Why open source communities do(n't) work (anymore) Lessons learned over the past 21 years

Florian Effenberger SFSCON, 8 November 2025

> https://effenberger.org florian@effenberger.org



First things first

- This presentation is based on my personal experience of 21 years
- For the purpose of this talk, I use the terms "free software", "FLOSS" and "open source" interchangeably

My journey with free software

- 2001 **Selfmade router for school** *Knowledge* <u>and</u> *software* available <u>free of charge</u>

 Documentation, forums, help from the *community*
- 2004 **OpenOffice.org**, e.g. marketing project lead Responsibility, trust, learning, got to know myself
- **Volunteering** → **Learning** → **Engagement** Freelance IT journalist, consultancy for companies

legal e.g. certain licences



technical

e.g. freely accessible repositories



tax/financial

e.g. non-profit, for the public good



organisational

e.g. as an association or foundation

human/social

equivalent of **humanitarian projects**, implemented through **software and technology**, for the **good of society**, with **higher goals** in mind



The harsh reality

- **Not everyone cares** about licences, open standards or freedom *Many people are pragmatic and technology is "not their thing"*
- The geopolitical situation makes some more people think But how sustainable is this? We have already had major scandals...
- **Cost** is the most noticeable factor

 How important is this with supposedly "inexpensive" subscriptions?
- Cloud is down vs. own FLOSS infrastructure is down Double standards, "too big to fail"
- In "real life" comparable to animal welfare or "buy local"

The world has changed

- From a "colourful character" to "business as usual" We've arrived at the market, but are also judged differently
- Companies seem **more open source-friendly** now *There are more offers and more "competition"*
- Our former unique selling points may be diluted

Growth has its price

Ongoing professionalisation

Associations, foundations, companies, lobby organisations

Commercial value

E.g. codebase, marketing, reputation and brands



Challenges and obstacles

- Balance project interests and personal/company interests
- Frequently interact with other projects and organisations
- Avoid narrow-mindedness at any rate ("we've always done it this way")
- Plan for changes in the economic situation
 - contributors e.g. change or loss of job, lottery win, inheritance
 - end-users and customerse.g. migration away from FLOSS
 - sponsors and donorse.g. inflation, change of company strategy

Challenges and obstacles

- Expect alternative products, web apps and forks
- Work on **good governance**
 - "Compatible" and competent leadership
 - Set clear responsibilities "We're all just volunteers..."
 - Follow laws and regulations
 Most of them apply to nonprofits as well

We need to remember our roots

- Good FLOSS projects are sustainable
- They support the common good
- Anyone can use them, anyone can participate
- Contributors usually have **a special connection** to the project *Let's make use of their strengths and skills*
- Mentoring and knowledge transfer are key
- In the "spirit of free software", projects must support each other

Our strength

Our strength lies within our **people** and their **mindset**

Used wisely, this leads to **better software** and **better decisions**



florian@effenberger.org https://effenberger.org

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