

Answers to the OW2 Questionnaire – October 2009

Further to a decision at the Board meeting held October 21, the OW2 Management Office sent a questionnaire to the community with the aim to essentially gather some input regarding the technology focus of the Consortium. The responses are to be taken into account in the drafting of the 2010-2012 development plan.

A- Questionnaire and sample overview

The questionnaire had 10 questions and was architected to be answered in five to ten minutes. The answers were collected between October 27 and November 3, 2009 date when the flow of incoming responses stopped. We received 64 responses, all duly completed.

Total Responses: **64**

Completed Responses: **64** (100.00%)

Incomplete Responses: **0** (0.00%)

Respondents sample profile

Question: "Which description best characterizes your membership situation?"

8. Which description best characterizes your membership situation?	% of Respondents	Number of Respondents
Official representative of a Strategic Member 	6.35%	4
Employee of a Strategic Member 	20.63%	13
Official representative of a Corporate Member 	20.63%	13
Employee of a Corporate Member 	7.94%	5
Independent Individual Member 	42.86%	27
None of the above 	1.59%	1
<i>Number of respondents</i>		63
<i>Number of respondents who skipped this question</i>		1

Availability for further comments

Question: "May we contact you about any of your responses?"

10. May we contact you about any of your responses?	% of Respondents	Number of Respondents
Yes 	84.13%	53
No 	15.87%	10
<i>Number of respondents</i>		63
<i>Number of respondents who skipped this question</i>		1

B- Satisfaction poll

1. Overall, how satisfied are you with your OW2 membership?	% of Respondents	Number of Respondents
Satisfied 	26.56%	17
Somehow Satisfied 	31.25%	20
Neutral 	29.69%	19
Somewhat Dissatisfied 	10.94%	7
Dissatisfied 	1.56%	1
N/A	0.00%	0
Number of respondents		64
Number of respondents who skipped this question		0

C- Comments on satisfaction

Question: "Please tell us the top 3 to 5 reasons why you feel that way."

- 1: It provides a platform to push open source project forward 2: It can make more and more people to know and to use our software product 3: it organize meetings every year to give us an opportunity to communicate other people and share some ideas.
- 2 good networking good visibility good R&D image
- 3 Lack of meeting
- 4 How can you be satisfied by a community in which many people are not so active, and results are not so fruitful?
- 5 a. good organization, good chances for participating oss activities and meeting new friends b. good platform to exchange ideas and knowledge on developing oss technologies c. re-thinking and lifting the technical spirits of OW2 projects may need to be more clearly identified
- 6 Nice to see some people have passions on this community; Meetings are not so efficient, agreement couldn't be achieved fast; Publicize need to be improved.
- 7 I cannot give an opinion because I don't use it a lot. I'm member of a project, but I'm not collaborating continually.
- 8 - not enough communication between the different project - no ow2 identity -> i think that it would be a good thing if OW2 is a "synonym" of OSGI
- 9 1) No clear on the benefits of the membership 2) Don't feel the cooperation of the communities 3) Don't see exactly how OW2 goes
- 10 - Very open - Technology driven - Good members (skill, affordable, reliable...)
- 11 1. availability of documents and artifacts on the web site. 2. fresh information on news
3. information on incubating projects
- 12 I don't have much to say yet because we've just become a member a few days ago.
- 13 Work seriously ; friendly ; Has a sound system
- 14 Transparency -OSA/OW2 alliance : no visibility at Technology Council level -Board reports contents very poor. -New technology VP position - never discussed at TC level Heavy process and organization -Exemple : OSGi alliance OW2 membership validated one year at TC level, still pending. -An Operation Council that appears in the bylaws but seems inactive. Discipline -Reuse promoted at last TC in Grenoble (october 2009) and not applied. -License change not approved at board level
- 15 As a new member, it is very difficult to be integrated with other members. some of the members are not playing the friendship rules. IE I tried to contact XXXX a couple of time and I didn't get ANY response. little influence in terms of Lobbying in regards to Government (Except system@tic) and CIO association such as CIGREF
- 16 (sorry for my english !) Each member does its own business No collaborative action or project

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17 - As individual member, I feel to be unsolicited by OW2, except for elections - As commiter, the available development tools are too old (see my comment in #7). - As individual member, it's difficult to join you in OW2 events. So it's difficult to meet other OW2 members. So, I don't feel to be a member of a community (see comment in #7).

18 OW2 is highly visible Infrastructure is good Many products are good business oriented, not academic/research oriented

19 OW2 is doing its job. The open source portal works well.

20 1, it provides a communication and contribution platform for the open source software programers. 2, sorry, i don't think the speed of internet is quite well, so I wonder other students like to use the platform.

21 - Sometimes I think that members's nned are not listened or there are few ways to brought to OW2 attention our members needs. - I feel like there is not a clear strategic vision neither in the technology council area. - I feel like there is a lack of support for the Local Chapters Of course, I don't want to hurt anyone.. it is just my feeling.

22 1°) The OW2 website it's clear and complete 2°) I've received more information about the OW2 strategies and projects (by email, press, etc...) 3°) I've a good view of the projects hosting by OW2

23 For my work, the projects within OW2 have not had too much impact: For example, if something similar from Apache then this will be chosen since Apache is better known (and it thus seems renowned). At least in my work environment, OW2 is not very well known (if known at all).

24 1. Timely updates for events and other activities using email notifications. 2. Constantly updated web content and dissemination of information. 3. Contribution process is simple unlike complex processes from other similar initiatives.

25 recently in

26 - interesting mailiung lists - cool projects - interaction with other members

27 - OW2 hosts several projects of my Company - The visibility of OW2 is worldwide - Numerous hosted projects are quite interesting

28 Having been more of an observer than a participant I have not had the chance to test the support and capability of the board however I have been able to witness the board achieve many things which I support such as: Improving and exploiting relations with the European commission Encouraging an ecosystem of inclusion and accessibility to the project and contributors What I have less knowledge of but feel is lacking is a greater visibility of the success OW2 has had and the adoption - while I understand that this is highly valuable competitive intelligence it is also very useful for more external parties to observe, evaluate and potentially adopt the OW2 technologies over competitors - the need to better draw in more delivery partners that can give OW2 better access and more widespread adoption is still an area where I feel OW2's board must strive to work harder.

29 1. OW2 has not reached enough reputation 2. No real community in OW2 (and many member disaffection) 3. Lack of strategy (despite of words and paper) 4. Levelling of strategy based on needs of few vendors 5. Poor economical returns of our projects in international mark (no real returns from OW2 reputation)

30 Lack of strategic and technology vision Lack of attention to members' needs Lack of support to Europe Local Chapter

31 a. Did not benefit from OW2 membership, although has no demand for doing so as well. b. No clear or established process on how to pursue business opportunities and time-to-market.

32 (+) Good infrastructure: web, forge, mailing-lists, etc. (+) Cooperation and integration between some projects. (+/-) OW2 is a sort of 'auberge espagnole' with a very low coherency.

33 I have been too busy to keep track of developments

34 ~ive started to take an interest in xwiki one of the subprojects which is of relevance for my line.

35 1. It is a very active community 2. The projects are of high quality and interest 3. IT is easy to interact with other members

36 OW2 continuous support for open source. Host for a number of important open source projects. Strong association with open source companies.

37 1) Deeper involvement with current open source activities. 2) Better contact with open source people 3) Potential pool of talent for short term contracts

38 Forge works well.

39 lack of information on opportunities lack of collaboration

40 Big positives for OW2: 1) The OW2 team. Seriously, the people running OW2 are engaged, enthusiastic, responsive, and just in general just pleasure to work with. 2) The OW2 Forge. Because

it is stable. Simply, it works. Negatives of OW2: 1) What we use the most from OW2 is the Forge. And like I said, it really works well. It is fast and stable. But we haven't seen many improvements in the last... many years. It is well maintained, but doesn't evolve. 2) Lack of visibility. Most people, at least in the US, don't know OW2. We were hoping that being part of OW2 would be seen as a sign of our product being a "selected, high quality, professionally supported middleware application", but since most people don't know OW2, it turned to be neither a negative nor a positive, just as if the project was hosted on Google Code or SF.net.

41 Somehow satisfied, because OW2 and its Forge is working, there is no problems with accessibility. On the other hand, there are sometimes problems with support - no replies, long delays between answer and response.

42 I am happy to be a member, and participate in the community. However, being the organization is oversees, and speaks primarily a language different from my own, I do feel a little detached in membership. Otherwise, the online portion of my membership is just as I would expect. I am busy, so my membership activity will likely not change if anything were more accustomed to me and my locale. So I personally will not recommend any changes. The OW2 is working well enough.

43 I am using JONAS, and that is sufficient for my needs. This summer, I have tried to contribute to the project BONITA, but a few components didn't work correctly out of the box, so I decided not to spend to much time about it, been busy otherwise with a product from the APACHE consortium. I was a little disappointed by BONITA, but I met the leader of the project recently in PARIS, and he told me that the next version would be OK, so I have postponed my participation in this project.

44 A lot of great technology, and good networking opportunities. Also a way of staying "tuned" and up-to-date.

45 . OW2 hosts some very good projects . Good Java skills . Real Open Source commitment

46 - value proposition lacks clarity, which make it difficult to promote the community - individual members are not enough taken into account - OW2 lacks visibility - little community dynamics

47 Good image of good people with good FLOSS But NOT SEXY AT ALL

48 great experience networking skilled partners

49 - good technical code base - interactive community - worldwide presence - interesting mix of academia and industry

50 I don't really feel concerned. I don't see the membership interest. So, if membership means commitment, in that case I'm somehow satisfied.

D- Suggestions for improvement

Question: "If you have any suggestions about how we can improve your membership experience, please fill them in here."

1 1: the meeting should be more effective to solve problems in time
2 May be some success stories on project website will improve my expe.
3 Be more efficient, especially about meeting.

4 1. use the mail rating method to collect votes of proposed issues and schemes 2. display the voting results in OW2 homepage, thus we can clearly point out what is waiting for final judgement.

5 Reduce physical meetings, If it's necessary to have physical meetings, make them more efficient;

6 the same as before

7 I did not see any action to build an union around all the projects

8 I would like to see more cooperation between members

9 Give us the opportunity to share our needs and identify together with other members the opportunities to better collaborate on projects and initiatives.

10 Transparency

11 More focus in presenting external value rather than internal cooperation. Solidarity and friendship should improve

12 try to link some project to build an architecture or a project more complete or useful so create an identity card of each project with : name in charge of what we do needs have the possibility to have an appointment or to send email to others members Perhaps in some OW2 project's our technology can be used to improved some issues or answered futures needs

13 1, improve the speed of the internet. 2, select more information of some big and important enterprises.

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14	I guess we should work on the points mentioned in part2 of this survey?
15	NA
16	Improve your "marketing" to show the superiority of OW2 products and solutions.
17	Noe as of now.
18	improve website UI and usability
19	Continue to increase the visibility of OW2
20	1. Define a clear wide startegy based more on OS that on technology 2. Modify management style distributing information at the right time in the right way 3. Have an attitude to include people rather than exclude 4. Create a Community Manager to foster the community participation
21	Work on items above
22	a. OW2 should follow the points addressed on the Membership Benefits page (website).
23	I am not aware of any possible interaction as a single member that could be valuable to OW2
24	Better information about new developments. Maybe more regular news.
25	Better news in rss
26	1) Develop and implement a strategy to improve the OW2 Forge. 2) At a higher level, I think OW2 needs to define better what it stands for. (Maybe narrowing the focus of what OW2 stands for.)
27	More membership customization and resources. Perhaps RSS news of project statuses from an online dashboard, with weekly digests being e-mailed. A membership portal to tie me into the organization. Keeping track of the projects I am interested in, and helping me stay abreast of them in the portal. The OW2 core organization itself should be tracked just like one of the typical projects. Then it can be tied into all these extra resources.
28	Improve the communication between OW2 projects : Perhaps there's some interesting components in other projects, but how can I know their existence ? Promote the OW2 projects everywhere (Europa, USA, ...) Give us some opportunities for external communication (InfoQ, The Server Side, Devox, etc ...)
29	- a budget should be dedicated to involvement of individuals (eg participation in conferences) - more grass root decisions (ie the MO should not decide of everything, it should on the contrary serve the members) - budget reallocation to increase marcom effort
30	More communication more Communication channels to be investigated: twitter-identi.ca, blogs, social network, ...
31	- more manpower (and money?) on the OW2 side to manage infrastructure, website, conferences, tools for internships, ... - more investment from some members (the ones you never see, but who use the bandwidth) - user clubs for the OW2 products (as a user member, would like to exchange with the other users)
32	As far as I see, setting up a new project is long in term of infrastructure. So, the submission process is simple and fast, but the real setting is quite long.

E- Recommendation of OW2

Question: "How likely are you be to recommend OW2 to a friend or a partner?"

4. How likely are you to recommend OW2 membership to a friend or a partner?	% of Respondents	Number of Respondents
Very Likely 	42.86%	27
Somewhat Likely 	33.33%	21
Neither Likely nor Unlikely 	22.22%	14
Somewhat Unlikely 	1.59%	1
Very Unlikely	0.00%	0
N/A	0.00%	0
Number of respondents		63
Number of respondents who skipped this question		1

F- Reasons for recommendation

Question: "Please tell us why you feel that way."

1	OW2 is a very good open source for developers to communicate, discuss and share good idea.
2	To share the effort for visibility, networking & R&D
3	Since we are in this community, of course that makes sense to let everybody know that.
4	For those organizations with constant fund input, I think OW2 is a very active and fruitful oss community for them to get more FREE oss projects, information and future collaboration.
5	I'm working in this community, of course I want this community can be better through more people's involvement; but a lot need to be improved.
6	for an interested member, OW2 offers a good set of services
7	I didn't see today any federativ action
8	For those who are using these technologies, the OW2 projects and initiatives gives you a very good understanding of standard and market. The sharing with members about these technologies and trends is valuable. Gives you also opportunities to positively collaborate on projects and initiatives.
9	same reasons as for me.
10	I don't have much to say yet because we've just became a member a few days ago.
11	OW2 can be seen as a marketing incubator. OW2 has to decide if it is only a marketing engine, or a true Open Source community like Apache, or Eclipse.
12	for small company belong to a strong mark is essential
13	svn works.
14	I can't recommend/ not recommend an OW2 membership to a friend because I don't see a real interest to be an OW2 member except to commit on OW2 projects.
15	I have the feeling that OW2 is much more business oriented than other communities (e.g Eclipse, Apache). Many OW2 projects are not really developed using the community based open source model of the above mentioned communities: they only release the source code of their application when it is done (i.e. the forge is often not used for the development of the projects). OW2 membership is used by some companies to show to their customers than they a part of the open source movement.
16	OW2 is at the heart of the European open source movement.
17	Because I have joint a project on OW2 platform.
18	Same as answer to 2. above.
19	A number of interesting things happen in this Community, it's important to be within
20	In Europe there are few alternatives to OW2 - currently the ESB area is dominated by technology from USA and it is vital if not imperative that Europe fosters and nurtures a competency in this area of solution expertise - it is more than just the vision of NESSI but the key to ensuring we have the skills within the EU to better enable tomorrow's internet and associated services through the support of academic partners that evolve the R&D, create sufficient talent to manage, support and build solutions based on OW2 as well as

evolve the partner ecosystem that helps Europe 'own' it's own technical work force and technologies.

21 It's a problem for the company reputation to recommend OW2 to companies, partners and customer if OW2 has not a real strategy, reputation and is not a real community (also if sometime I've done it)

22 a. Help OW2 strengthening and increase Brazilian participant in the consortium.

23 I'm rather satisfied by OW2 and there is a good harmony between a subset of projects and I strongly wish success for OW2.

24 OW2 leads the way in many aspects of modern software development and even if its projects are not mainstream, they do emulate the spirit of quality, and technologically advanced free software

25 Many emails about election in mailbox could be seen as clutter.

26 I understand "partner" as an other governmental organization. In that sense, I think that other ministries could join OW2

27 If I was in middleware business, I would certainly recommend, but, alas, I'm not, so, I'll do it if appropriate.

28 When you work with open source a significant part of the value you have is your knowledge and potential do implement projects, so you have to be careful who you give this knowledge to. A partner and even a customer may evolve into a competitor.

29 We have already recommended because of the quality of services

30 Many organizations stand behind the open source projects. So the projects are not just lone-projects hanging out there with support from only a handful of people, or a single organization.

31 I know already a contributor to OW2. I mean XXXX in XXXX (FRANCE). This people have worked on JASMIN. They seem satisfied from their participation.

32 Same reasons as above.

33 OW2 membership is not a question of taste, it's a question of adequacy with the members interests

34 There is room for improvement

35 - join an interactive community - possibility of doing business together - possibility of launching cooperative projects, which have OW2 as a dissemination target - possibility of interesting technical exchanges

G- Technology options

Question: "Please give us your opinion about the following possible strategies to make OW2 more attractive."

6. Please give us your opinion about the following possible strategies to make OW2 more attractive.						
	Strongly Disagree	Disagree	Undecided	Agree	Strongly Agree	Number of Respondents
Create an interoperability architecture	8% (5)	3% (2)	17% (11)	37% (23)	33% (21)	62
Concentrate on a segment (Cloud, M2M, etc.)	19% (12)	28% (18)	23% (15)	17% (11)	11% (7)	63
Highlight Java as execution platform	12% (8)	14% (9)	26% (17)	29% (19)	17% (11)	64
Remain technology or segment agnostic	4% (3)	16% (10)	27% (17)	37% (23)	13% (8)	61
Enforce project componentization	7% (5)	14% (9)	23% (15)	36% (23)	17% (11)	63
Create the OW2 Public Licence	33% (21)	20% (13)	31% (20)	6% (4)	7% (5)	63
Promote highly visible flagship projects	3% (2)	6% (4)	4% (3)	58% (37)	26% (17)	63
Focus on user-ready packaging or solutions	4% (3)	7% (5)	22% (14)	39% (25)	25% (16)	63
Number of Respondents						64
Number of respondents who skipped this question						0

H- Comments on technology options

Question: "If you have any additional comments about how we can make OW2 more attractive please fill them in here."

1	to set up some prizes to encourage more people to attend and make more contribution to OW2
2	Most of these questions don't seem to make sense. E.g, is "Java as execution platform" important for a community now?
3	Use flag-words to identify the position of OW2 in the world, such as : "making your software systems evolving more efficiently", "efficient and dependable software evolution technologies", etc.
4	OW2 must lobby at the JSR committee.
5	Promote the integration of OW2 middleware components to be more solutionware. I'm not talking about user-ready solutions, but more integrated components so that we can use a set of OW2 components already integrated.
6	Do not follow Java 1.6+ annotations approach for architectural artifacts!!!
7	The semantic wave and importance of information and knowledge evolution must be more addressed (Weblab is a good start) We must analyse why initiatives are not active : - e-Government SOA Embedded etc when these subjects SOA Cloud Computing M2M Semantic are hot topics
8	- The OW2 development platform is too old. Some used tools are deprecated compared, for example, to the ones proposed by Atlassian as JIRA, or SonarSource as Sonar. Such tools increase the feeling of quality on projects, that is important to use the projects in production. - To increase the feeling of community member: - perhaps could you organize OW2 events in smaller towns, - perhaps could you subvention or help regional events as Java User Group parties
9	OW2 has good products, but also bad ones. There is no difference made between really active projects and old/stalled/non active projects. JONAS, EASYBEANS, Acceleo, Xwiki, EXO, etc are big successful projects that should have a central place in OW2 marketing. ASM is a more smaller project but that is used by many projects around the Java ecosystem: it is maybe the most successful OW2 project in terms of final end users. It deserves also a great place in OW2 marketing.
10	In addition, I think maybe it is very attractive to hold some interesting online programming contests since many young people like this way to show their intelligence.
11	I would like to add that I am very happy to see this survey. I hope there will be some others like this in the future!
12	None as of now.
13	There is NO need for a new license. Apache or GPLv3, but no new license. Due to license incompatibilities it becomes increasingly difficult to utilize more than one library in a project. Don't do it.

14 Java today but what about tomorrow - it's the logic / workflow / processes that count and with tomorrow's languages we can better execute those processes so it's more important that we can interchange languages though I do recognize one has to start somewhere and Java is a good place to start but not where OW2 should end. Project componentization is idealistic if this becomes obsessive - working solutions are more important than eloquent designs however the 'core' must always be eloquent. OW2 should concentrate on segments that can demonstrate they improve the commercial and technological success of OW2 whether that be one or more segments - OW2 should not constrain interests in other segments at the expense of short term vision and results. Diversity is key in the modern era, without diversity being a characteristic (like Linux distros) of the project then OW2 will not gain from the quality of the 'crowd' of users who each bring a different and valuable perspective to the solution space.

15 1. OW2 must be an authoritative OS place with wider OS connections with other communities, including also an OS marketplace, competence center and community 2. Update organization and rules: more power (and duties) to Local Chapters 3. Have a Community Manager (probably at L.C: level) 4. Include needs of (and become attractive to) many actors: industries, vendors, academia, users 5. Open to EU funded projects, initiatives, competence centers and communities, not only for marketing purposes

16 More surveys more often to get members attention and expectations

17 From what have been listed, most important issues for a successful open source strategies are those targeting the interoperability between available products and more user-friendly packages. It doesn't mean that OW2 must not recommend supporting or integrating with open source products outside the OW2 scope. I'm not sure if projects are able to promote themselves or does OW2 need to get involved on it. However, I believe it's important for OW2 to get more visibility on open source conferences but also on market events. I reject the ideas of creating another open source license or too technology restricted strategies like enforce project componentization, highlight Java as execution platform, or concentrate on a specific segment. There will be no perceived value in the market form these strategies.

18 Well, it is sometimes difficult to understand what is unifying all those members. Let us take a comparison with the Eclipse community which is obviously federated by the Eclipse platform. I guess that with the great experience of its members in middleware, OW2 should become a leader in interoperability architecture.

19 Years after years, language number increase and Java usage decrease a little. I think that highlighting Java as execution platform is the badest idea you can have. Today, there is a language for every need, OW2 must stay open like sourceforge was before. What is this idea of a OW2 licence ? There are too many licence in the world. Users doesn't understand anything.

20 US implementation is the key in Software industry. OW2 would need a big US software player in its active members. There are 2 different questions in the "Remain technology or segment agnostic" part of question 6. My answer would be different for the 2 (undecided for technology and strongly agree for segment) and I guess some other people too. So I am afraid I have to be "undecided" for this one...

21 OW2 needs a knowledge base. A document contribution area from members. So people can write articles and papers about OW2 technology. Each document should be tagged with the project it covers. Each project should include those documents, via RSS, on their pages so that people interested in the project can also see articles and papers written about it. The Forge application needs an appearance and functional upgrade. It "looks" clunky, regardless if it is actually clunky or not. There should be beautifully styled "homepages" for every project. And they should all follow the same format design so to look uniform.

22 More transparency, a more inclusive decision process, less top-down decisions, more decisions at local chapters level, budget allocation to local chapters

23 OW2 should be part of FLOSS activism OW2 should have position papers OW2 should be part of movements such as Net Neutrality, No Patents, Knowledge Commons, etc.

24 From the points above : 1. Java is not a goal per se. 2. Yes, usability is very important. In addition, documentation and tools should be provided too. 3. If a project is "highly visible", no need to promote it any further :-) 4. While "middleware" is wide, concentrating on a segment might be too restrictive over time. However, having an answer to challenging topics (like Cloud or M2M) is compulsory. 5. No need for yet another license -> concentrate on existing ones. 6. Technology or segment agnostic : definitely. 7. Enforce componentization : yes (but this is a very difficult task). OW2 needs to evangelize its projects more. Fractal can be adopted if communication on its many existing tools is improved. 8. Not sure what "interoperability architecture" means. Standards and the reasonable usage of APIs makes interoperability effective.

25 Focusing on Java and componentization sounds interesting. But the current (long-running) wave is OSGi. It might be the new common base.

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