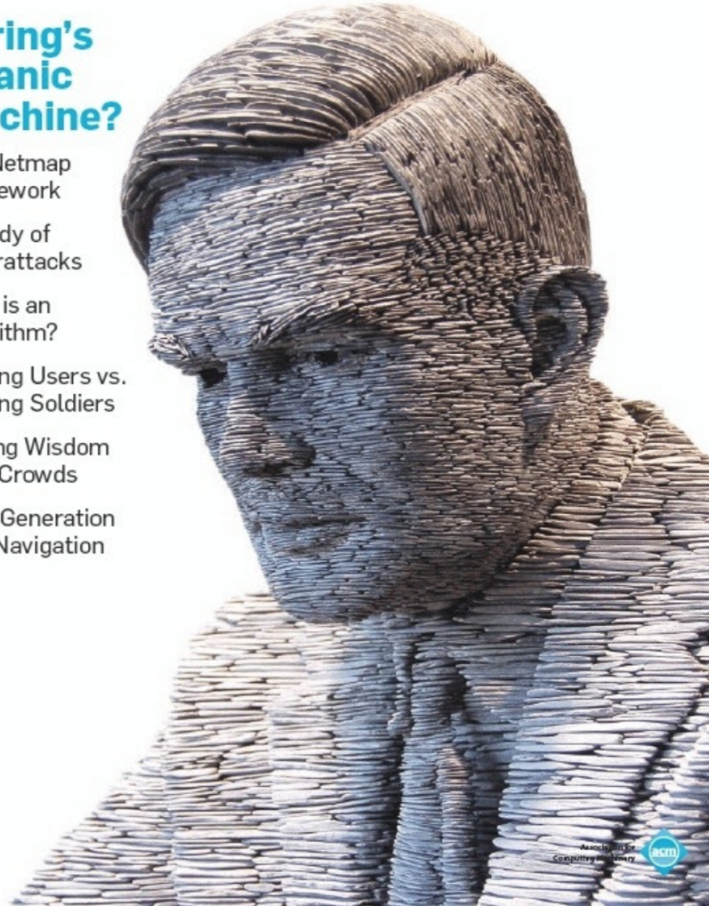
A Study of
Cyberattacks

What is an
Algorithm?

Training Users vs.
Training Soldiers

Gaining Wisdom
from Crowds

Next-Generation
GPS Navigation



Books

Great marketing tool

Possibly a great career move

Tons of work

Never write a book for the money!

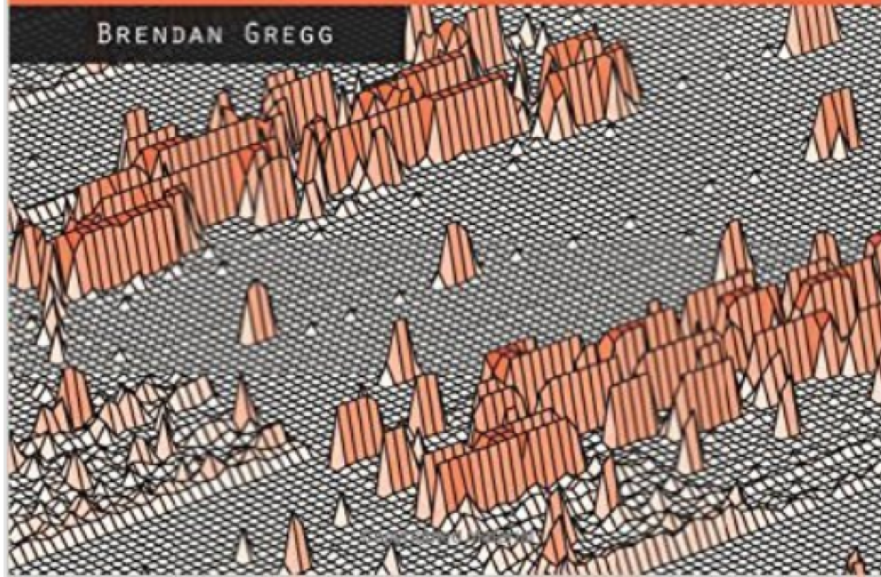
Copyrighted Material

PRENTICE
HALL

Systems Performance

ENTERPRISE AND THE CLOUD

BRENDAN GREGG



Logo/ mascot

Linux Tracing is Magic!



fttrace



perf_events



eBPF



SystemTap



LTTng



ktap



dtrace4linux



OEL DTrace



sysdig

- (Thanks Deirdré Straughan & General Zoi's Pony Creator)



Tutorials

Workshops

Classes

Certifications

Content efficiency



Time needed to create different kinds of content:

Informal talk (video it!): 10 mins–1 hour

Not counting video edit time

Blog post: 1–10 hours

Formal presentation: 3–10 hours

Published article: 3–30 hours

Technical paper: 5–50 hours

Book: 2,000 hours

Shortcuts to developing content

Bug database

Email threads

IRC/Slack discussions

Code comments

Rule of thumb: if you have to answer the same question more than 3 times, put the answer somewhere easy to find (FAQ, blog post, wiki)

Places to put content



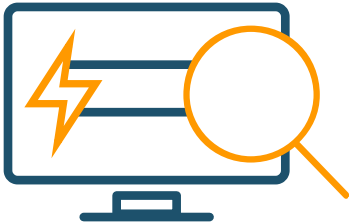
GitHub repo
(necessary, but not sufficient)

GitHub pages

Other website and/or wiki

Blog

Search engine optimization



Content, content, content!
...and keep it fresh!

Discoverability

Use keywords, tags,
and categories:

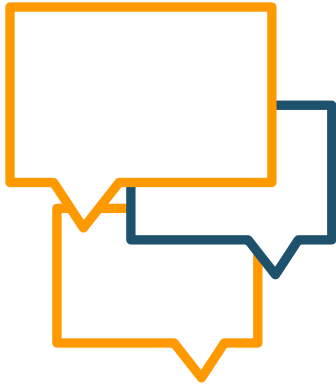
GitHub topics

Blog tags and categories

YouTube tags

SEO keywords

Meetups, talks, and conferences



- Are a source of content
- Help with community building
- Earned speaking slots > paid ones
- Start small/local, work your way up to large national and international conferences
- Can't do them all?
- Have technical evangelists
- Run your own conference?



Twitter

LinkedIn

Facebook?

Whatever else comes along

Discussion



Mailing lists



IRC

Slack

Stack Overflow

Ok, that's the basics, but...



This one marketing secret
will change your life...



Marketing definition #4

Everything that
touches the customer
is marketing.

EVERYTHING

The air travel experience



Community



Culture

Code of conduct

Diversity

Responsiveness

Kindness

Brilliant jerks

“

Around 50 percent of respondents had *witnessed* bad behavior in open source, and they said that's often enough to keep them away from a particular project or community.

”

[Wired](#) on the [GitHub Open Source Survey](#)

Marketing definition #4

Everything that
touches the customer
is marketing.

EVERYTHING

You are already doing marketing



Are you doing it well?



Thanks!

to
Brendan Gregg
Laura Ramsey
For help and inspiration

References & further reading

<https://www.wired.com/2017/06/diversity-open-source-even-worse-tech-overall/>

<http://opensource-survey.org/2017/>

Building Compassionate Communities in Tech, @izs

<https://www.youtube.com/watch?v=8kLlonLrKdQ>

http://headrush.typepad.com/creating_passionate_users/

<http://www.writing-world.com/tech/tech4.shtml>