LEVERAGING
OPEN SOURCE
COMMUNITIES

PRESENTED BY

Sebastian Dziallas

Sugar on a Stick Release Manager

sugarlabs.   fedora

My Story

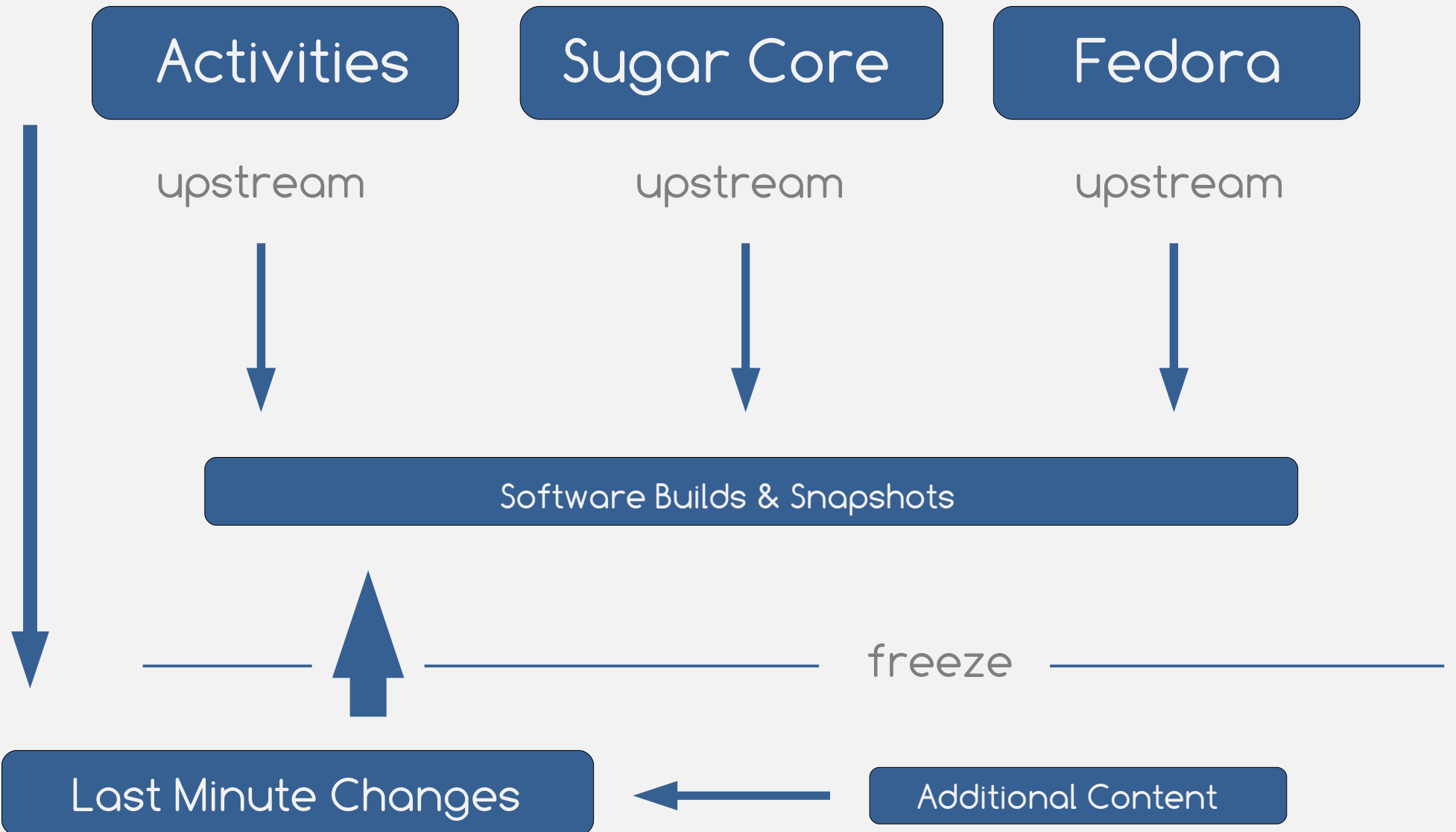Yes. My Story.

Sugar on a Stick

Contributors

Blueberry Release Cycle

Activities	Sugar Core	Fedora
upstream	upstream	upstream

Software Builds & Snapshots

freeze

Last Minute Changes ← Additional Content

FAIL

Yes. Really.

Mirabelle Release Cycle

Activities	⟵⟶	Sugar Core

⬇

Fedora

packaging   testing

—— release engineering comes in ——

⬇

Build
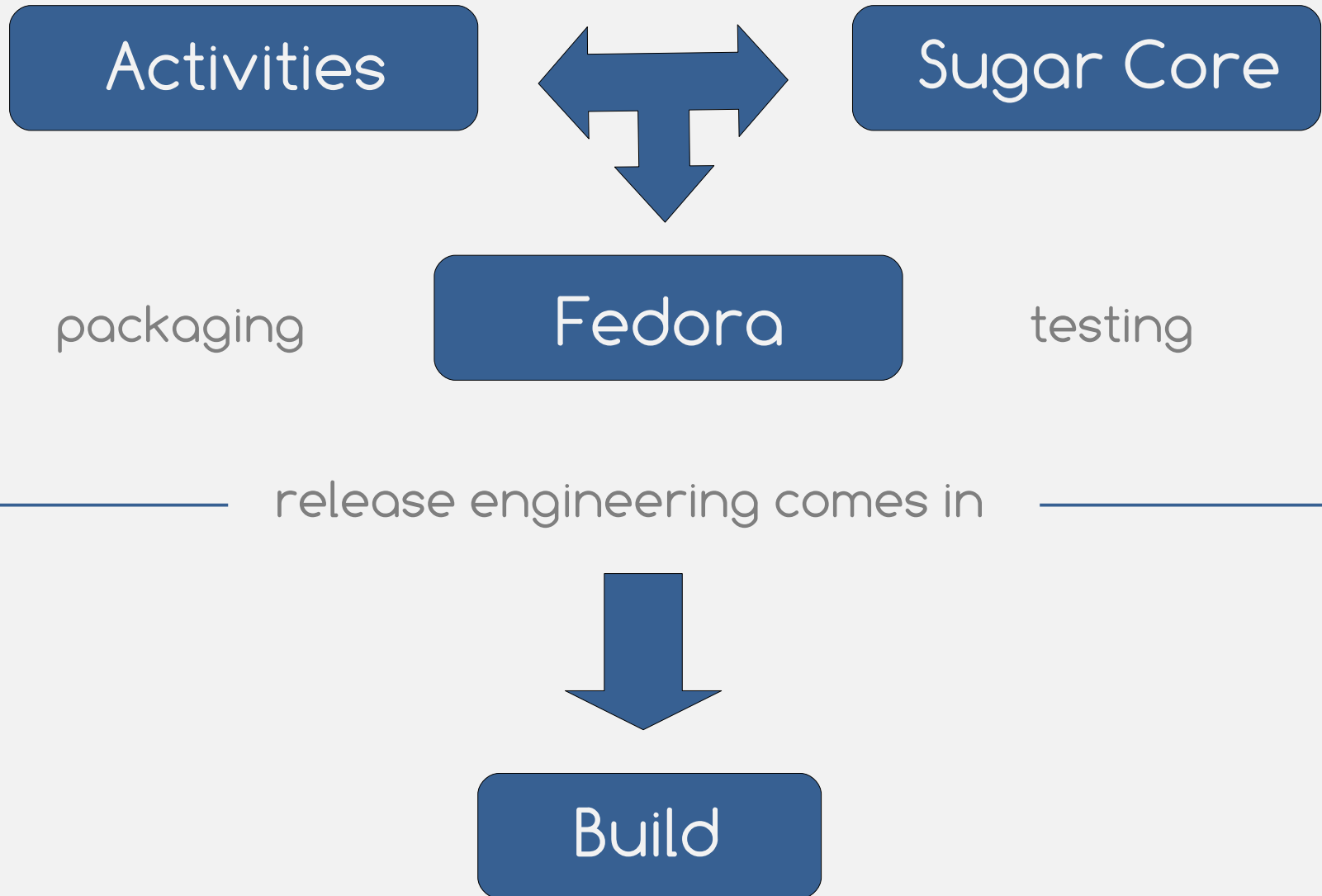
fedora ™
Sugar On A Stick

**Discover. Reflect. Share. Learn.**

Discover. Reflect. Share. Learn.

Click image to enlarge

Sugar on a Stick is a Fedora-based operating system featuring the award-winning Sugar Learning Platform and designed to fit on an ordinary USB thumbdrive ("stick"). Originally developed for the One Laptop Per Child Project and designed specifically as a 1-to-1 computing environment for K-8 students to collaborate with others in exploring the world around them, Sugar is used every day by over one and a half million students in classrooms throughout the world. It is now deployable for the cost of a stick rather than a laptop; students can take their Sugar on a Stick thumbdrive to any machine - at school, at home, at a library or community center - and boot their customized computing environment without touching the host machine's hard disk or existing system at all.

The heart of the Sugar Learning Platform is its Activities for children - fun and engaging programs for reading e-books, writing, drawing, browsing the Internet, programming, and so on. Each Activity is designed to achieve specific pedagogical goals.

A thriving community-created ecosystem of Activities can be found at the Sugar Labs Activities Portal. Activities take full advantage of computer-based learning, from interactive speech synthesis for beginning readers to tools for remixing open content into customized digital libraries for your local classroom.
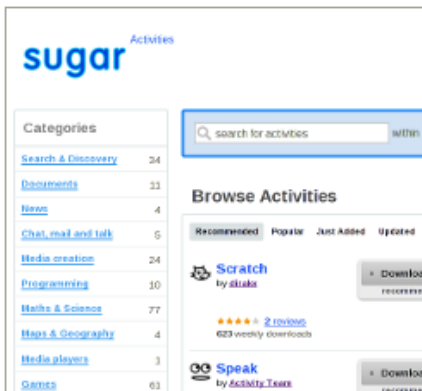
Sugar automatically saves your progress to a "Journal" on your stick, so teachers and parents can easily pull up "all collaborative web browsing sessions done in the past week" or "papers written with Daniel and Sarah in the last 24 hours" with a simple query rather than memorizing complex file/folder structures.

The source code for each Activity is available right from the application itself with the "View Source" feature, meaning that students can see exactly how their favorite applications work - and perhaps how to make them even better. Tinkering encouraged! An international community of learners, teachers, deployers, and developers is always there to help
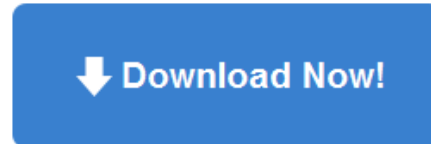
⬇ **Download Now!**

54K Torrent File for 32-bit PC ISO (481.00 MB)

How do I use this? | More download options

...

WHAT IS A SPIN?
Fedora Spins are alternate version of Fedora, tailored for various types of users via hand-picked application sets and other customizations.

Learn more >

WHAT IS THIS SPIN?
Discover. Reflect. Share. Learn.

Learn more >

WEBSITE LANGUAGE
en ▼   OK

What can you do?

There are three main ways you can contribute to the Sugar on a Stick community. We work closely with our upstreams, Sugar Labs 🖉 and the Fedora Project 🖉.

Get Activities on the Stick

We're always looking for help with all aspects of the Sugar on a Stick release process. Here are a few things you can do:

- Test Sugar on a Stick and help us find bugs and think of ways the project could be better. When you find a bug or think of an enhancement, file a ticket! *No technical experience required.*
- Help make it easier for others to test Sugar on a Stick by writing test cases. *If you've run a test case, you can write a test case.*
- Fix a bug or add a feature 🖉 to an existing Activity, to sugar-core itself, or to Sugar on a Stick 🖉. See How to fix an Activity bug and How to fix a sugar-core bug to get started. *Basic Python programming skills - or the desire to learn - are all that's needed.*
- Package Sugar Activities for Fedora 🔒. *If you're a Fedora Packager 🔒 or want to become one, help in this area is something we desperately need - it's a trickier thing to learn, but rewarding once you get the hang of it.*
- Review Activities for inclusion in the build - check submitted Activities against our SoaS Activity Criteria and help us choose what gets included in the next release! *No prior experience needed - we do reviews during our weekly meetings and will teach you how.*
- Have an idea for a technical feature that isn't an Activity? Check out our feature process.

Get Sticks into Schools

Deployments all over the world need many different types of help as they work through the Sugar on a Stick deployment process - we need help building resources for all deployments to use, supporting those deployments, and helping new deployments start, as well as gathering stories and feedback from deployments so that we can make the next version of Sugar on a Stick even better.

Some things you can do to help:

- *"It's a wiki: Edit away!"* is often said in open source communities. Almost nothing is set in stone and can't be undone. So if you've got ideas how to make instructions clearer and more accessible to our users, just go for it!
- We produce official documentation such as the Creation Kit 🖉 or the Customization Guide 🖉. If you've an idea how to make them better, why don't you jump in and create a patch? Creating these nifty text files is simple - instructions live in the Documentation SOP.
- Unofficial documentation for unsupported workarounds for installation and customization need to be edited, tested, and submitted for approval for official support. Check them out and leave comments and improvements; just jump in and edit the page.
- Interested in starting a deployment or helping a specific one (with anything from pedagogical design to technical support to funding logistics)? Introduce yourself on the deployment lists for Sugar Labs 🖉 and One Laptop Per Child 🖉 and we'll get you connected with some teachers on the ground.
- We're looking for some people to help us assemble tools for our support team to use. Email the Sugar on a Stick mailing list 🖉 if you're interested.
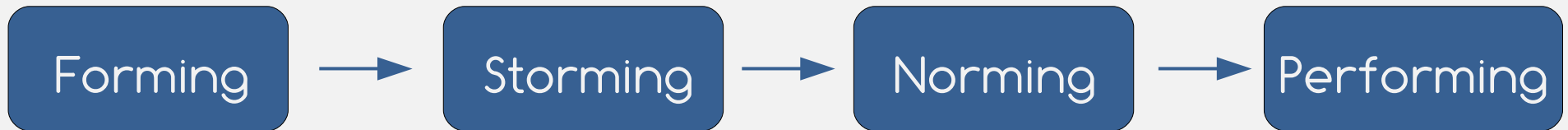
Get Contributors

So what now?

How does this apply to my project?

COMMUNICATE

COMMUNICATE

COMMUNICATE

Forming → Storming → Norming → Performing

Group Development

More details? Check Wikipedia for „Bruce Tuckman"

What to do next...

- Look out for related projects.

- Setup a wiki instance.

- Create a mailing list.

- Start an IRC channel.

- Use a version control system.

- Blog about your project.

- Get people excited.

- Schedule weekly meeting.

- Keep everybody posted.

- Get more people excited.

- ...

Don't know how to start?

Read this: http://bit.ly/tos-txtbk

It's the Teaching Open Source Textbook. A „real" textbook? Cool, eh?

Whatever you do, do it...

THE OPEN SOURCE WAY

There's another book on that. I recommend you to read it. Here: http://theopensourceway.org/book/

...and the result?

Sugar on RHEL 6*

sugar on a stick

Sugar on a Stick v.3 (Mirabelle)

Available now at LinuxCon. Find me.
Or at: spins.fedoraproject.org/soas

Links

- Downloads

  http://spins.fedoraproject.org/soas/

- Contributions

  http://wiki.sugarlabs.org/go/Sugar_on_a_Stick

- Participation

  http://openhatch.org/+projects/Sugar on a Stick

- Textbook

  http://bit.ly/tos-txtbk

- The Open Source Way

  http://theopensourceway.org/book/

Questions? E-Mail me! Anytime.

sdz@sugarlabs.org

Thank you for your attention!