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The future of the Bugday project

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Gentoo

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- 17 years old, lives in Copenhagen, Denmark.
- Been using Linux for 5 years. (Gentoo since 2004.0).
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Introduction to the Bugday concept

- Users and developers are working together on fixing various bugs in Gentoo.

- Teaching people about the Gentoo development process.

- First Saturday each month in #Gentoo-Bugs on irc.freenode.net.

- Bugs are listed on http://bugday.gentoo.org with a link to our Bugzilla setup (http://bugs.gentoo.org).

- Users can poke developers when they have a fix for a bug and the developers are then able to commit it to the gentoo-x86 repository.

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- It is about having fun.

- It is about inviting users into the Gentoo development process.

- It is about learning.

- It is about meeting new people who loves Gentoo.

- ... and of course, fixing bugs.

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The current structure of the Bugday team

- A small team of developers **only**.
- Members has no roles.
- No real specification for our work.

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- Other developers.
- Forum people.
- User represents.
- Users!

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- Getting users to the project.

- Working in connection with the current Bugday team about new ideas.

- Helping users with getting in touch with developers.

- Advertise the project!

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  - IRC
  - Mailing list discussion discussions
  - Other conferences
  - Talks

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- Defined roles for each member.
  - Helps users with specific questions.
  - Helps the Bugday team to know who is doing what and why.
- What we really need in the Bugday team is:

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    - People who can give advice on QA.
    - Architecture team members to help on architecture specific bugs.

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- Using a blacklist instead of a whitelist.

- Which in the end will give every user access to the list and therefore being able to help us with the event.

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- Being able to get a lot more attention.
  - Hopefully with the help of various Linux magazines.
  - Creating more PR for each project.
  - Getting more users to blog about it.

- Developers can meet and discuss Open Source.

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- Meeting people face-to-face.
- Ability to have speakers from various projects.
- Create small workshops where ...

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- Meeting people face-to-face.
- Ability to have speakers from various projects.
- Create small workshops where ...
    - Developers can help users with fixing bugs
    - Users can help developers by reporting bugs
    - People can discuss how to solve common bugs

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  - Users can help each other on various bugs.
  - People can talk about different development models.

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- Where are you going to be spending next Saturday?

- Any questions?

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