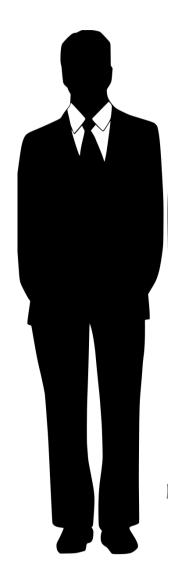
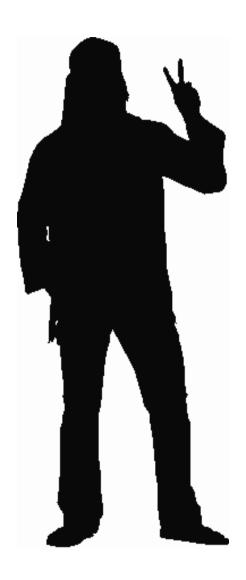
NO! Open Source Software "NoOSS"



smart, reliable, boring

PRO! Open Source Software "ProOSS"



brilliant, crazy, chaotic

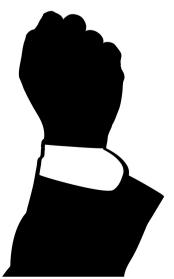
- Have ProOSS in your company mentioned that there might exist OSS solution for your problem?
- Are you aware of upcoming freaky ProOSS projects in your division?
- Or is there already a crazy ProOSS running in your company?

## Mind the dubious influence!

# 10 foolproof steps to successful avoid OSS in your company

Robert Jaehne und Dr. Frank Siebert





# **NoOSS** stay with top down!

<sir\_ayay\_sir>

- Set up the project strictly hierarchical
- You are the central communication hub! Divide et impera!
- Seed information by word of mouth
- Always save little pieces of information
- Leading by advanced information

</sir\_ayay\_sir>





## **But ProOSS might argue ...**

<learn\_from\_the\_best>

- Hierarchically project structures are inefficient
- Communication have changed
- Broadcasting is easy
- OSS development mostly works globaly distributed

</le>

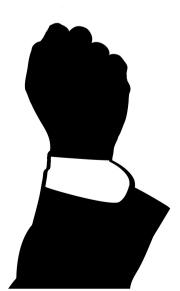
## **NoOSS** mind the call for tenders

### <legal\_tricks>

- Contractors company size does matter!
- The annual earnings of your contractor are important!
- Our highly specific requirements should already be part of the product!
- Soft fact: Only a costly product is a real Product!

</legal\_tricks>





## But with ProOSS it might be that ...

#### <counterstrike>

- Avoid "product", focus on "function"
- Encourage bidding teams
- Ask for definite implementation of your most demanded features
- Focus on independence and sustainability e.g. code insights

</counterstrike>

# NoOSS do requirement overkill

### <friendly\_fire>

- Start requirement requests
- Use excessive demands
- Include future needs
- Consider more complex requirements
- Make the complex the most important!

</friendly\_fire>





## **But ProOSS might say ...**

### <keep\_cool>

- Focus on the scope!
- Workflow instead of functional requirements
- Functional requirements instead of product functions
- NO! BIG! BANG!
- "The Needs of the Many Outweigh the Needs of the Few"

  Spock, son of Sarek

</keep\_cool!>

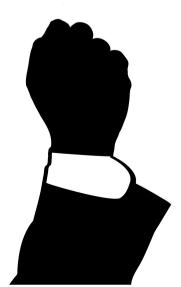
# NoOSS demand "standard compatibility"

#### <br/>boredom>

- Always demand support for the most common apropriate standard
- Forget about differences between an open and a closed standard
- Declare pseudo- standards
- Our trusted department of FOOBAR officially recommends "standard" [X]

</boredom>





## But ProOSS will go like ...

### </bazinga>

- "Standard" means openess and freedom!
- The development toolchain is based on open source standards
- Plattform independence is key in a mobile, web Apple/Google/Microsoft world – it's easier achieved with open standards
- OSS standardisations are comprehensible AND reproducible

### </bazinga>

# **NoOSS** invent new methodology

#### 

- Connect invention of OSS with new methodology
- Rules instead of responsibility
- Documentation instead of progress
- Reduction of uncontrolled motivation



</bullshit>



# **Unfortunately ProOSS are right with...**

#### <cute>

- No methodology without adaptation!
- Use team self control to adopt a method
- Define a method as a standard after is has been proven to be useful, not in advance
- Non-deterministic systems (without fixed set of methods) have the ability for self healing
- Documentation is not part of the solution, but part of the problem!

#### </cute>

# NoOSS hire certified microsoft partners!

</asking\_for\_trouble>

- IT == business: everyone wants your money
- Time == Money: you need your problem solved ASAP
- What's easier than hire some guys which tell you, everything is easy and installed by a few clicks?

</asking\_for\_trouble>





# But ProOSS might mention some disadvantages like ...

#### <resistance>

- What is important? Speed or sustainability?
- Can you trust anybody whose recommendations have direct impact on the salary?
- Documented bugs can be fixed, what about undocumented bugs? Are there non in bought software? Will you pay for fixing?
- Does security and confidentiality matter for you?

</resistance>

# NoOSS blame it on the connectivity!

#### <masterstroke>

- Keep central infrastructure components (directory service, colaboration plattforms, databases) propietary
- Connect the program in focus with others (SAP, Autodesc, .. )
- Demand special file formats (Office, PM, ..)

</masterstroke>





## **But ProOSS know that ...**

```
<here_we_go>
```

- Use free connectors to infrastructure components!
- Review all demanded interactions
- Use free standards for interoperability

</here\_we\_go>

# NoOSS plan the team death

#### <drumfire>

- Defensive management
- Physical separation
- Fragmentation of time
- Reduction of quality
- Senseless milestones



</drumfire>



## The ProOSS defence is ...

### <digging\_trenches>

- Trust the team!
- Self organization works best
- Concentrate on 2 things a day!
- Reduce scope, not quality
- Review deadlines critically

</digging\_trenches>

# NoOSS stop all efforts at the end of the project

#### <freeze>

- Avoid including OSS in your ITstrategy
- You live ITIL: IT-Strategy, design and transition where on your project roadmap
- Stop team support after the project ist done

</freeze>





## **ProOSS survive!**

### <br/> <br/> diological\_growth>

- There is self organization!
- Guerilla information infrastructure
- OSS-Team members as nuclei in a company
- build support from people in the line organisation

</biological\_growth>

# NoOSS come up with ORGANISATIONAL ANALYSIS

#### <nuclear\_bomb>

- Generate problems
- Create political awareness
- Hire External Experts
- Examination of the organization and its processes
- Identify OSS as cause of costs and inefficiency

< ....





# NoOSS and ProOSS nuclear winter games

<be\_part\_of\_the\_game>

- External = expensive!
- Experts = for what?
- Redesign of organizational structures and processes = loss of efficiency (at least short/middle term)
- Lots of huge problems = no one talks about OSS anymore
- Loss of control, reaction instead of action = unresistable demand for "Plug'n Play"!

</be\_part\_of\_the\_game>

