



# Squashing Diversity, Equity, and Inclusion Bugs in Open Source Projects

## **OpenInfra Days Mexico 2022**

Georg Link, Director of Sales

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# Abstract

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Open source software projects are **hyper collaborative environments** but **surveys** reveal that project members **lack diversity**. There are many reasons why open source projects **appear uninviting** to people of underrepresented groups. We would consider these reasons “bugs” if the system was software. We’ll use the idea of DEI bugs to discuss how we can **identify where** open source projects fall short in being inviting and inclusive. The goal of this framing is to find ways to **squash these bugs** and bring out the potential of everyone who has an interest in our open source projects. A concrete suggestion is to **walk in the shoes of others** and take a fresh look at your project. The audience will walk away with actionable steps to take a new look at their own open source projects and start making a positive difference.

# The Four Opens

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## OpenInfra's Philosophy on Open Source

- Open Source
- Open Design
- Open Development
- Open Community



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Any software developed under the Four Opens must be released under an **open source license**.



# The Four Opens

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It's about **letting go of the control** of the design of the software and its feature road-map, and accepting that it **should be driven by the community**.



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“Open Development” refers to the adoption of transparent and inclusive development processes that **enable everyone to participate** as an equal on a level playing field.



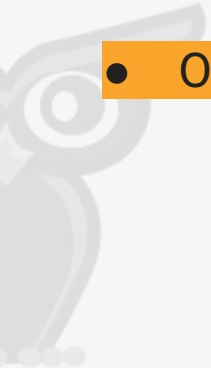
# The Four Opens

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It is about ensuring that the community is a cohesive, inclusive, level playing ground where **all the voices are heard** and **anyone can rise to leadership positions**.



# **Diversity, Equity, and Inclusion in OSS**





# We Have a Gender Imbalance in Open Source

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## GitHub's Open Source Survey 2017

The gender imbalance in open source remains profound:

- 95% of respondents are men;
- **just 3% are women** and
- 1% are non-binary.

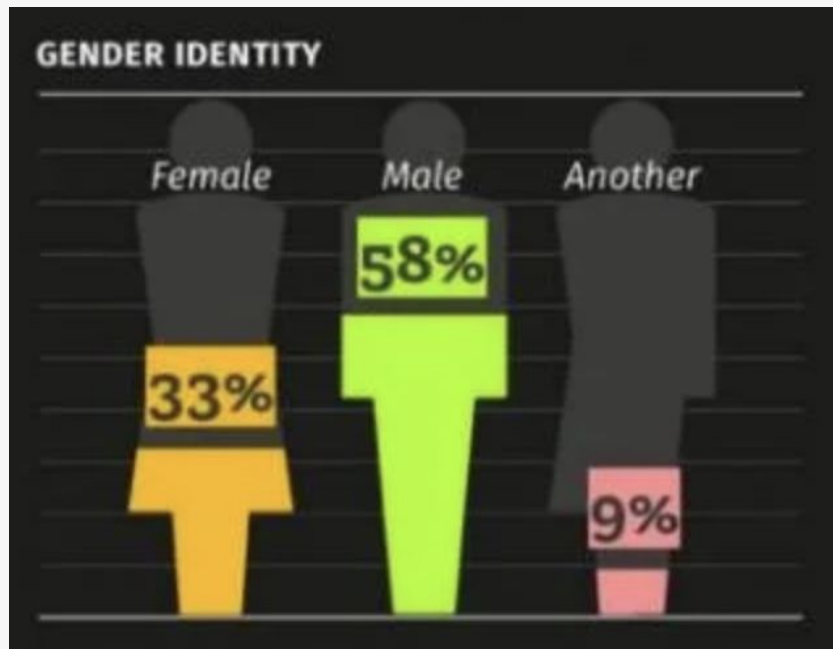
[OpenSourceSurvey.org/2017](https://OpenSourceSurvey.org/2017)



# We Have a Gender Imbalance in Open Source

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## Mozilla's Survey 2017



<https://opensource.com/article/17/9/diversity-and-inclusion-innovation>

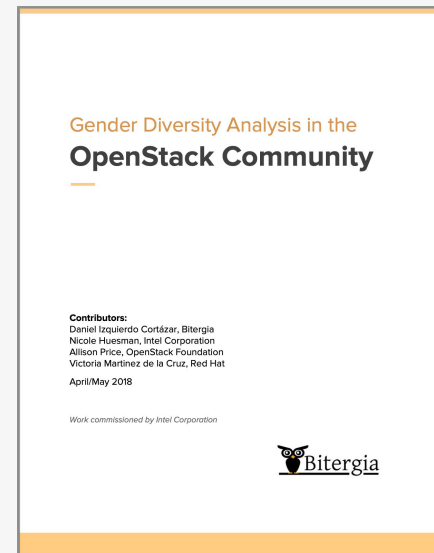
# We Have a Gender Imbalance in Open Source

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## OpenStack Community Report 2018

Typically, females account for **ten percent** of open source communities. [In OpenStack,] their activity levels range from

- **7-8% of code contributions**
- **up to 20% of leadership and governance**



# DEI Today



# 82%

Identified as **men** in  
2021 Linux Foundation survey



Encouragingly,  
**82% feel welcome  
in open source,**  
but demographic  
segmentations show  
varied sentiments.



**DEI IN 2021**

Of respondents,  
**22% disagreed**  
**that equal**  
**opportunity exists**  
for people with different  
backgrounds to be part of  
the decision-making process  
in open source.



**DEI CHALLENGES**



## DEI CHALLENGES

While 81% of people surveyed can read and write English well, there are others for whom

**language presents a barrier to participation or belonging**

in open source communities.





Of survey respondents, when asked about their ability to reach their goals when contributing to open source, **30% report that some aspect of their identity was a factor.**

**DEI CHALLENGES**

# What to do?

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## Many recommendations include

- Have and enforce a Code of Conduct
- Identify and counter toxic behavior
- Enact structural change
- Create identity groups
- Improve documentation
- Provide a space for newcomers
- Localize efforts, avoid jargon
- Take a data-driven approach to learning and improving
- ...

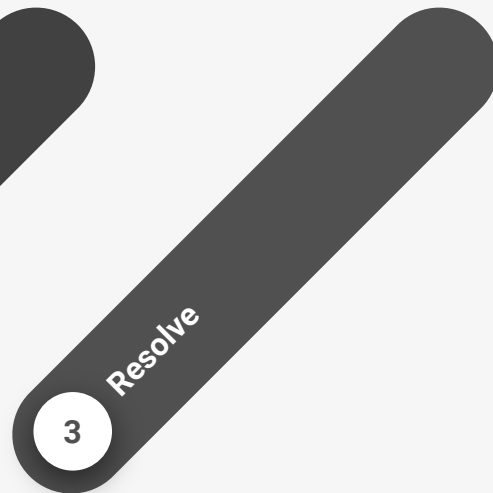
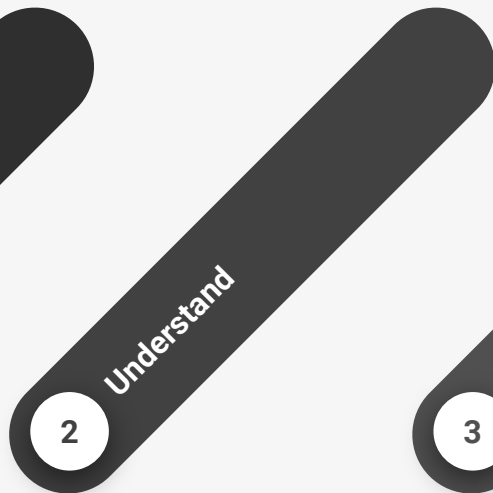
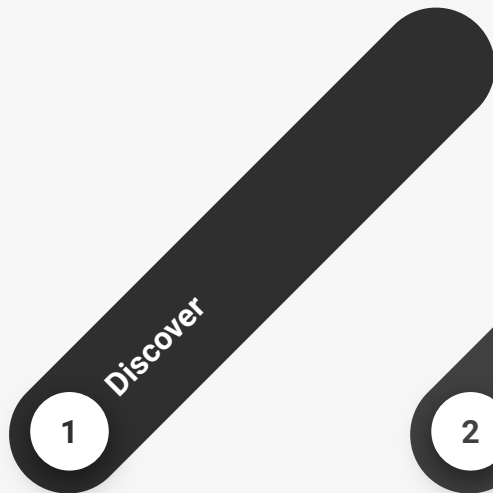


# Squashing DEI Bugs



# Squash Diversity Bugs!

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# Thank you

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**Anita Sarma**

Professor at Oregon State University



# Example: Add Fix to Documentation

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## 1) Discover



# Example: Add Fix to Documentation

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## 2) Understand

### Help us with code

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Hi! if you're willing to contribute with code to  these are the simple setps you must follow to get your local machine ready for development. Tough easy and simple, these steps are estimated to take up to 30min.



Reference: [gendermag.org](https://gendermag.org)

# Example: Add Fix to Documentation

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## 3) Resolve

### Work on documentation

Another nice and easy way to start contributing to the project is by fixing issues or adding information to our documentation. To do so, you just need to

1. navigate to the desired file (in this project they are usually markdown -- .md -- files);
2. edit in the GitLab editor (clicking the "Edit" button in the top-right corner of the file content);
  - You will probably be requested to create a fork. Go ahead and do that (want to learn more about forks? It is a copy of the repository to your account. More? [Click here](#))
3. edit the file and submit your merge request following the GitLab workflow (want to know more about the merge request workflow? [Click here](#))
4. your changes will be reviewed before going to production (and some changes may be required later)

### Help us with code

Hi! if you're willing to contribute with code to [gendermag.org](#) in addition to find a task to contribute to, you will need to **set up the project workspace on your local machine**, so you can make the appropriate changes to the codebase.



# 1) Discover

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- What goal does a newcomer have?

Piece of project	Sample goals of a newcomer
Issue tracker	<ul style="list-style-type: none"><li>• Find a good first issue to start contributing to</li><li>• Report a bug with the software</li><li>• Request a new feature</li></ul>
Code review system (e.g., pull/merge requests)	<ul style="list-style-type: none"><li>• Submit a software change for review</li><li>• Respond to a review and update the contribution</li></ul>
README	<ul style="list-style-type: none"><li>• Understand what the software does</li><li>• Install the software</li><li>• Find instructions for how to use the software</li></ul>
CONTRIBUTING	<ul style="list-style-type: none"><li>• Fix a bug in the software</li><li>• Add to the documentation</li><li>• Set up the development environment</li></ul>
Installation guide	<ul style="list-style-type: none"><li>• Install the software</li></ul>
Tutorial	<ul style="list-style-type: none"><li>• Get started with using the software</li><li>• Find better ways of using the software</li></ul>
Website	<ul style="list-style-type: none"><li>• Understand what the software does</li><li>• Install the software</li><li>• Look at the software source code</li><li>• Report a bug or request a feature</li><li>• Evaluate the health of the project</li><li>• Contact a maintainer</li></ul>



# 1) Discover

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- What goal does a newcomer have?
- What are the steps to achieve it?

**Goal:** Make changes to Readme as a contribution to the project

**Subgoal (S1):** Edit Readme file

**Action S1-A1:** Click Edit > Readme File

**Action S1-A2:** Edit Readme File

**Action S1-A3:** Describe Commit Changes > Save Commit

**Subgoal (S2):** Submit a pull request

**Action S2-A1:** Click on “create a new branch & start a pull request” before clicking “Propose Changes”

**Action S2-A2:** Click on “Create Pull Request”



# 1) Discover

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- What goal does a newcomer have?
- What are the steps to achieve it?
- What perspective will you take?

1. **Motivation:** Enjoyment or Accomplishment?
2. **Information Processing Style:** Comprehensive or Selective?
3. **Learning Style for new Technology:** Tinkerer or Reflective?
4. **Computer self-efficacy:** Low or High?
5. **Risk aversion with technology:** Low or High?



## 2) Understand

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- Team up for the next step, ideally in team of 3



## 2) Understand

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- How does the newcomer approach the problem?

**Scenario (Overall Goal):**

*(e.g., Abi wants to find a science fiction book.)*

**Subgoal #\_\_:**

**1. Will <persona> have formed this sub-goal as a step to their overall goal? Why?**

Yes	Maybe	No
<b>Which, if any, of &lt;persona's&gt; facets did you use to answer the question?</b>		
Motivations Information Processing Style Computer Self-Efficacy Attitude Towards Risk Learn by Process vs. Tinkering None of the above	Motivations Information Processing Style Computer Self-Efficacy Attitude Towards Risk Learn by Process vs. Tinkering None of the above	Motivations Information Processing Style Computer Self-Efficacy Attitude Towards Risk Learn by Process vs. Tinkering None of the above
<b>Why?</b>		

## 2) Understand

- How does the newcomer approach the problem?

<b>Action #1:</b>		
<i>(e.g., Tap 'Browse Off')</i>		
1a. <b>[BEFORE ACTION]</b> Will <persona> do this? Why?		
<input type="checkbox"/> Yes	<input type="checkbox"/> Maybe	<input type="checkbox"/> No
Which, if any, of <persona's> facets did you use to answer the question?		
<input type="checkbox"/> Motivations	<input type="checkbox"/> Motivations	<input type="checkbox"/> Motivations
<input type="checkbox"/> Information Processing Style	<input type="checkbox"/> Information Processing Style	<input type="checkbox"/> Information Processing Style
<input type="checkbox"/> Computer Self-Efficacy	<input type="checkbox"/> Computer Self-Efficacy	<input type="checkbox"/> Computer Self-Efficacy
<input type="checkbox"/> Attitude Towards Risk	<input type="checkbox"/> Attitude Towards Risk	<input type="checkbox"/> Attitude Towards Risk
<input type="checkbox"/> Learn by Process vs. Tinkering	<input type="checkbox"/> Learn by Process vs. Tinkering	<input type="checkbox"/> Learn by Process vs. Tinkering
<input type="checkbox"/> None of the above	<input type="checkbox"/> None of the above	<input type="checkbox"/> None of the above
Why?		
What in the UI helped/confused <persona> in this step?		

## 2) Understand

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- How does the newcomer approach the problem?

1b. **[AFTER ACTION]** If <persona> does this, will they know they did the right thing and are making progress toward their goal? Why?

<input type="checkbox"/> Yes	<input type="checkbox"/> Maybe	<input type="checkbox"/> No
<b>Which, if any, of &lt;persona's&gt; facets did you use to answer the question?</b>		
<input type="checkbox"/> Motivations <input type="checkbox"/> Information Processing Style <input type="checkbox"/> Computer Self-Efficacy <input type="checkbox"/> Attitude Towards Risk <input type="checkbox"/> Learn by Process vs. Tinkering <input type="checkbox"/> None of the above	<input type="checkbox"/> Motivations <input type="checkbox"/> Information Processing Style <input type="checkbox"/> Computer Self-Efficacy <input type="checkbox"/> Attitude Towards Risk <input type="checkbox"/> Learn by Process vs. Tinkering <input type="checkbox"/> None of the above	<input type="checkbox"/> Motivations <input type="checkbox"/> Information Processing Style <input type="checkbox"/> Computer Self-Efficacy <input type="checkbox"/> Attitude Towards Risk <input type="checkbox"/> Learn by Process vs. Tinkering <input type="checkbox"/> None of the above
<b>Why?</b>		
<b>What in the UI helped/confused &lt;persona&gt; in this step?</b>		

## 3) Resolve

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### Prioritize based on the issues found

- How many steps did the newcomer have issues with?
- How many issues were the result of the personality?
- Discuss solution approaches





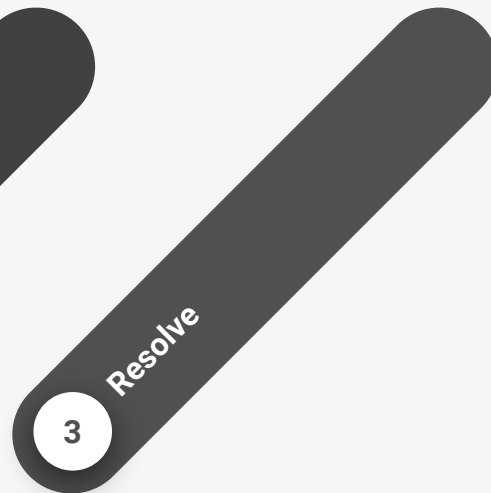
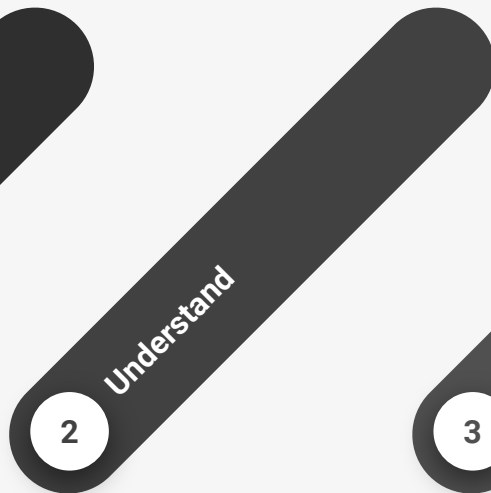
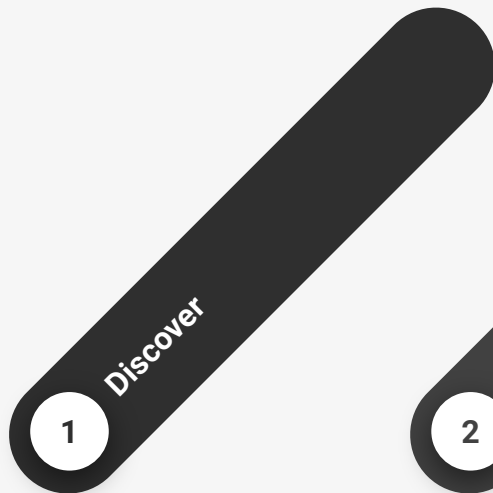
# Repeat with Different Personalities

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# Squash Diversity Bugs!

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# Resources at [gendermag.org](http://gendermag.org)

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- Research
- Kit & Forms
- Customizable Personas
- Flyers
- Webinars
- Trainings





**Thank You!**

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# Bitergia

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Celebrating 10 years of software  
development analytics!