Index

A
absorptive capacity 18-21, 23-39
Activation triggers 24
activities, tasks and responsibilities (ATR) 75
altruism 234-235, 245, 251, 253
Amazon Web Service (AWS) 115
Ancilliary market 50
Apache Httpd 59, 61, 70-72, 74, 76
Apache Web Server 211, 231-232
application-related knowledge 30-31, 34
architectural recovery 153, 157-158
axial coding 194

B
Berkeley System Distribution (BSD) 44
boundary spanners 20, 24-25, 31, 34
bug delays 219, 224-225, 227
bug-fixing 79-96
bug rate (BR) 73
bug reporting system 115, 208, 219
bug-seeding 79-81, 84-86, 88-91, 93-95
BusyBox 59, 61, 66-70, 74, 76

C
Capability Maturity Model (CMM) 74
closed game system 177, 182-183
Closed Source Software (CSS) 59, 178
CMMI (Capability Maturity Model Integration) 192
command and control user interface 258-259
comm-central 79-81, 83-87, 93, 95-96, 98
community fork 148
competence traps 20, 36
Component-Based Software Development (CBSD) 151, 153
Component-Based Software Engineering (CBSE) 153
cross-case analysis 24
coupling 152, 157, 160-163, 165-171, 173, 196, 201, 214, 223
defect-fixing 197, 202, 204
domain knowledge 30-31, 34, 41
dual license 45, 47-48
development work 80, 142, 191, 265
distant early warning system (DEWS) 258
early warning and mitigation system (EWMS) 257
early warning systems (EWS) 257
Eclipse Public License (EPL) 44
Eclipse Rich Client Platform 259, 263
EKM (Extended Klandermans Model) 233
Embedded Linux Development Kit (ELDK) 47
end-user experience 178
E-Programs 157
expectancy-valence theory (EVT) 232

F
FFmpeg 99-100, 114-121, 124, 126-127, 151-154, 157-165, 169, 171-172, 176
framework for OSS data analysis (FOSSDA) 207
frameworks and technologies 257
Free Software (FS) 40
functional analysis 232, 234-236, 244
Index

G

game conversions 177, 180-182, 184
game developers 180, 182-185
game mods 177-181, 185
game players 180, 184
game software 177-179, 182-184, 186
general IT education 30
General Public License (GPL) 44, 115
GeoTools 262, 264-266, 271-272
GIS toolkit 264
goal setting 232, 234
Graphical User Interface (GUI) 257
graph operations 103-104, 107, 123

H

hacking 177, 179-180, 182-183, 186-188
Hardware sector 46, 50
heterogeneous data sources 207-208, 212, 215, 226, 228
human capital 233-236, 241-242, 245
human-computer interaction (HCI) 4
human resources (HR) 25

I

integrated data model 208, 212-213, 215-217, 228
intellectual property 42, 45, 54, 183, 186-187
interConnect 104, 123, 129, 131
Intradenartmental knowledge sharing 25, 28-31, 34
intrinsic motivation 233, 237, 249

K

Key Process Areas (KPA) 74
knowledge barriers 19-20, 32, 35

L

Learnability 1-2, 5-6, 8-12, 16
length of service 231, 238, 240, 242, 246, 248
Lesser General Public License (LGPL) 114
level of openness 45, 49-50
lines of code (LOC) 66, 70

M

Machinima 177, 180, 182, 187
massively multiplayer online role-playing game (MMORPG) 178
maturity levels (ML) 65
Mercurial 80-81, 83, 85-86, 89, 94-95, 98
metamodel 100-102, 107, 123-125, 127
modders 178, 180-187
modding 177-186, 188
modularity 68, 157, 187, 189, 194, 196, 198-199, 201-202, 206
motivational structures 232-233, 240
Mozilla Public License (MPL) 44
multiple linear regression 6, 10

N

natural and man-made hazards 259, 269
non-integrated data sources 207
Non-parametric statistical testing 9

O

Off-The-Shelf (OTS) components 151
Ohloh 210, 227
ontology 40, 49, 52, 54, 208, 210, 213-216, 218-219, 222-223, 226-227
open coding 194
Open Maturity Model (OMM) 76
Open Source Maturity Model (OSMM) 76
organizational learning 19-20, 37-38, 203-204
organizational strategy 32
OSS Community 30, 34, 43, 45, 47-49, 115, 123, 185, 209, 237, 240, 244
OSS-specific knowledge 30, 34
OSS usability 1-2, 5-12
outsourcing strategy 32

P

Partial Least Square (PLS) 8-9
potential absorptive capacity 36
P-Programs 156-157
prerelease testing 191
Principal Component Analysis (PCA) 8
prior knowledge 20, 24-26, 30-31, 34, 36
Prior related knowledge 30, 34
process and product metrics 207, 213
process quality 76, 194, 196
product quality 13, 65, 73, 75-77, 191-192, 194-195, 203-204
project fork 142
project health indicators 207-209, 211-213, 227-229
project management 197, 205, 209, 215, 221, 225, 228, 247, 264
project metrics 208, 211, 225-226, 228
proprietary software 2, 5, 10, 31, 35, 49, 154, 158, 175, 189, 259
Index

Q
quality assurance 2, 14, 62, 78, 197, 201, 206, 211
quality factors 5, 192-193

R
Red Hat Enterprise Linux (RHEL) 115
relative knowledge 30-31, 34
repository operations 103-104
Revenue Models 49-50
Rich Client Platform (RCP) 106

S
Social network analysis (SNA) 101
Software Configuration Management (SCM) 80
software engineering (SE) 4
software evolution 97, 119, 126, 128, 156, 159, 173, 175, 208, 228
software extensions 177, 179, 183, 185-186
software quality 1-2, 13-14, 61, 74, 77, 116, 190-193, 197, 203, 205, 209-210, 229
software reuse 151-155, 158, 173-174
Software sector 45, 52
source lines of code (SLOC) 159
S-Programs 156
status motivation 233
subversion system (SVN) 68
SUSE Linux Enterprise Server (SLES) 115

T
territoriality 80, 93
Test Improvement Model (TIM) 75
Testing Maturity Model (TMM) 75
Test Process Improvement Model (TPI) 75
TPTP Automated Gui Recorder 73
TQM (total quality management) 191

U
uDig 259-260, 262-264, 266, 272
Understandability 1-2, 4-6, 8-12, 16
Universal Usability 3, 15
Usability Factors 1, 5-9, 12, 16
user centered design (UCD) 5
user interface customizations 180
user interface design 3, 11, 16

V
Value configuration 49-50
Value Offering 45, 47-48
ViewGenerator 107
VIST (Valence, Instrumentality, Self-efficacy, Trust) 233
volunteerism 231-236, 244, 246, 250, 252-253

W
white-box reuse 151, 154-155, 159-160, 169, 171
work distribution 199, 201
work motivation 231-235, 237-238, 244-245, 249, 251
work performance 231-232