

# Principles

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[nextcloud.com/yourdata](http://nextcloud.com/yourdata)

In an internal conversation about some community pushback on something we did, I linked to [islinuxaboutchoice.com](http://islinuxaboutchoice.com) - people often think that 'just' because a product is open source, it can't advertise to them, it has to be chock full of options, it has to be made by volunteers, it can't cost money and so on...

But if you want to build a successful product and change the world, you have to be different. You have to keep an eye on usability. You have to promote what you do - nobody sees the great work that isn't talked about. You have to try and

build a business so you can pay people for their work and speed up development. Or at least make sure that people can build businesses around your project to push it forward.

I personally think this is a major difference between KDE and GNOME, with the former being far less friendly to 'business' and thus most entrepreneurial folks and the resources they bring go into GNOME. And I've had beers with people discussing SUSE's business and its relationship with openSUSE - just like Fedora folks must think about how they work with Red Hat, all the time. I think the openSUSE foundation is a good idea (I've pushed for it when I was community manager), but going forward I think the board should have a keen eye on how they can enable and support commercial efforts around openSUSE. In my humble opinion the KDE board has been far to little focused on that (I've ran for the board on this platform) and you also see the LibreOffice's Document Foundation having trouble in this area. To help the projects be successful, the boards on these organizations need to have people on them who understand business and its needs, just like they need to have community members who understand the needs of open source contributors.

But companies bring lots of complications to open source. When they compete (as in the LibreOffice ecosystem), when they advertise, when they push for changes in release cycles... Remember Mark Shuttleworth arguing KDE should adopt a 6-month release cycle? In hindsight, I think we should have!

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[OSS](#)

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**Source URL:** <http://www.tuxmachines.org/node/127728>

**Links:**

[1] <http://www.tuxmachines.org/taxonomy/term/72>

[2] <http://blog.jospoortvliet.com/2019/09/principles.html>