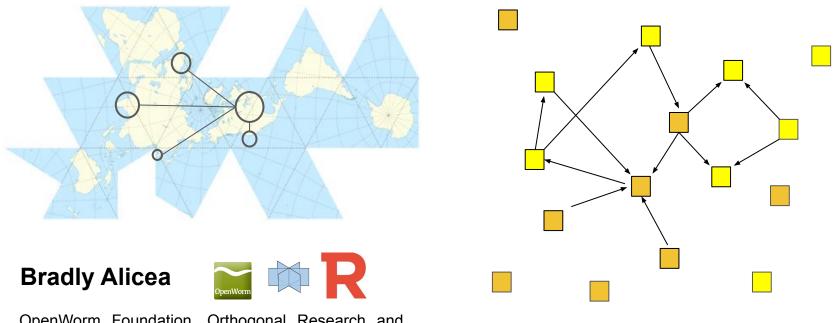
Reconfigure from all over:

the case of interdisciplinary open-source communities

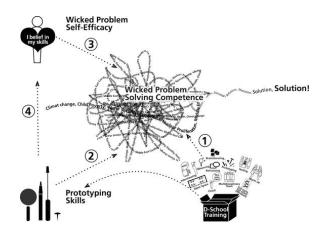


OpenWorm Foundation, Orthogonal Research and Education Lab, Rokwire Initiative (UIUC)

Spontaneous Interdisciplinarity

How do we bring members of different disciplines together in open source communities to solve common problems?

Wicked Problems



Jobst, B. And Meinel, C. (2013). How prototyping helps to solve wicked problems. *Design Thinking Research*, 105-113.

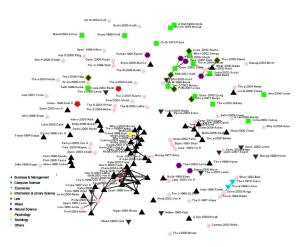
C.P. Snow's "Two Cultures"



Spontaneous Interdisciplinarity



Two trends in open souce community innovation:

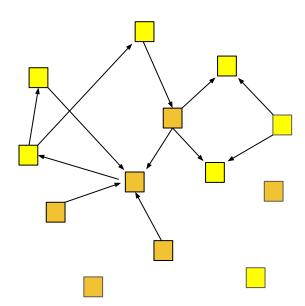


Fragmented co-citation network, Figure 6

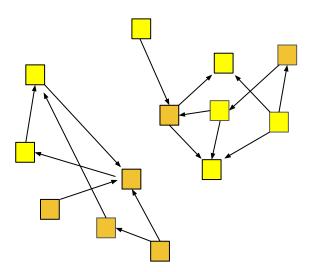
 high-involvement exchange declines quickly, and collaborations tend to decompose into parallel (and disconnected) groups.

The way research problems (and communities) are organized, particularly modularizing research processes, is key to mitigating these trends.

Community networks disconnect and reconnect over time. Seasonal and random fluctuations in people onboarding and leaving.



Community networks disconnect and reconnect over time. Seasonal and random fluctuations in people onboarding and leaving.



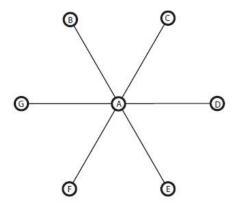
Community networks tend to be heterogeneous. Whether they also form self-contained cliques is up to the community.

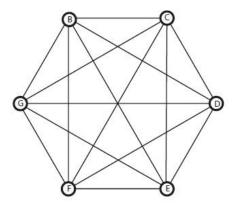
What is the structure of networks for open-source collaboration?

• open-source communities are transient, flexible, and heterarchical.

Heterarchy: nodes can be ranked in a number of different ways.

- aside from project leader initiatives, numerous ways to become connected into and gain connectivity in network.
- low barrier to entry in the network means that preferential attachment rule is not generally applicable.
- open-source networks have multiple functions and objectives.

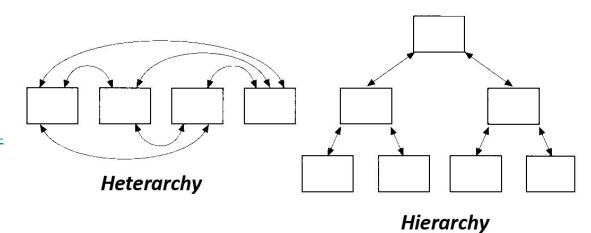




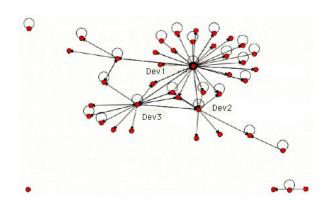
COURTESY: Wikimedia Commons

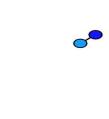
https://commons.wikimedia.org/wiki/File:Rb295f1.jpg

COURTESY: Heterarchical Systems vs Hiearchical Systems, Humanity + https://hplusmagazine.com/2014/03/20/heterarchicalsystems-vs-hiearchical-systems/



How do we redraw network structure over time (based on identity) to find optimal expertise reconfigurations?

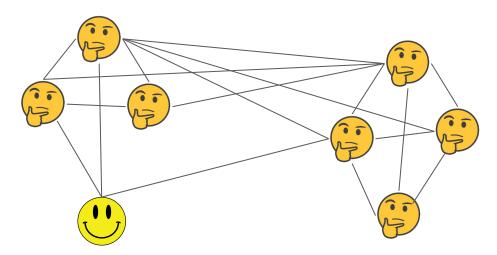




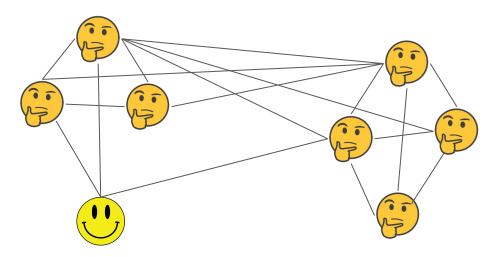
Example of network structure in an open source community.

Map of openrpg bug report interactions.

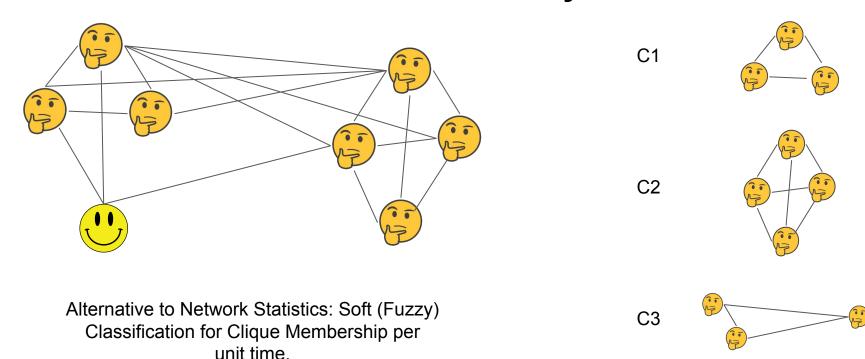
Generic Growing Network.

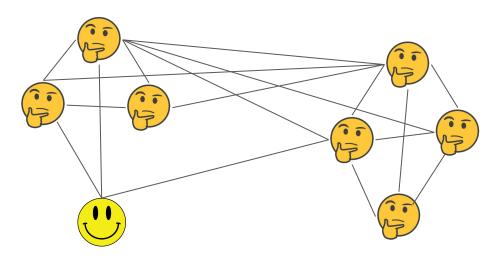


Reconfigurability of Expertise = flexibility in membership between different modules of the network over time.



Alternative to Network Statistics: Soft (Fuzzy)
Classification for Clique Membership per
unit time.



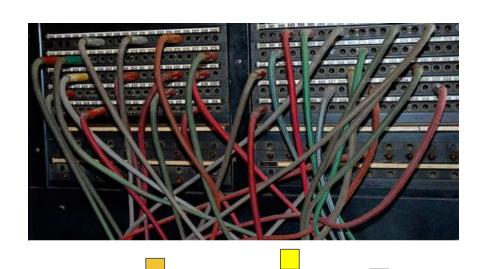


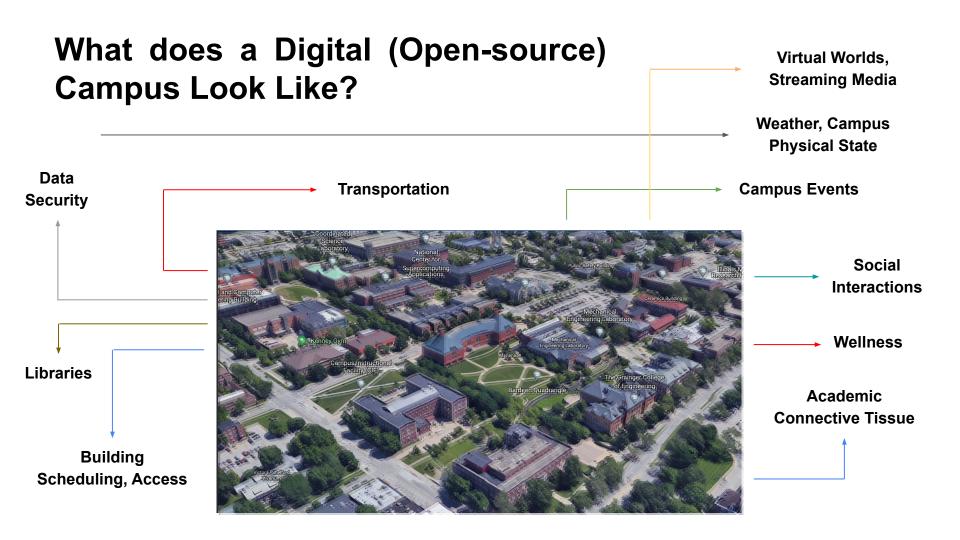
Alternative to Network Statistics: Soft (Fuzzy)
Classification for Clique Membership per
unit time.

| | C1 | C2 | C3 |
|----------------|------|------|------|
| t _o | 0.0 | 0.25 | 0.0 |
| t ₁ | 0.66 | 0.25 | 0.0 |
| t ₂ | 0.33 | 0.0 | 0.33 |

Reconfigurability of Complex Academic Institutions

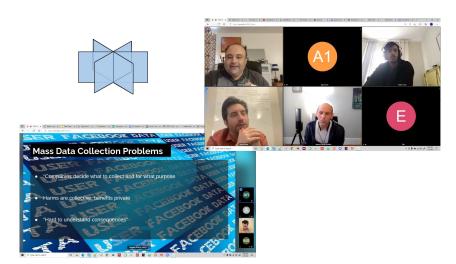
How can we leverage community expertise from a wide range of campus units or topical interest areas?



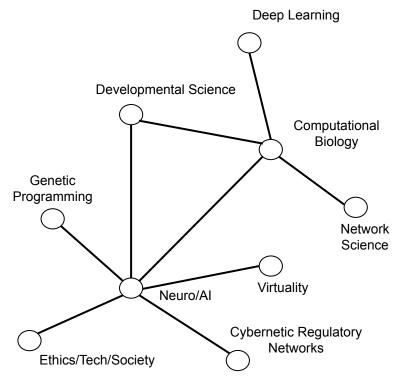


Zooming in on Academic Interests: an Alt-Ac Community Example

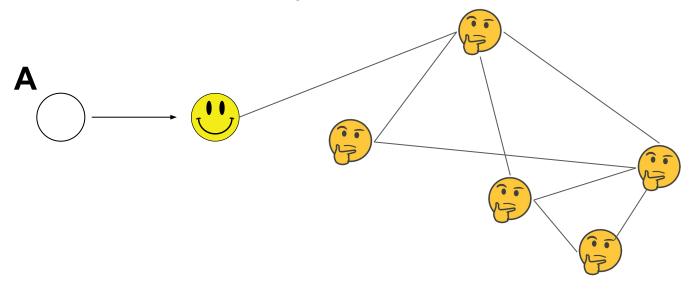
Orthogonal Research and Education Laboratory



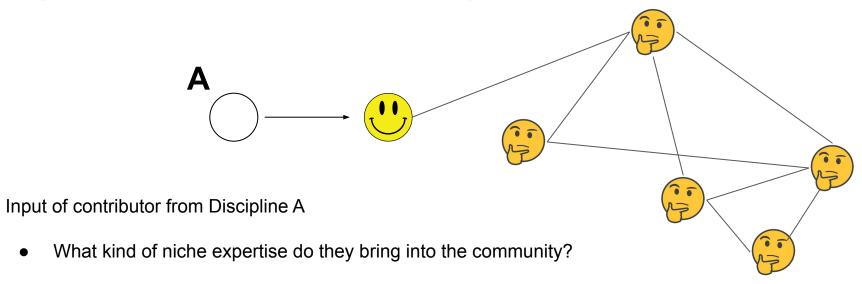
Topical Connectivity



Which contributors and disciplines are your greatest sources of contributor activity?

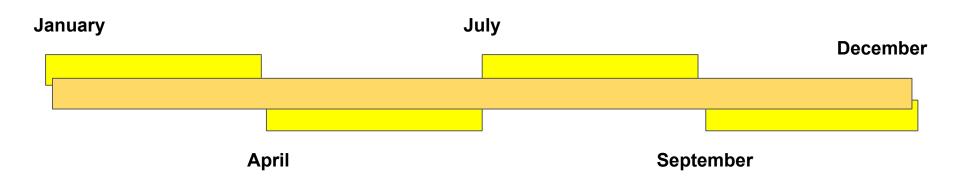


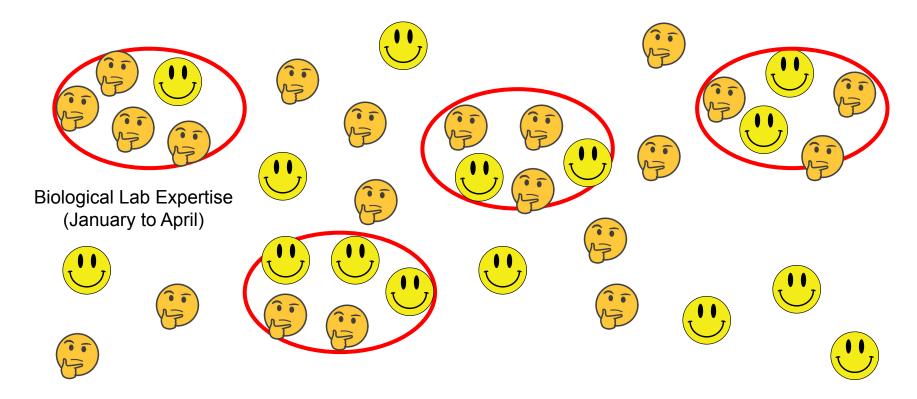
Which contributors and disciplines are your greatest sources of contributor activity?

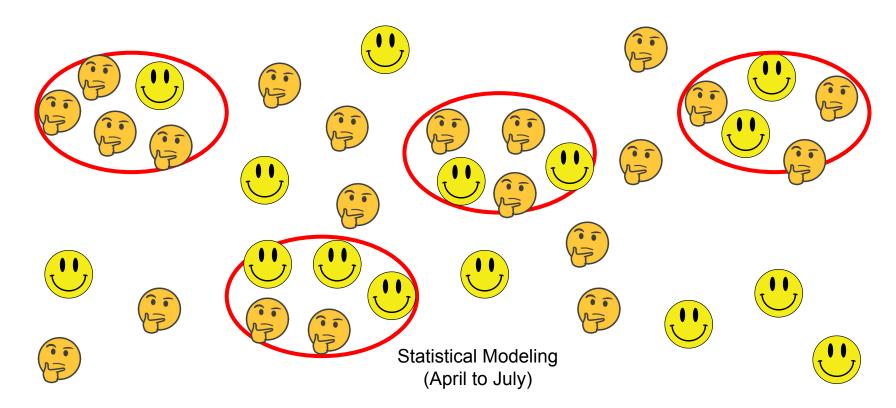


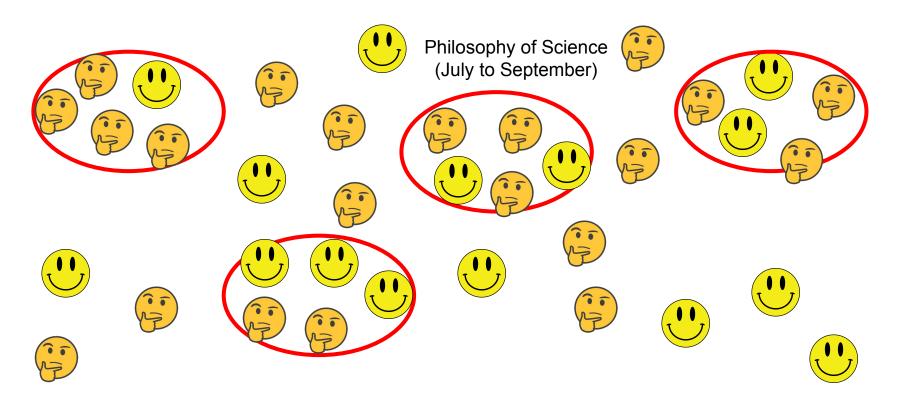
- do they act as a conduit (bring more contributors from Discipline A)?
- duration of contribution, intensity of contribution: what is the magnitude of their contribution history?

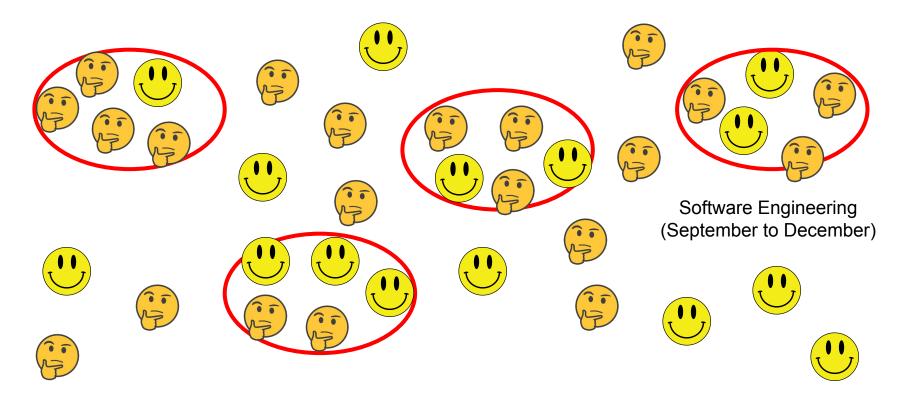
How can we leverage community expertise for a multi-stage, year-long, community-driven project?



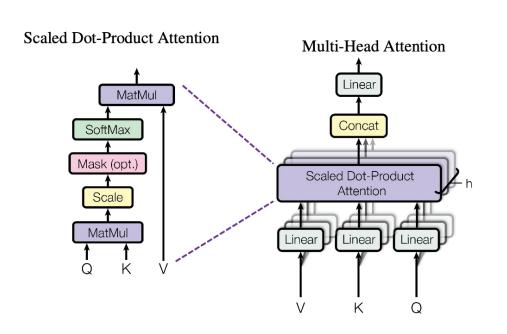








Thanks for your attention!



Join our communities!

Rokwire Community:

https://launchpass.com/rokwirecommunity

OpenWorm Foundation:

https://launchpass.com/openworm

Orthogonal Lab:

https://launchpass.com/orthogonal-research