OW2 EUROPE LOCAL CHAPTER

OW2 Europe Local Chapter Participants

Why the Europe Local Chapter

A joint effort set up to:

- Foster innovative OW2 Academic components & solutions.
- Increase the use of OW2 OSS solutions at enterprise level
- Strengthen connections between integrators, vendors, users and the research communities

What is a Local Chapter

A Local Chapter is a group of contributors willing to join their efforts and promote the goals of a consortium within a community characterized by its geography or its language.

Mission: Based on Open Source and Open Standard components, acting as a community, our mission is to foster original OW2 Research and Academic community in Europe, help developing the Europe OW2 Business ecosystem and provide specific support to local community needs.

Activities: The mission is carried out through three action tracks: Academia networking, awareness and promotion, and project valorisation.

As such, the OW2 Europe Local Chapter actively works to establish contacts and collaboration between OW2 members throughout Europe (e.g. fOSSa conference) and also to extend the impact of OW2 projects through webinar program.

Key benefits for new comers

- Get access to OSS best practices (Development, Governance, Collaboration);
- Participate to the OW2 network community development;
- Benefit from OW2 communication & dissemination channel;
- Participate to international cooperation opportunities in the open source middleware field;
- Leverage ideas, investigate and implement actions, share results within the community.

Main Achievements and first deliverables since inception (May 2008)

Webinar platform

The Europe Local Chapter has set up a **webinar center** based on the DimDim Open Source webinar project. This webinar center aims to share knowledge and discuss OSS topics, learn about OW2 technologies and OSS trend, challenges and opportunities, promote OSS and OW2 values.

http://www.ow2.org/view/Activities/EuropeLocalChapterWebinars

Virtual Webinar Day

End of 2009, a special virtual event will be setup: The first OW2 ELC virtual Webinar day. During a full day, OW2 members will present their project and technologies. No need to register, just **come into our webinar platform and enjoy it!**

Community Building Guidelines

Launching a community and developing it successfully is not always a spontaneous action but relies on a structured approach. This document presents one method, developed within INRIA institute, to **build and sustain a community of practice**. By presenting such a method, we hope to foster anyone who would like to launch a community to throw himself into the adventure in a more productive manner.

fOSSa **conference, Free/Open Source Software Academia Conference**

This conference will review Open Source fundamentals (Business models, licenses, collaboration, communities, social web, promotion, exploitation, sustainability) and present innovating OW2 Open Source project's as well as user experiences. This event will take place in the World Trade Center of Grenoble (France) **the 17th and 18th of November 2009.**

European **RoadShow**

The OW2 Europe Local Chapter organises European Roadshow where our team, the OW2 CEO and OW2 Technological Council members present our mission, our activities, our community tools and OW2 projects. Thanks to such initiative, we expect to advertise and increase OW2 project awareness in Europe; increase OW2 membership & code base, increase open alliances; increase the OW2 impact and advocate OW2 technologies & competencies in Europe. Our first road show took place in Fraunhofer FOKUS (Berlin) and Karlsruhe Institute of Technology.

Contact: europe@ow2.org and http://europe.ow2.org

About OW2

OW2 Consortium

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OW2 has been founded in January 2007 as a result of the merger of ObjectWeb and OrientWare communities. OW2 is an independent industry consortium dedicated to developing open source code middleware and to fostering a vibrant community and business ecosystem. Building on the legacy of ObjectWeb and OrientWare, OW2 federates more than one hundred organizations and 6000 developers in Europe, Asia and the Americas. OW2 hosts over one hundred technology Projects, including Lomboz, Sync4j, eXo Platform, XWiki, SpagoBI and JOnAS. A typical global open-source organization, OW2 aims to bring together grassroots communities across all continents through Local Chapters. *Local Chapters* are activities carried out to contribute to the sustainable development of business ecosystems on a regional scale, in a business neutral way. They represent OW2 at a regional level under supervision of the Management Office. In a Local Chapter, a group of OW2 members join their efforts to promote the goals of the consortium within a community characterized by its geography or its language. More information about OW2 is available at http://www.ow2.org.