# **Open Source Product** Development

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#### **Previously:**





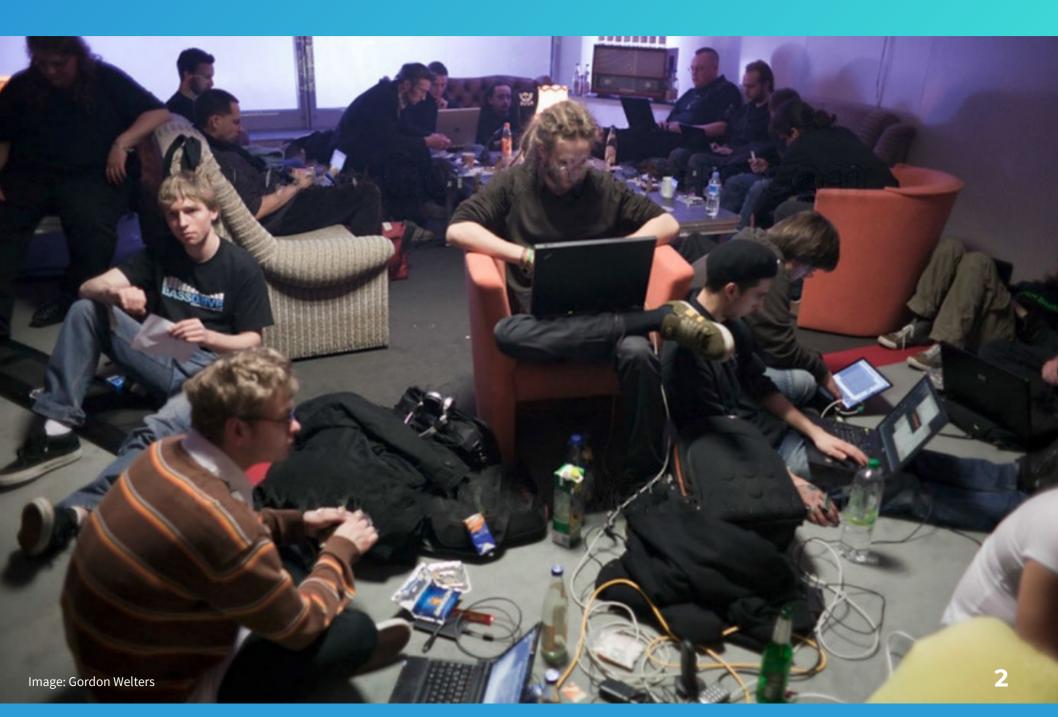






# Why do engineers need product managers?





# Who needs managers? Creating value is hard

#### LIGHTMETER



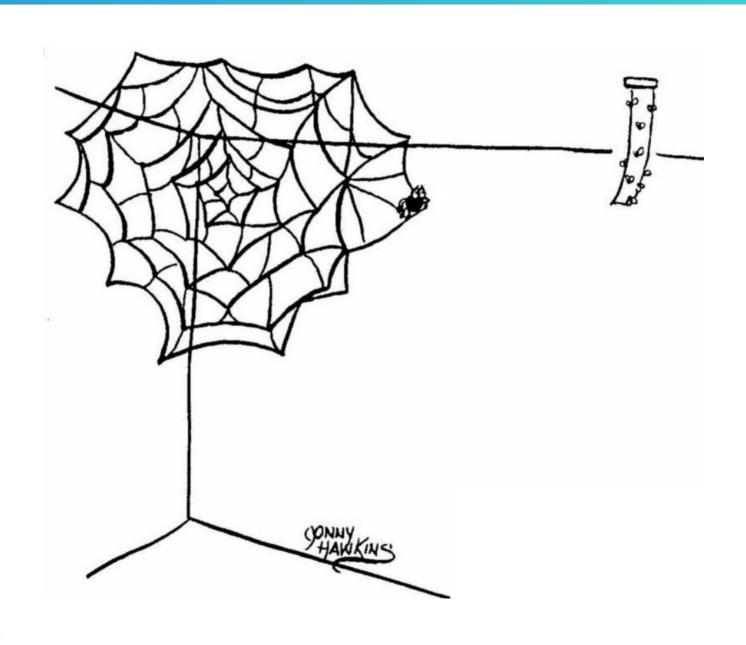






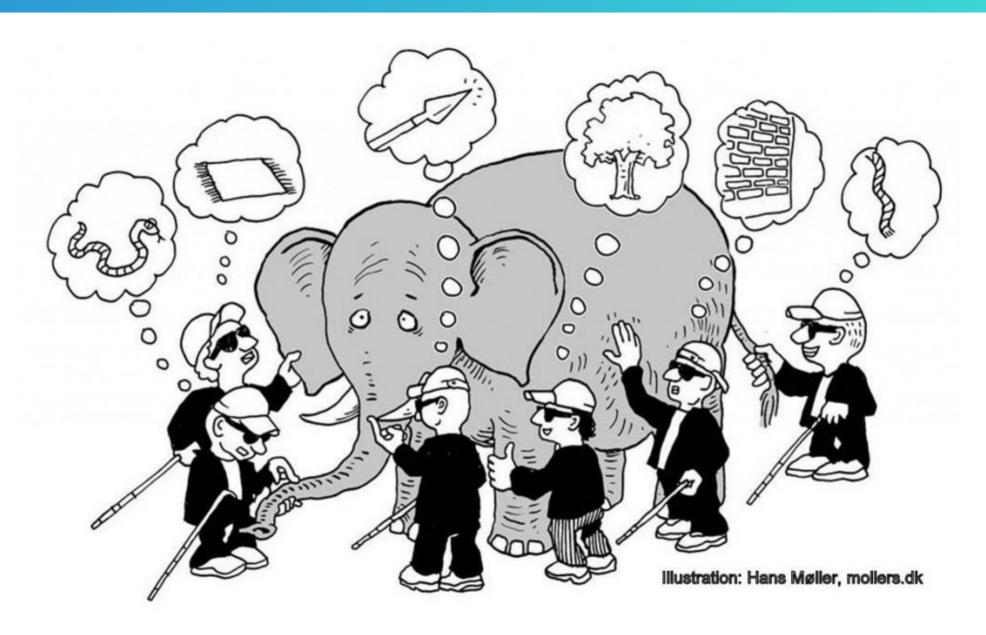
# Who needs managers? Staying competitive is hard





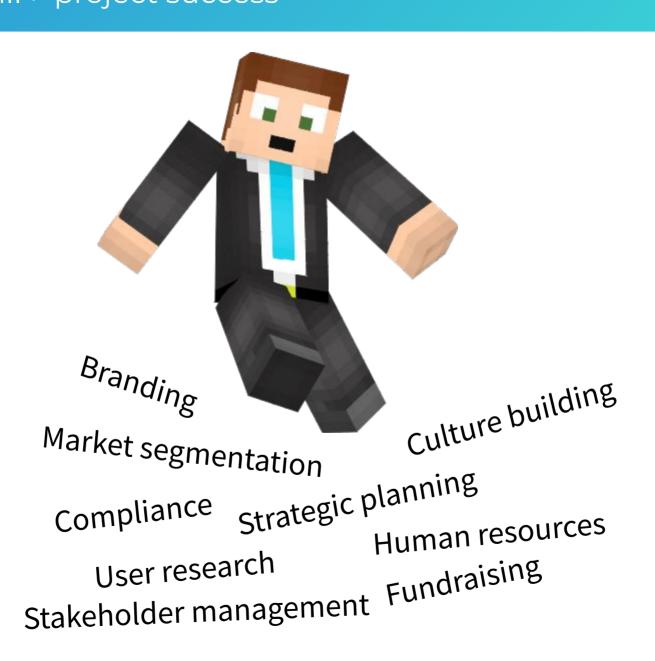
# Who needs managers? Hidden assumptions





# 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

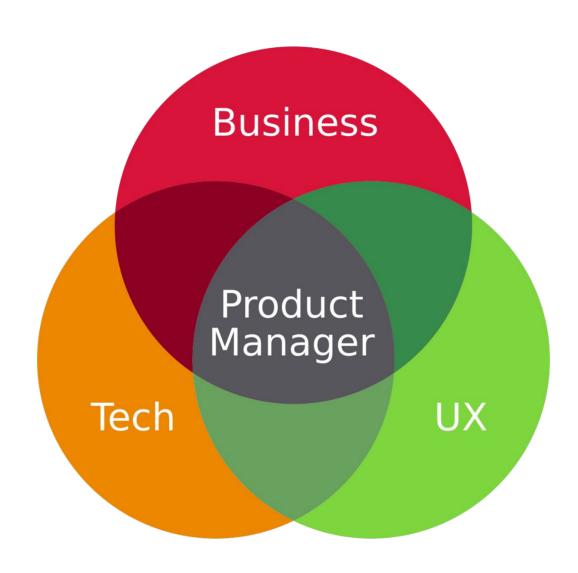
"Works for everyone"





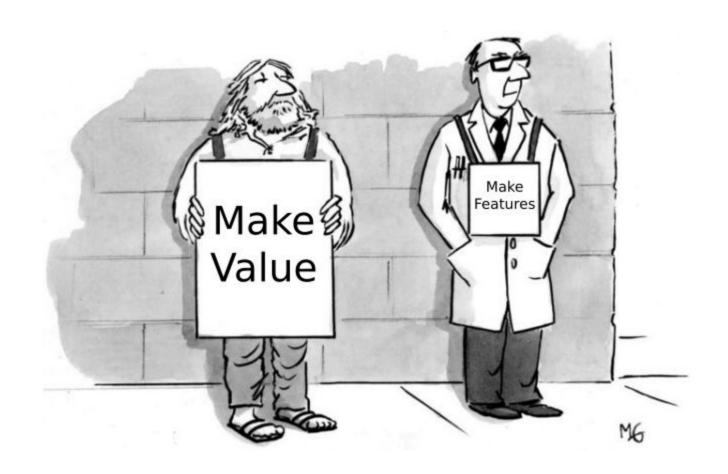
# What's a Product Manager? Intersection of responsibilities





### Culture clash: Seeking value in technotopia





### What's a Product Manager?

Some key activities





#### Open Source governance: a continuum





# **OS PM challenges**More stakeholders - fewer options







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



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

# **OS PM challenges**More transparency - less control





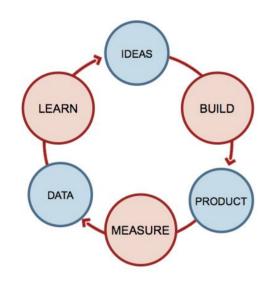


- Prioritisation
  - Formal vs informal
- Authority & expectations
  - Governance
- Multi-dimensional quality
  - Public criticism

- 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 challenges**Culture clash





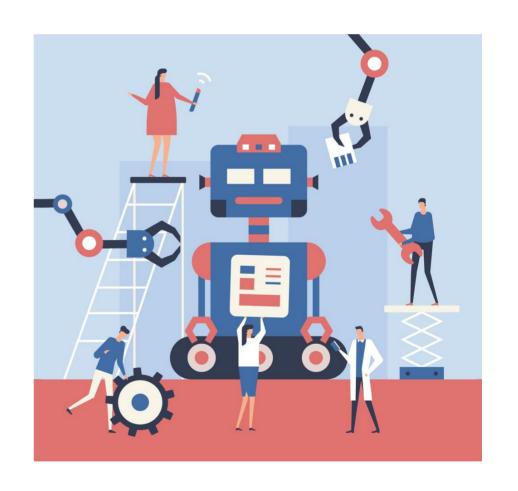
- Technical leadership
- Focus on output
- Downstream competition
- Focus & coherence is hard



### 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





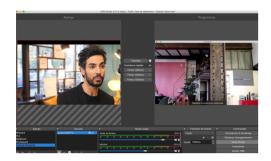
- Forces best practice
  - Automate everything
  - Document everything
  - Data mgmt + privacy
  - Fair governance (maybe)
- Innovative (hidden) uses
- Self-service adaptation
- Forkability





# **The upside**Good Open Source PM Tools





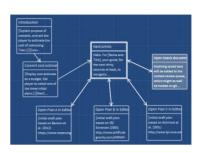
#### User research

- 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