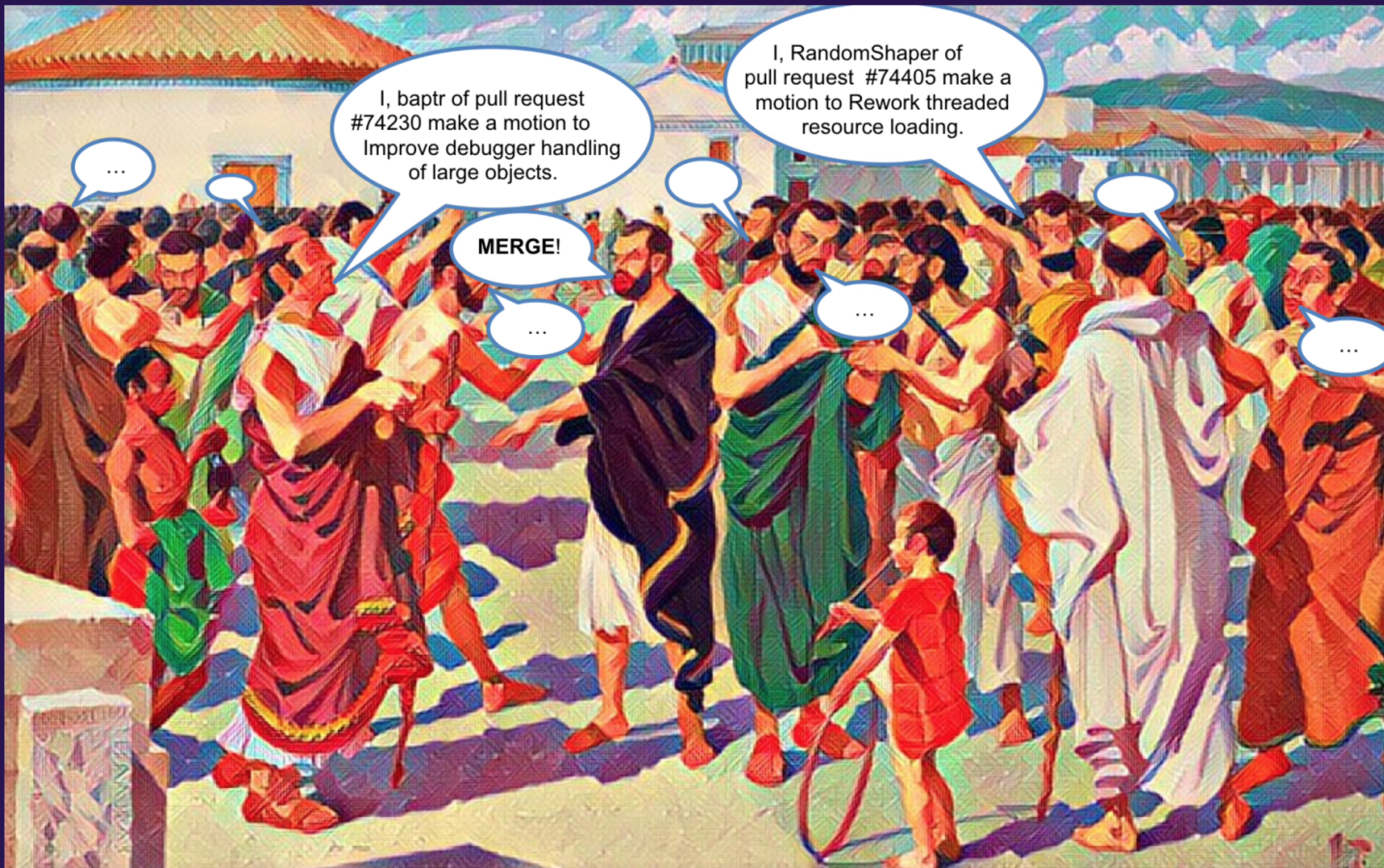


OPEN-SOURCE REPUBLIC

THE HIDDEN CHALLENGES

OF GROWTH UNDER SELF-GOVERNANCE

Speaker – Nathan Lovato – GDQuest
In Association With – Godot Game Engine



I, baptr of pull request #74230 make a motion to Improve debugger handling of large objects.

I, RandomShaper of pull request #74405 make a motion to Rework threaded resource loading.

MERGE!

JOYS & PAINS OF THE DIRECT DEMOCRACY OF FOSS



Game Development Education
with Godot

Open-Source demos & apps

200K+ Subscribers

5 successful Kickstarters



GODOT
Game engine

Most active Open-Source engine
project on Github

1700+ code contributors

2 Million lines of code

Fastest growing adoption in GMTK



IN THE BEGINNING...

IT'S MANAGEABLE,

A BIT LIKE BEING IN A BAND...

Small group of tech-inclined people

Mostly benevolent contributions

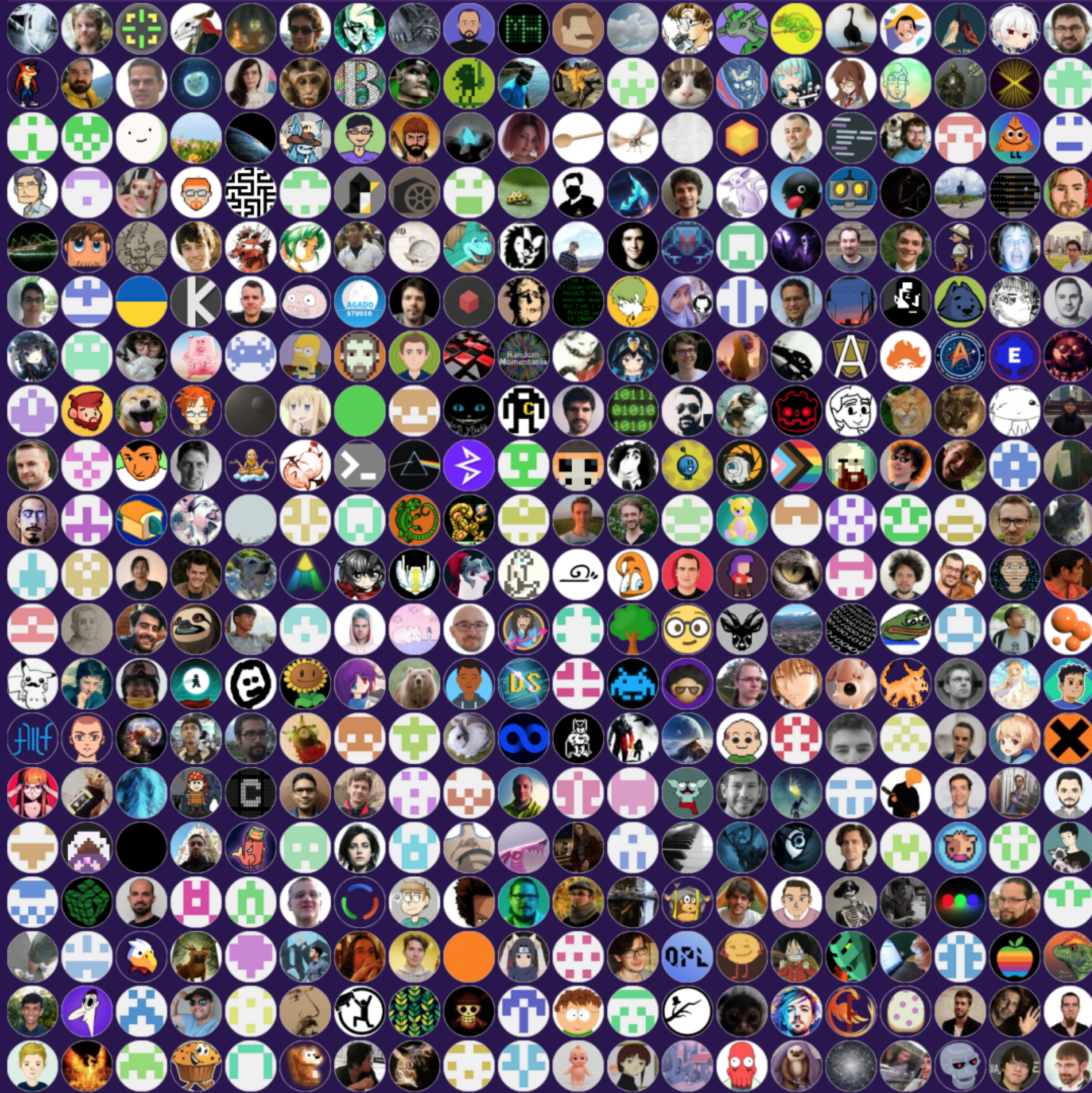
Little guidelines/moderation necessary

AT SCALE, IT GETS TRICKERS...

Everything, everywhere, all at once

Contributors expect horizontality

**THERE'S LITTLE LITERATURE
ON BEST PRACTICES**





DOING A LOT ON A SHOESTRING

IT TAKES MONEY TO GET BIG

BUT YOU DON'T GET MONEY TIL YOU ARE

Keep Core Small

Leverage contributors' willingness but raise them with revenue

Invest in raising funds & explore sources of funding

EXPLORING DIFFERENT SOURCES OF FUNDING

IT TAKES MONEY TO LOOK FOR MONEY

Donations from individuals

Offering related products & services

Crowdfunding

Corporate sponsors

Subsidies

Venture Capital funding

PRODUCING LEARNING MATERIAL WITHOUT FUNDS

USERS WILL DROP YOU WITHOUT IT

& IT'S ESSENTIAL TO MARKETING

Foster a culture of documentation

Facilitate contribution with manuals, tools & platforms

Make a cookbook

Advertise your learning material





PROMOTING THE PROJECT

WOM IS SLOW & UNCERTAIN

& INVESTORS ONLY FUND FEATURES

Work with your community

Empower and partner up with content creators

Do not turn down free help, direct it



MARKETING & UX WITHOUT DATA

OPEN-SOURCE USERS

ARE PRIVACY-CONSCIOUS

Develop an intuition for your audience

Join and hang out with your community

Be genuinely curious, talk to users, ask them
about their goals

ENGAGING NON-CODERS

NOT EVERYONE SPEAKS GIT

Avoid assumptions about users' workflow

Meet users where they are

Ask a wide base of users for feedback



NURTURING A CULTURE OF KINDNESS, RESPECT & INCLUSIVENESS

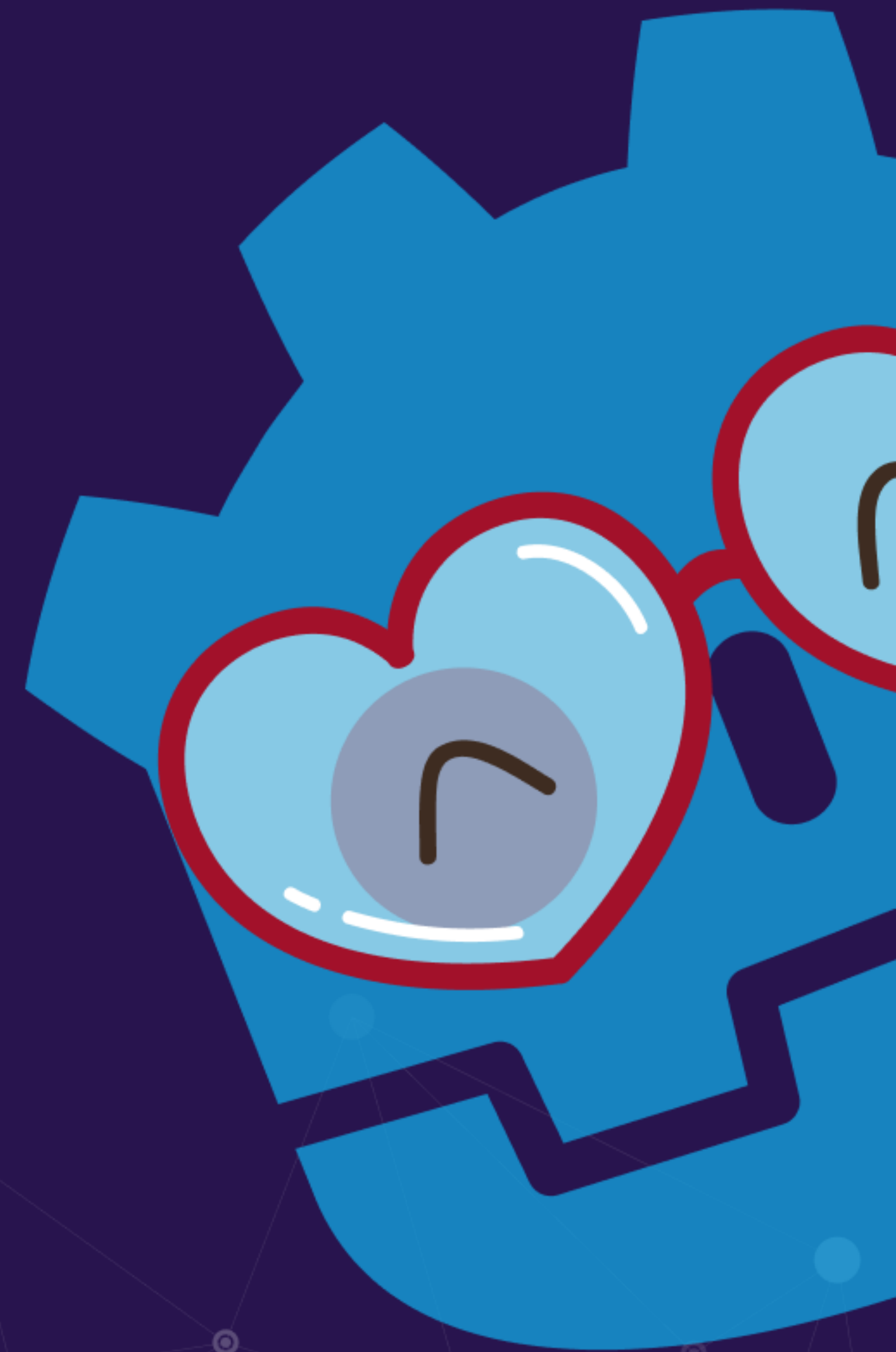
IT'S THE TOWER OF BABEL

& THERE'S NO COMPANY CULTURE

Train to keep conversation on-topic

Be open to the possibility of misunderstanding

Train to resolve conflict & recognize stress



SELECTING THE FEATURES TO ADD

USERS WANT EVERYTHING

BUT RESOURCES ARE LIMITED

Communicate your constraints

Ensure features solve a clear need (vs want)

Prioritize by consensus & be wary of influence



FOSTERING TRUST BETWEEN USERS & CONTRIBUTORS

IT'S EASY TO LOSE

BUT IMPORTANT TO EARN

Steer clear of promises you can't keep

Avoid wishy washiness

Opt for discussion over conflict





COMMUNICATING YOUR VISION TO THE COMMUNITY

CONVERSATION IS DECENTRALIZED

& ASYNCHRONOUS

State your mission & goals clearly

Repeat often and everywhere

Entrust the community to spread the word



MANAGING EMOTIONS

CONTRIBUTORS GET VERY INVOLVED

THERE'S A SENSE OF OWNERSHIP

Make rules of contribution clear & readily accessible

Prepare templates and answers

Encourage maintainers to get communication training

OPEN-SOURCE REPUBLIC

IS GAME DEV CULTURE

NATURALLY WELL SUITED FOR

THE CHALLENGES OF FOSS?

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