

Project	OW2
Subject	TC
Type of meeting	Audioconf
Date	10/06/09
Attendees	Gaël Blondelle, TC chair (GB) Laurent Laudinet, Thales (LL) Stéphane Ribas, INRIA (SR) Marc Dutoo, OpenWide (MD) Alexandre Lefebvre, CTO (AL)

**Next physical TC** : the TC on 24 June in Berlin has been cancelled.  
The next physical TC will take place in October in Grenoble during the next Quarterly Meeting (more details to come soon).

**Next TC audioconf** : Thursday 9 July 2009, 2pm Paris time, at +33 1 58 99 15 31.

## Website

OW2 offers a set of tools to the project, which we do not advertise enough.  
SR started from the Aspire website <http://wiki.aspire.ow2.org/>  
Idea to have, at the TC level, an "OW2 project toolkit" webpage explaining the tools offered by OW2 to the projects: Forge (detail the services), mailing lists, wiki, website toolkit, Dimdim, OSLC v3 + Fossology, Atlassian suite, UShareSoft

### **Actions:**

- SR to refine the list and propose some content for an OW2 project toolkit page
- AL to find out where to put these pages on the website (static pages? TC Wiki page?)
- AL to gather with Jeremy Casery the existing information explaining our tools

## OW2 internship market place

See specification sent by mail by SR.  
GB has discussed with Daniel Hagimont and Benoit Pelletier about internships.  
Initial problem: software service companies propose internships, but the content of the internship is usually not interesting.

### **Action:**

GB to send his proposal, which is complementary to that of SR.

Actors of the market place:

1. Subject: project leader proposes the subject, and is the mentor
2. Student chooses the subject
3. Company who provides the internship interacts with the mentor

Note: the company can be the project leader or not

SR can host and finance a student to set up the market place

Note from AL: ObjectWeb had setup a "Ring", oriented towards training material.  
See the page <http://middleware.objectweb.org/training.html>

The ring used to be available at <http://middleware.objectweb.org/ring/index.html> (most content is gone, the engine was not migrated during the ObjectWeb->OW2 migration).

### **Action**

AL to check with Jeremy whether the data are available.

## **Webinars**

Idea of Stephane to modify the internship tool in order to improve the management of webinars.

## **OSGi Alliance update**

Update: Board has agreed on the principle, and is awaiting the feedback from France Telecom's lawyers about OSGi's "letter of incorporation", to make sure there is nothing wrong with it.

### **Action**

AL to hassle the lawyer to obtain the final answer.

## **Programming contest**

<http://www.ow2.org/view/Events2009ProgrammingContest/>

- 21 topics submitted, 17 teams have registered

- process:

\* AL has sent email to students and projects to confirm their registration and asked them to start working.

\* Project mentors to make sure they are in touch with the students

\* Local organizers (in China) will set up a progress report system (details to come this week from China).

- Question raised: what do we do when several teams have taken the same topic?

Idea that the project mentor contacts the teams, and possibly:

1- either splits the subject into several subtopics, and/or revises the topic

2- or keeps the team in a competition mode

## **New projects**

AL to finalize vote on QImpress

## **Discussion on the technical vision and licensing model**

GB is discussing licensing issues with Cedric Thomas and will send us some discussion material soon, when it is mature.

### **About componentization:**

OW2 projects should be componentized as much as possible.

Advantages:

- components encourage re-use (ease of re-use by embedding only the right components, and not a whole monolithic piece of code)
- componentized projects encourage the arrival of OW2 of new pieces of code at the level of components (as opposed to a monolithic project where it is more difficult to identify contributions).

Note that components do not solve the competition issue, especially at the level of integration platform.

The OW2 position could/should be that we need to accept competition (see what other international consortium do).