

Open Source
and
Boundaryless
Information
Flow

Open Source and Boundaryless Information Flow

An attempt to describe synergies

Walter Stahlecker, October 15th 2002

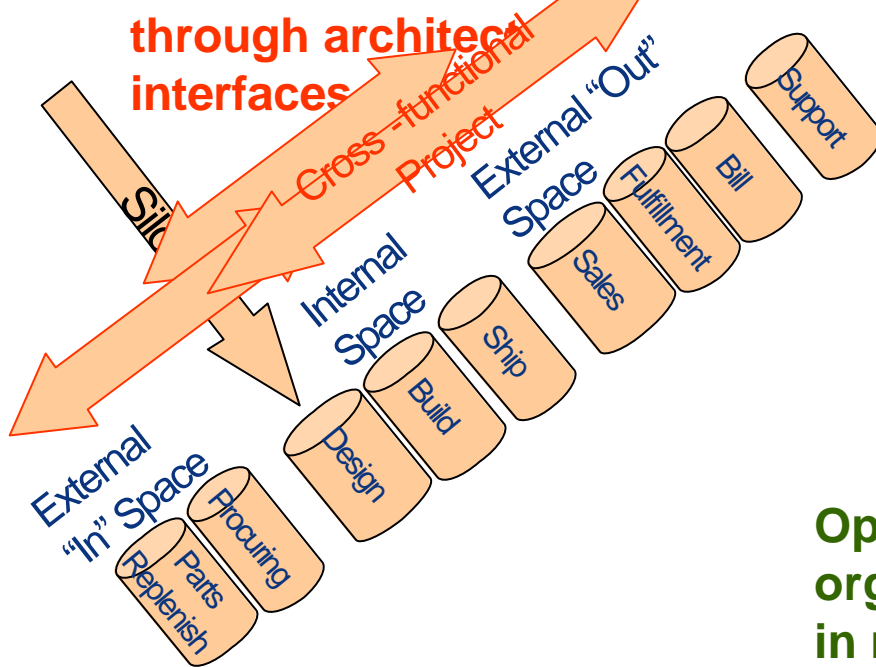


Aspects of Open Source and Boundaryless Information Flow

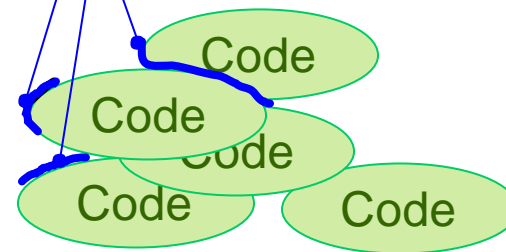
Silos were created to cut costs, but:

Boundaryless information flow:

Value



Adding “product feel” makes
the value of open source
snap into the architecture



Open Source proliferates
organically
in response to needs but not
everyone
can “consume it raw”

Some observations

Developers:

- Open Source developers have more interest in great code than in interfaces
- Documenting interfaces can create strain with the developers community
- Particularly “captive” Open Source projects lack community access

Users

- Architecture is gaining importance as IT investments shift from cost cutting to agile value creation
- Architecture is about interfaces and their combination
- Use of Open Source: Which interface? Which license?

There is a broad interest to connect these two groups,
but experience how to tackle this is sparse

A basic approach to harness interest

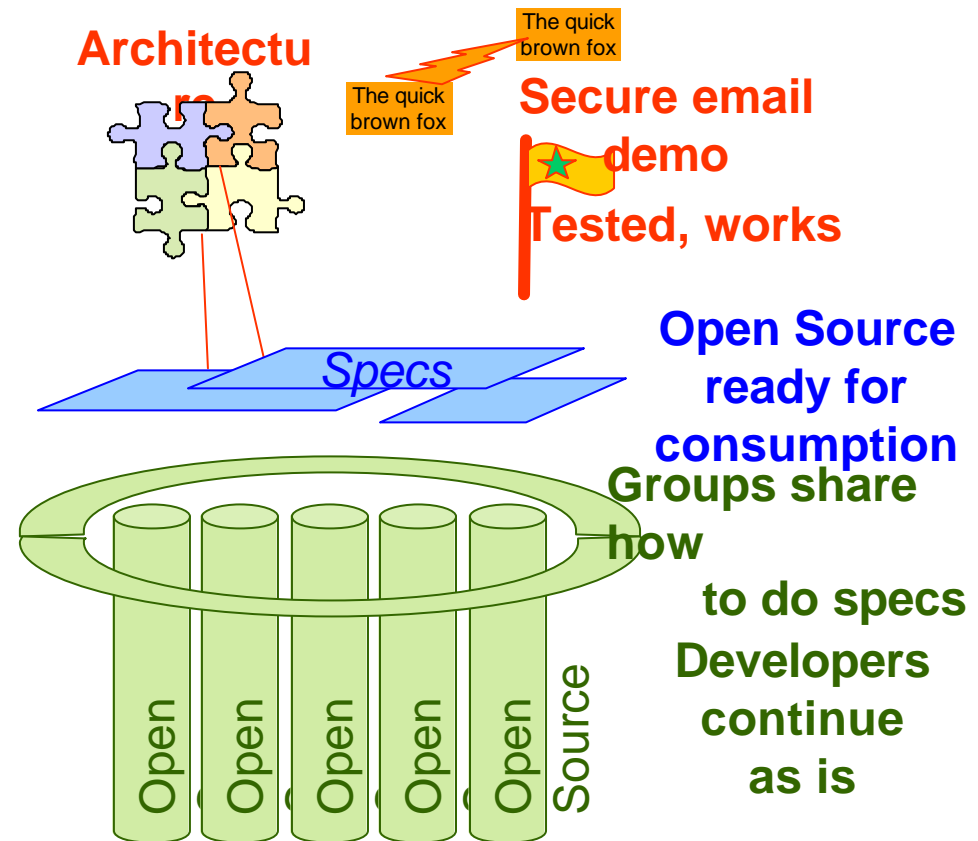
Value chain

Make use of results:

- Architecture connection
- Tests and IOP-Fests
- Customer demo projects

Provide an infrastructure
to capture resulting specs
(formal standards optional)
and to resolve legal issues

Collect and share best practices
about specs for Open Source
and legal issues



What The Open Group could offer (starting in Burlingame?)

- Open source specs **inside TOGAF**
- **IOP-Fests** for open source projects
- Host projects **demonstrating** open source in customer projects
- Easy-to-use **infrastructure** to agree, publish and license specs for open source projects (“product” feel, but open core)
- **Forum** in which open source projects (also “captive” ones) can share experiences, record best practices for re-use, get guidance on legal issues

Value chain

