Leading a Free Software project

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Debian

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Structure

1. What to lead?

2. Whom to lead?

3. How to lead?

Motivations to work on Free Software

- Get something working for yourself
- Release code to get coworkers
- Release code to get friends

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- Caring for infrastructure like web page and mailing list
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- *DoOcracy* = the doer decides
- Others will join if something is going on that sounds reasonable
- Continuously checking whether things go well

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- People who just behave different from "normal"
- Often refuse to accept leadership in real life
- Technically focussed people
- You have no handle

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Employee versus Free Software developer

- Employer - employee relation
  - Interest: make some profit
  - Employee can be fired
- Free Software project leader - developer relation
  - Interest: get something working
  - Sometimes this "something" is different
  - Developer can loose interest

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- Give periodical reports
- Ask others about problems

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- If someone provided unexpected things - try to elaborate
- Serve as an example
- It's rather about taking a leading role than a strong leadership
- Avoid a "cabal"

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- Define certain tasks to do
- Mediate between members
- Connection to "outer world"

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