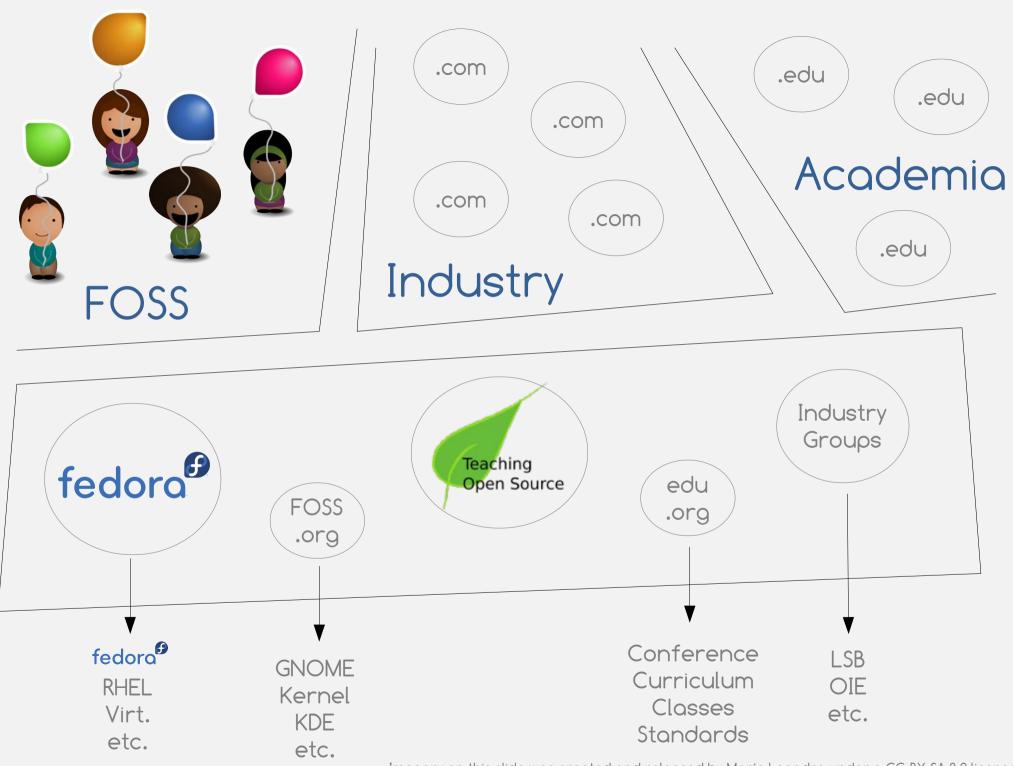
### UNDERGRADUATE EDUCATION STRATEGIES

PRESENTED BY

Sebastian Dziallas
POSSE Workshop Coordinator







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6 months

Release Cycle

1 - 4 years

ad-hoc – 1 year Planning Cycle

2 - 5 years

6 - 12 months

**Execution Time** 

4 years

(including planning)

### Teaching Open Source Community

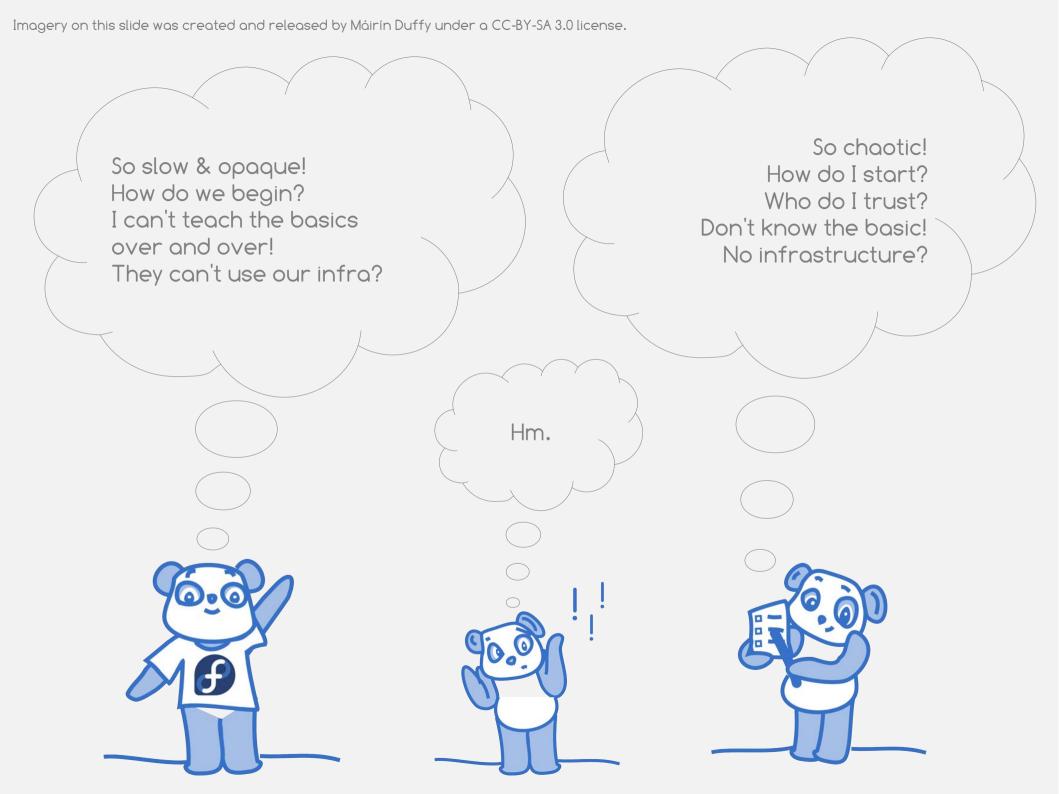
<u>Who</u>

FOSS Contributors Neutral Brand

Students Collaboration Space

Professors Shared Vision\*

Industry Folks (\* includes a free dose of culture shock)



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So slow & opaque! How do we begin? I can't teach the basics over and over! They can't use our infra? We'll mediate between your release cycles! Come to industry! POSSE! Textbook! Use ours!

So chaotic!
How do I start?
Who do I trust?
Don't know the basic!
No infrastructure?







## What do we do?

(Lots of things.)

## What is POSSE?

(Hang on. We'll tell you.)

# Speed of Change

For Academia:

For FOSS:

huge

and

fast

VS.

decent

and

not great

### What do attendees say?

(We'll be handing you a piece of paper now.)

### Incentives

#### <u>In exchange for:</u>

A week of time

Funding & Expenses

#### Professors get:

Grounding in FOSS

Community Contacts

Connections to likeminded Educators

Means to learn more

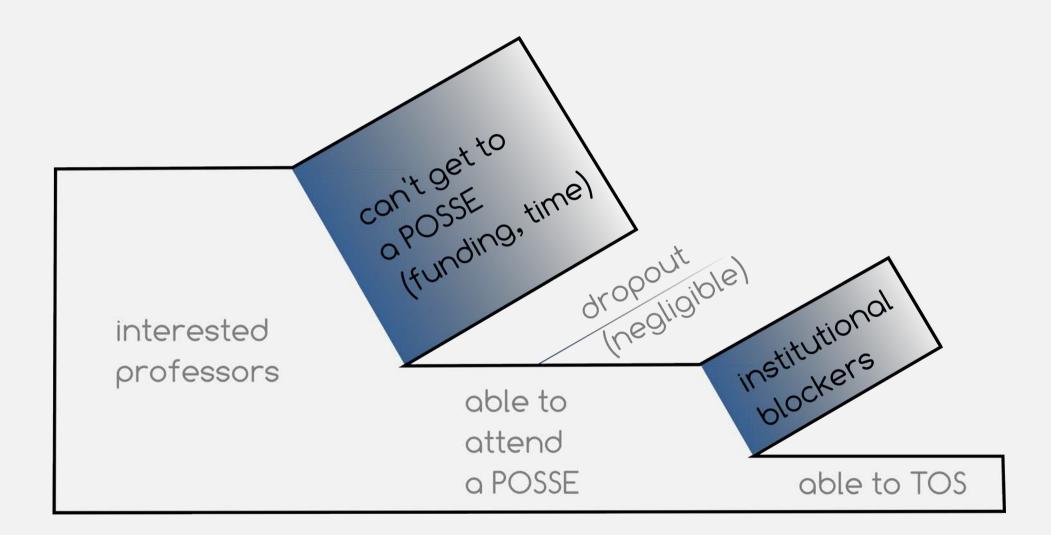
## Be Productively Lost.

('LULWUT?')

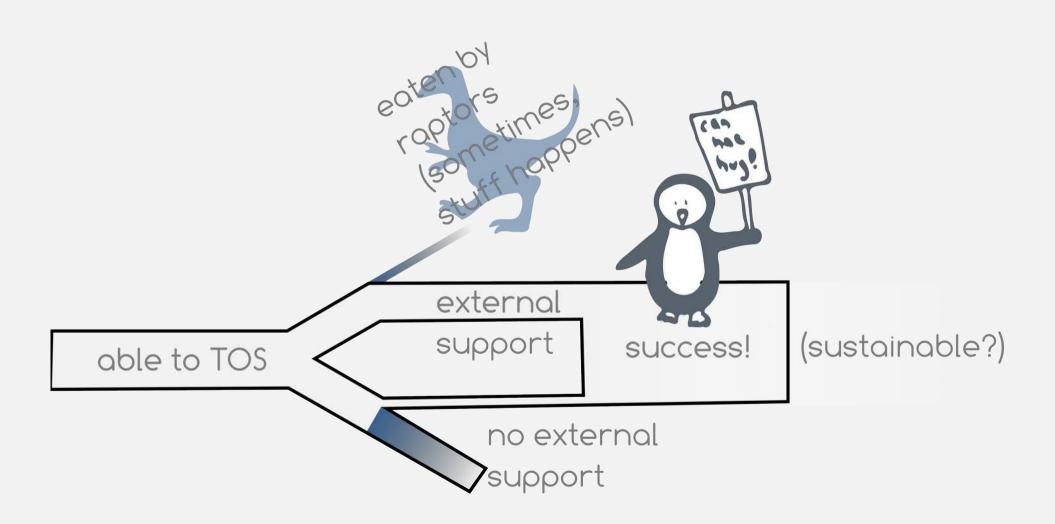
## Here's what you don't get.

('And this is why it's going to be hard.')

### POSSE Pipeline



### POSSE Pipeline



## Want to see it yourself?

(POSSE is coming. This summer.)

### Questions? E-Mail me. Anytime.

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