Open Source Product Management

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Previously:





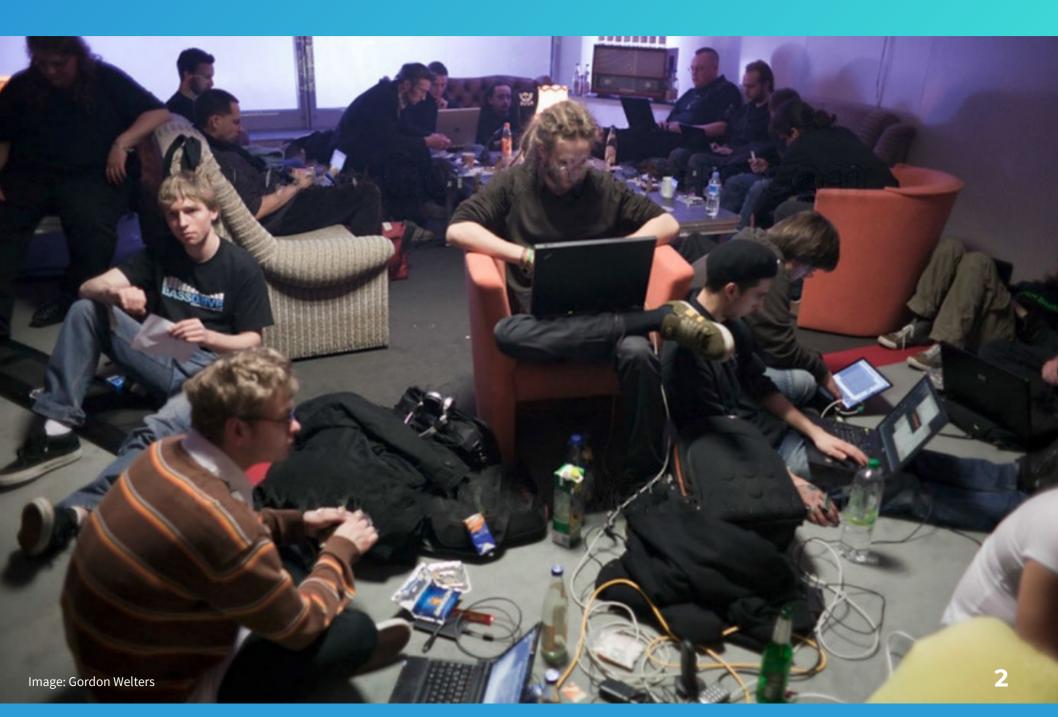






Why do engineers need product managers?





Who needs managers? Creating value is hard

LIGHTMETER



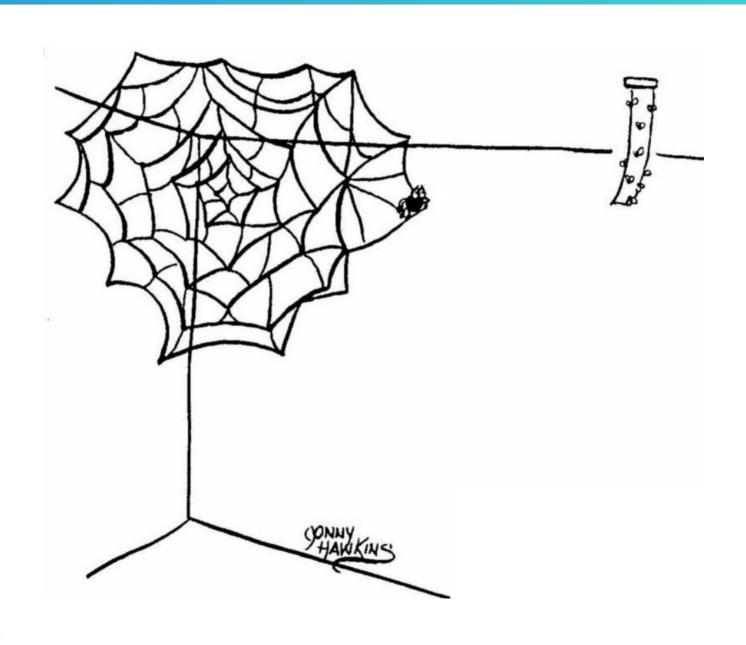






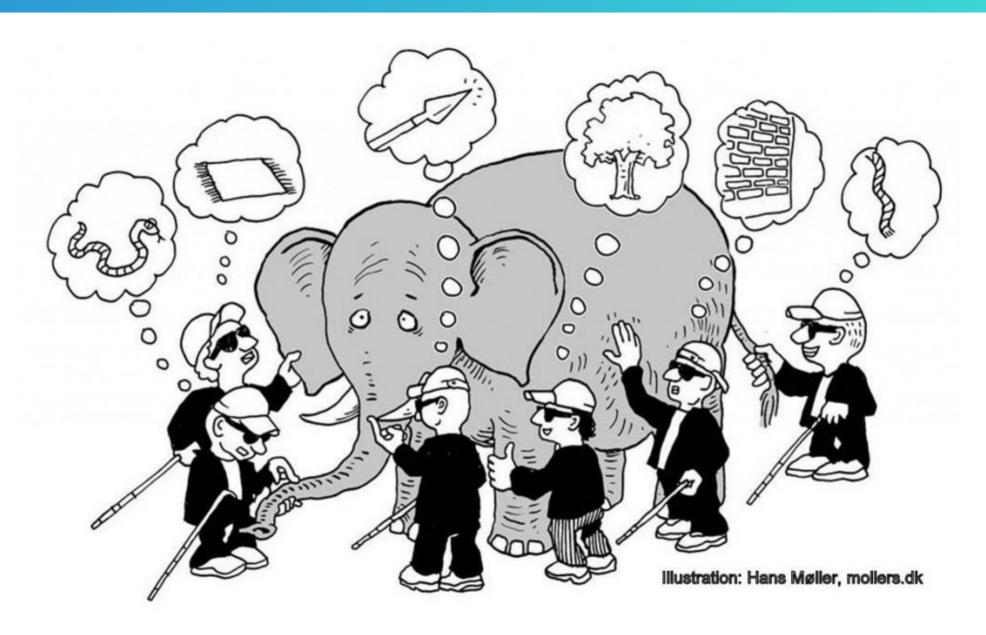
Who needs managers? Staying competitive is hard





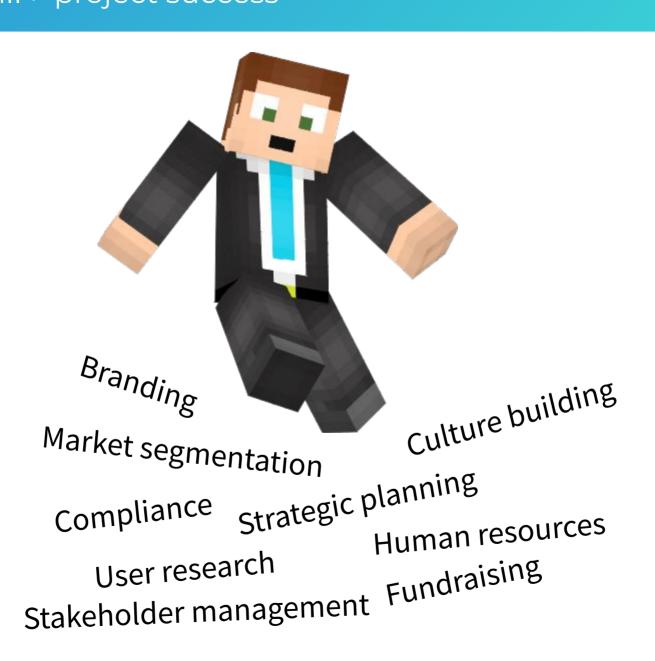
Who needs managers? Hidden assumptions





Who needs managers? Technical skill ≠ project success





Who needs managers?

Making software is risky and expensive









What's a Product?



"A good or service that most closely meets the requirements of a <u>particular market</u> and yields enough <u>profit</u> to justify its continued existence"

- 1. Produced
- 2. Distributed
- 3. Designed to be used / consumed
- 4. It's not (primarily) for you
- 5. Probably for many people



What's a product? Fred Brooks – 1975



"Works for me"

Program

Programming system (interfaces, system integration

Programming product (Generalisation, testing, documentation, maintenance)

Programming system product

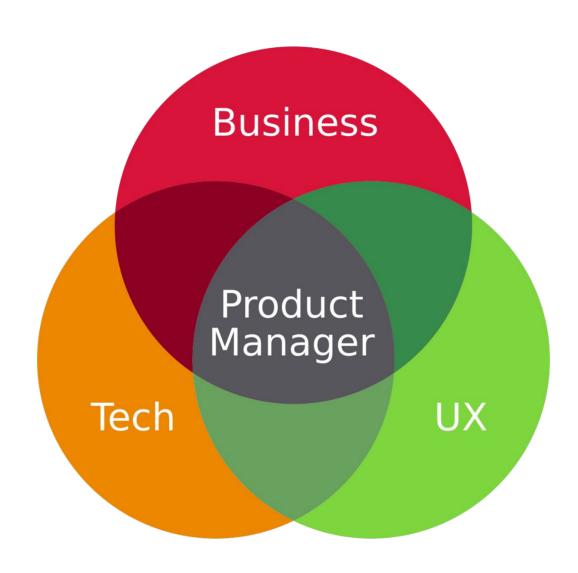
"Works for everyone"





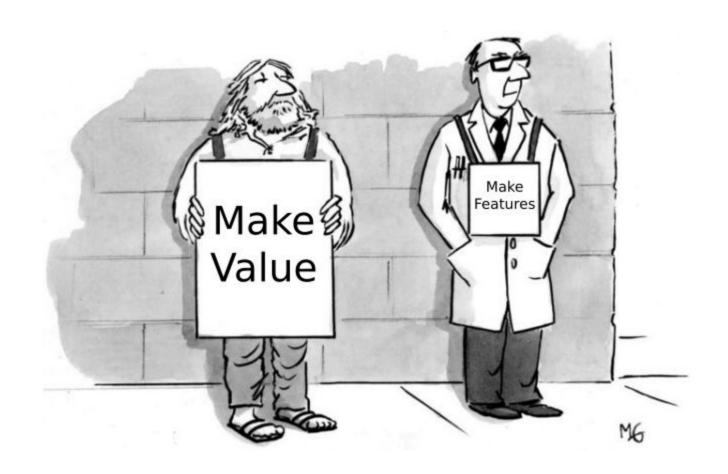
What's a Product Manager? Intersection of responsibilities





Culture clash: Seeking value in technotopia





What's a Product Manager?

Some key activities





Open Source governance: a continuum





OS PM challengesMore stakeholders - fewer options







- Users
- Packagers
- Documentors
- Translators
- Developers
- Governance



- Business community
 - Independent service providers
 - Downstream integrators
 - Downstream forks

OS PM challengesMore transparency - less control





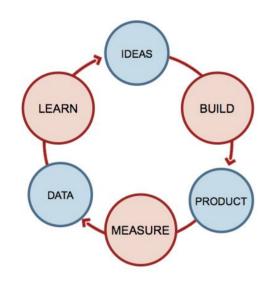


- Prioritisation
 - Formal vs informal
- Authority & expectations
 - Governance
- Multi-dimensional quality
 - Public criticism

- Security
 - reduced control
 - imperative priority
- Leadership discipline

OS PM challenges Less data - harder decisions





- Fewer feedback loops
 - P Validated learning
- Privacy is presumed
 - Apparatus is public
 - Double standards
- Measurements removed



- Little UX insight
- Hard to identify value
 - Hard to capture it
- Very few OS tools

OS PM challengesCulture clash





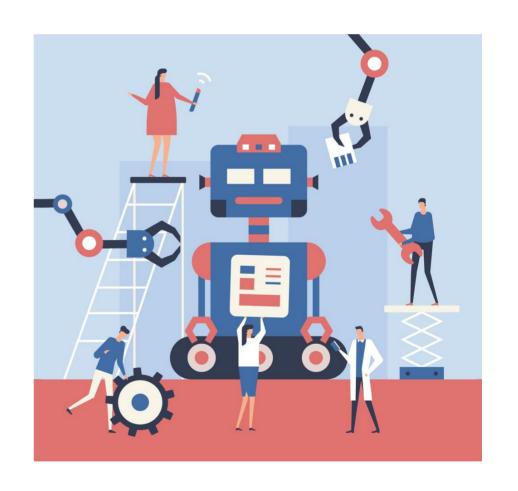
- Technical leadership
- Focus on output
- Downstream competition
- Focus & coherence is hard



The upside



- Dogfooding
- Large & diverse userbase
- Eager testers
 - High quality reports
 - Patches if you're lucky
- Frequent (self-selected) feedback
 - Cutting edge ideas
 - Diverse sources



The upside





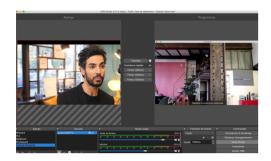
- Forces best practice
 - Automate everything
 - Document everything
 - Data mgmt + privacy
 - Fair governance (maybe)
- Innovative (hidden) uses
- Self-service adaptation
- Forkability





The upsideGood Open Source PM Tools





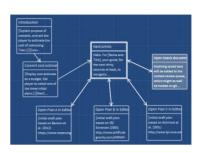
User research

- OBS Studio
- phpList



Acceptance testing

- Kiwi TCMS
- Phabricator
- (CI stacks)



Story mapping

- Post-its :
- Twinery



Prototyping

- Pencil app
- Presentator
- Alva
- WIP: UX Box & Akira





Metrics monitoring

- Matomo
- Open Web Analytics
- Countly
- Wasabi



Sprint management

- Taiga
- WeKan
- Open Project
- Tuleap











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Further reading

- Book: Jeff Patton
- Training:
 - Scrum Product Owner
- Events:
 - 'The Product'
 - Product Camp
 - Mind the Product
- Design community:
 - opensourcedesign.net