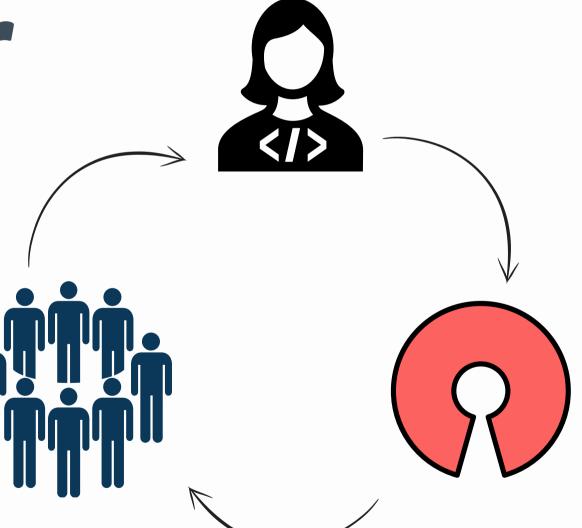




# Building a Thriving DevRel Program for OSS Projects





## lam...

- Developer Advocate at MetalBear
- Open Source fan girl
- DEI Advocate and a member of the Board at CHAOSS
- Organizer at the KCD Nigeria and CNCF
   Abuja





#### We will look at:

What is DevRel?
What Is Open source

Why OSS projects need a developer relations program

Common Pitfalls in Open Source Projects

Harnessing Developer
Advocacy for Open
Source Growth



**Understanding the Synergy** 



#### What Is Open Source? What is DevRel?

#### **Open Source**

DevRel

Software with a source code that anyone can inspect, modify, enhance and distribute

The process for nurturing mutually beneficial relationships between organisations and software developers.





## COMMON PITFALLS IN OPEN SOURCE PROJECTS

**Poor Developer Experience** 



d



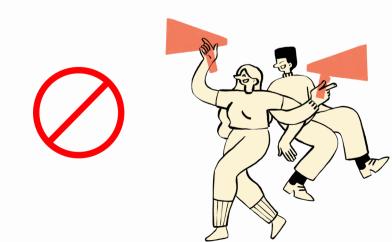
**Poor Developer Documentation** 



Lack of community management



**Inadequate Promotion** 

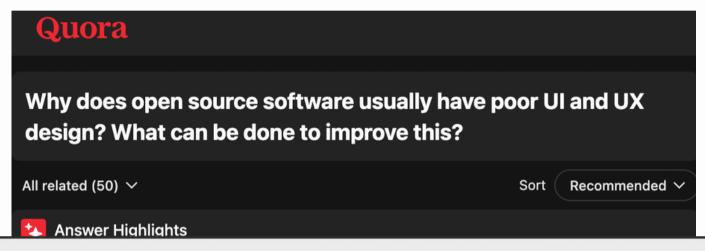


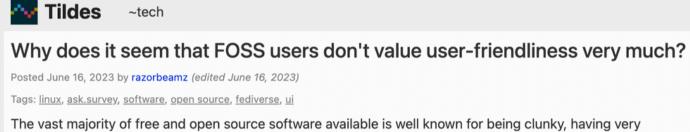


Poor user feedback/support



## COMMON PITFALLS IN OPEN SOURCE PROJECTS



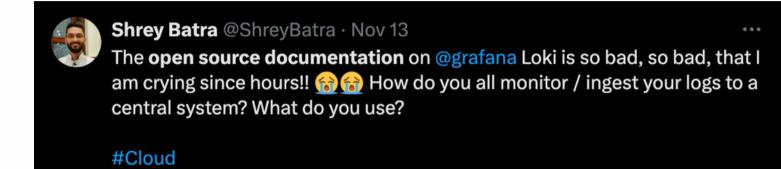


We can see this in Linux distros, tools, programs and even fediverse sites.

unintuitive UI/UX and being very inaccessible to non-nerds.

I understand that a lot of it is because "it's free", but I also feel like a lot of people who make and use FOSS don't actually value user-friendliness at all. I feel like some of it is in order to gatekeep the less tech savvy out, and some of it is "it's good enough for me".





## Open Source UX/UI is notoriously bad. How FreeCAD is breaking the

#### curse

November 15, 2023 • 5 m

Super Contributor

Posts: 4186 Country:

🗆 peter-h 🕰

Doing electronics since the 1960s...

A rant about lack of support on open source software, or anything else actually

« on: August 09, 2022, 03:48:30 pm »

I have a very small business and have no real money to spend on R&D.

So I've had a guy working here Mondays (realistically, just the afternoon) doing various stuff like server IT. He also he supplement mine.

3-4 years ago we decided to develop a new product, which has an ethernet interface. TCP/IP etc was well above my pembedded/comms/control) plus I had not done any C for about 10 years. So he started on it, Monday afternoons. Stadid the PCB, which worked 1st time. Another year later I realised progress was minimal and it would take another 10 (obviously, half a day a week means you forget much of what you did a week before) so I got stuck in, went up the swhat needs to be done. Crucially I know what I have done, and it is all 100% solid code (solid except for the simple had not done).

I quickly learnt that you end up working alone.

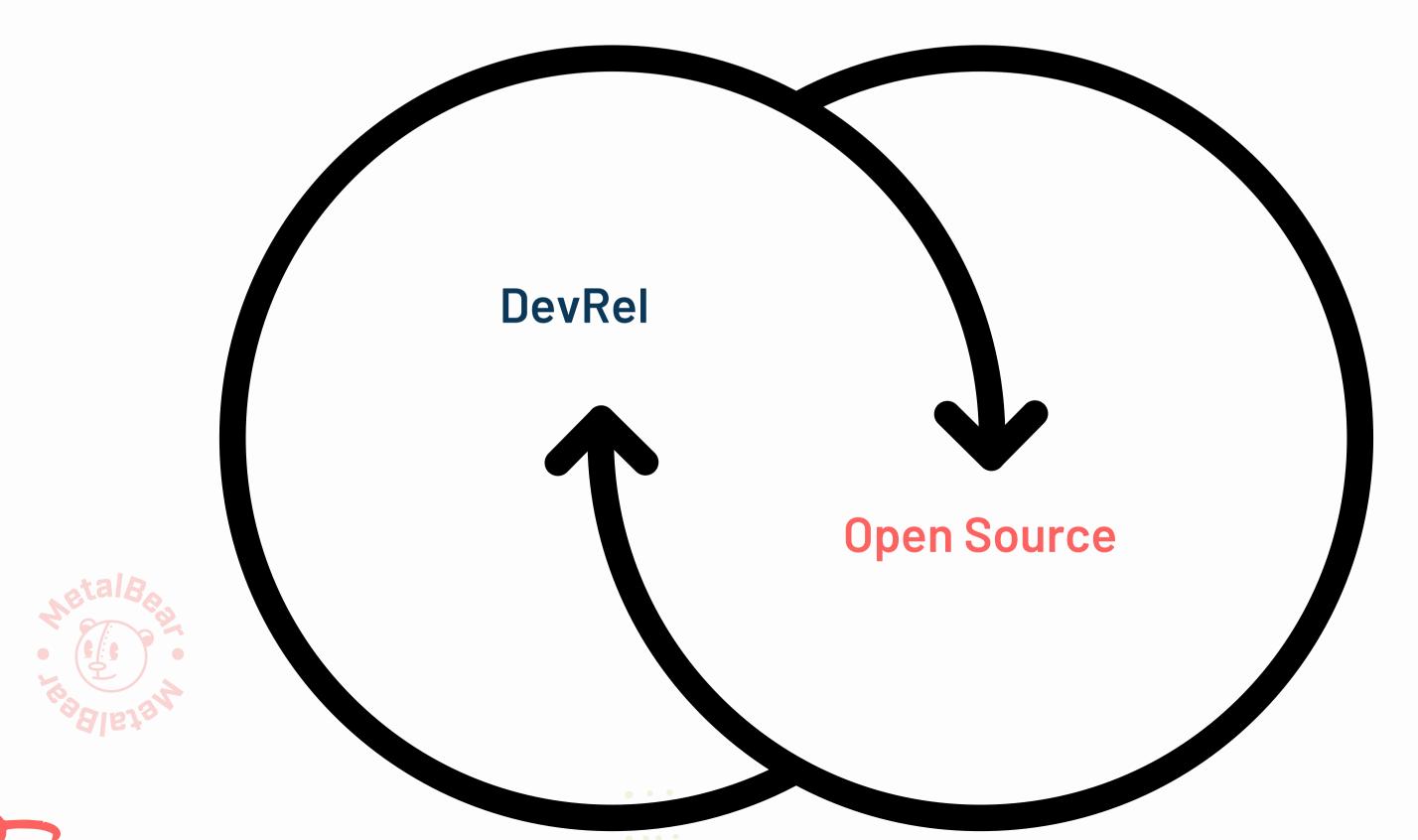
No support from ST (32F417). They have a forum which is full of desperate people, no ST presence (they are only a € support their products) and virtually no useful replies from anybody. Just one guy occassionally posts good stuff but of complete moron. They do loads of videos which are barely legible (very poor English).

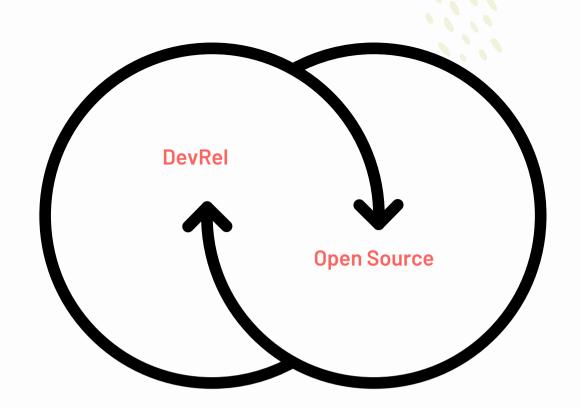
No support on LWIP. There is a mailing list which is dead. Vast amounts of bogus info posted everywhere.

No support on MbedTLS. There is a mailing list which is dead.

No support on FreeRTOS. There is a mailing list which is dead. Fortunately FR runs well.

## What is the Synergy between Developer Advocacy and Open Source





- Developer marketing
- Developer Advocacy
- Developer enablement
- Developer community

- Code
- Ownership
- Process
- Community-oriented development

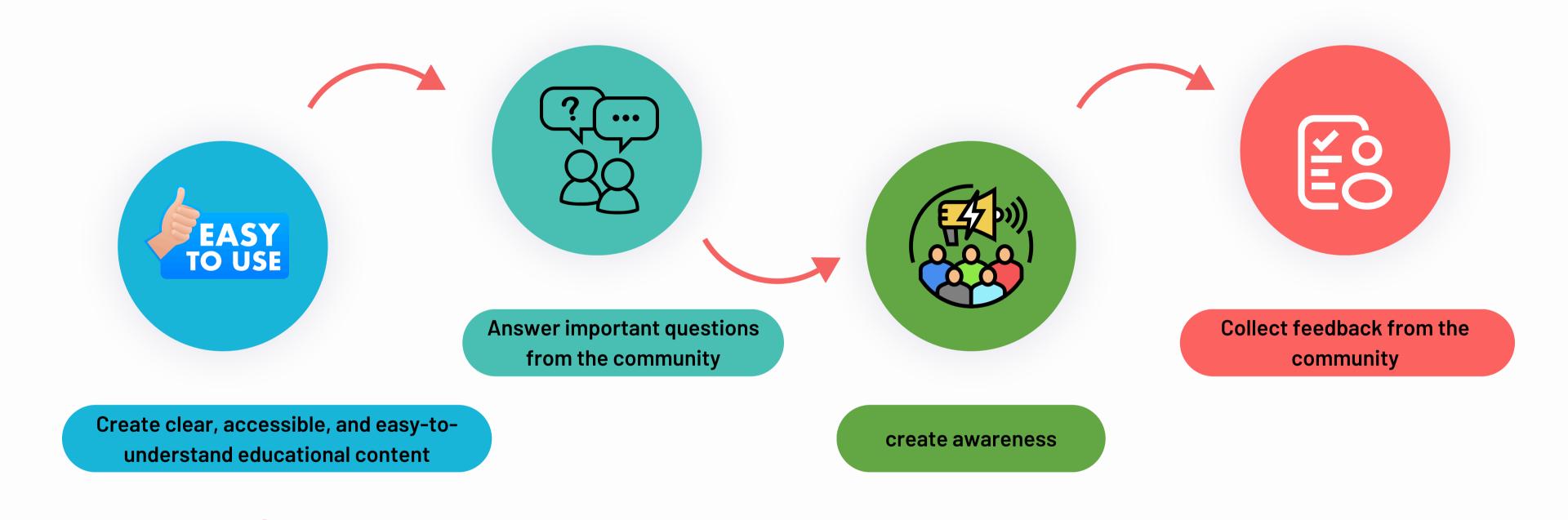




## WHY OSS PROJECTS NEED DEVELOPER RELATIONS PROGRAM











# HOW CAN YOU HARNESS THE POWER OF DEVELOPER ADVOCACY FOR OPEN SOURCE GROWTH





#### UNDERSTANDING THE ROLE OF DEVREL IN THE DEVELOPER ECOSYSTEM

**What is Developer Relations** to Us?

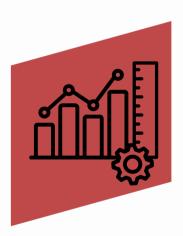




What KPIs do we need to set?

What are we looking for from starting a Developer Relations Program?





How do we Identify, execute, and measure our DevRel Strategy?

Who is our target market/audience?





Do we need to collaborate with communities that have our target





### UNDERSTAND YOUR PRODUCT FROM THE DEVELOPER-FOCUSED POINT OF VIEW

Do developers know about what we can offer them?



Will the software delight them and get them excited enough to want to learn more about it?

Do they know how to use our software?

Can they trust the software?

Do they understand how it can benefit them and make their lives easier?

Can they trust the Foundation?







## LEVERAGING THE DEVELOPER RELATIONS TOOLKIT









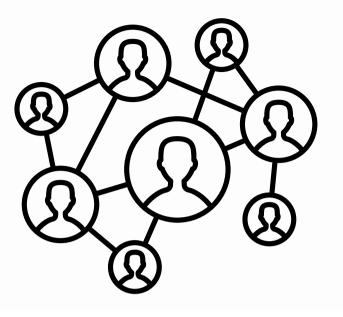
#### LEARNING IN THE PROCESS













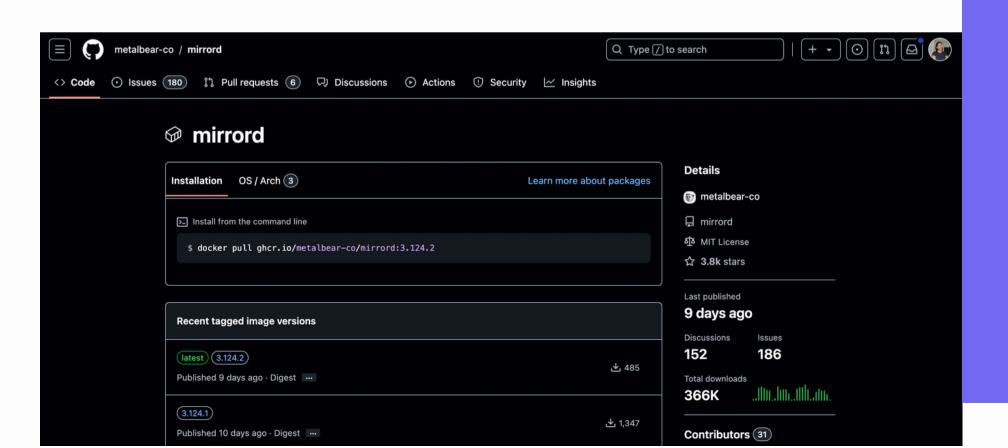
"mirrord is one of **the greatest tools** I have ever had the honor to use!"

#### **Community responsiveness**

See how often and how quickly contacts receive a reply.

99

90.9% (10) of conversations include teammates • 2 minutes median time to first team response ③



"But a few days ago, I discovered this tool, mirrord, and I can't keep silent about it.

It has made such a big difference in n day-to-day work that it would be a crime not to share it with others."



Anatoly Tarnavsky
Full Stack Developer
Tiber





Measure everything you can



Keep Experimenting



The developers are the priority



## Thank you!

- mirrord.dev
- https://github.com/metalbearco/mirrord
- https://discord.gg/metalbear
- anitai@metalbear.co
- Anita ihuman





