



Community Engagement Challenge

GNOME ASIA 2020

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<https://www.gnome.org/support-gnome/>

Challenge Background

The Program was designed around existing challenges in the community:

The need for improved access globally, to software engineering education and training

- 91.7% of engineers identify as male, and 70.8% as white or of European descent

Attract and maintain the number of high-quality developers to help drive the GNOME project forward

- 64.5% of engineers do not contribute to open source projects more than once a year, compared to 55.5% last year
- Only 25.6% of developers use Linux as their primary operating system

Community Engagement Challenge

Encourage individuals or teams to submit stimulating ideas that:

Connect the next generation of coders to the FOSS community

Improve the coding skills of beginner coders by introducing them to the FOSS community

Encourage FOSS community participation for years to come

Related Results

- **To increase the awareness and skills** required to contribute to free and open source software amongst educators and students, which will raise the profile of GNOME and free software in the educational sector.
- **To increase the number of people (youth and adults)** who are trained in coding FOSS, and interact with GNOME and our technologies, thus increasing the rate of development and sustainability of the project and free software in future years.
- **To increase the percentage of GNOME contributors** who identify as women, nonbinary, genderqueer, or gender non-conforming, and to increase the percentage of GNOME contributors who do not identify as white or of European descent. This will ensure that our contributor base is diverse and that we engage with different, under-supported contributors.

Email Overview - Sample



Thank you for joining us at SCaLE!

We appreciate your interest in the Community Education Challenge. You will be the very first to know when we launch!

We hope this challenge sparks some creative ideas to reach a new generation of free software coders. If you have friends that might be interested in submitting an entry, please feel free to forward this email to them!

For questions, please visit gnome.org/challenge or email us at cechallenge@gnome.org

To find out more about the GNOME Project, please visit gnome.org

Interested in supporting the cause?

[Donate today!](#)

GNOME Foundation

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Audience: Newsletter sign-ups from SCaLE

Sent: 03/18/20

Recipients: 51



Now accepting submissions!

Phase One of the Community Engagement Challenge is officially open and we will be accepting submissions until July 1, 2020. We're looking for fun and creative ideas from individuals and teams alike and hope that you will consider submitting a proposal. For questions and more information about the Challenge please see our [FAQs](#) or email us at cechallenge@gnome.org

[Apply now!](#)

Join our Q&A.

Throughout the Challenge we will host question and answer sessions online. The first session will take place on Tuesday, April 14, from 8 a.m. - 9:30 a.m. PST in our [#CEChallenge](#) chat channel.

Share the news!

Please share the Challenge with your friends and colleagues, follow us on social media or post your own Challenge progress using [#GNOMEChallenge](#).

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Audience: News sign-ups, SCaLE booth

sign-ups, Staff, Friends

Sent: 04/09/20

Recipients: 104



Thank you for your interest!

We have launched Phase One of the Community Engagement Challenge and are currently looking for fun and creative proposals that will engage beginning coders. If you have an idea you would like to submit please click [here](#) to enter.

For more information or questions, please visit gnome.org/challenge or email us at cechallenge@gnome.org

[Submit Your Proposal](#)

Join our Q&A.

Our next Question and Answer session is coming up on Thursday, May 14. We'll be holding this session in our [#CEChallenge](#) chat channel from 12:00-13:00 UTC.

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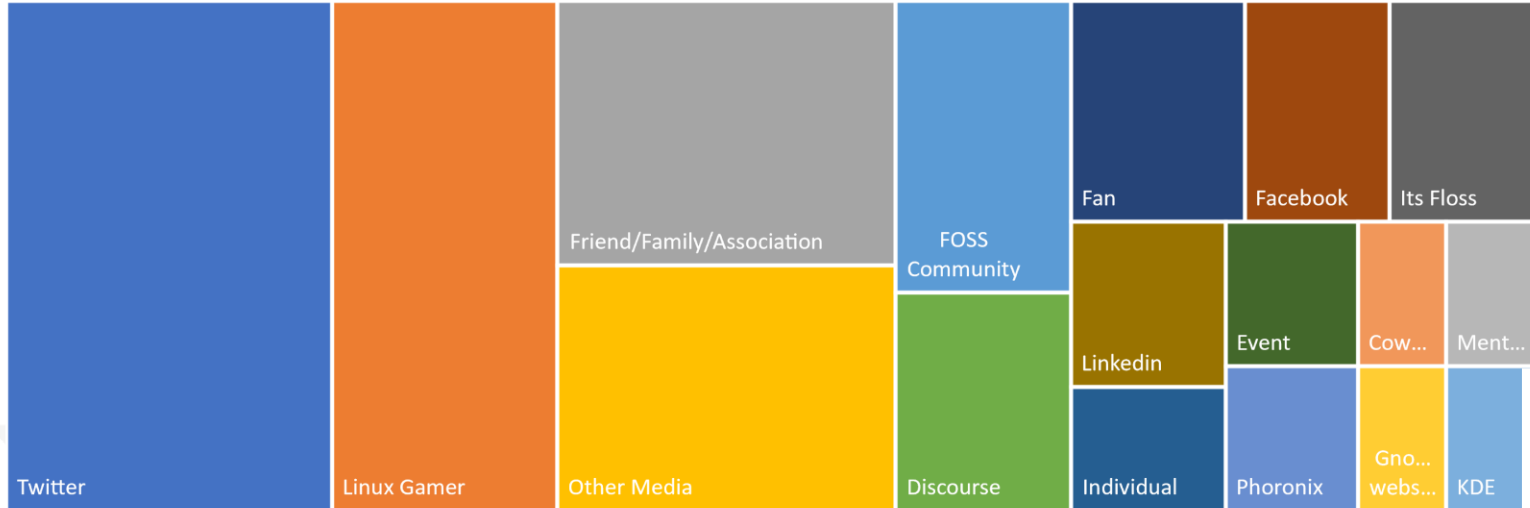
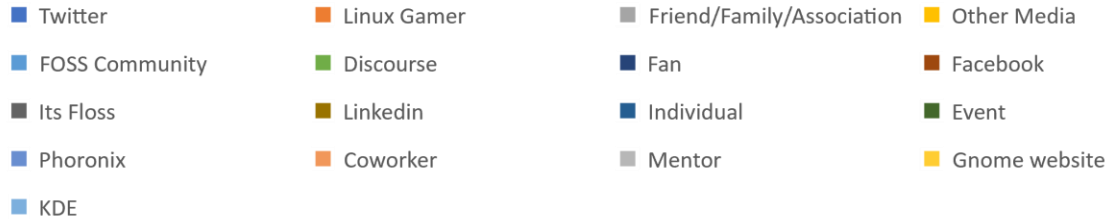


Outreach

- **Conference** attendance, sponsorship, promotion at FOSDEM & SCALE
- **Community Managers** (e.g., RedHat, Microsoft), Universities (e.g., Rochester Institute of Technology, Oregon State University, Brandeis), Outreachy, OSI, Opensource.org, FOSSAsia, SF Conservancy, Taos Consulting
- **Listserve:** Friends of GNOME, gnome-asia-committee-list@gnome.org, asia-summit-list@gnome.org, engagement-list@gnome.org, and PAGES list (approximately 600 unique contacts)
- **Community chats:** 5
- **Social Media Posts** on Twitter, Facebook, LinkedIn, Reddit, Rocketchat, Discourse, Instagram using #gnomefoundation #gnomechallenge
- **Personal Outreach:** Friends/Family/Coworkers

Sphere of Influence

Where did you hear about the Challenge?

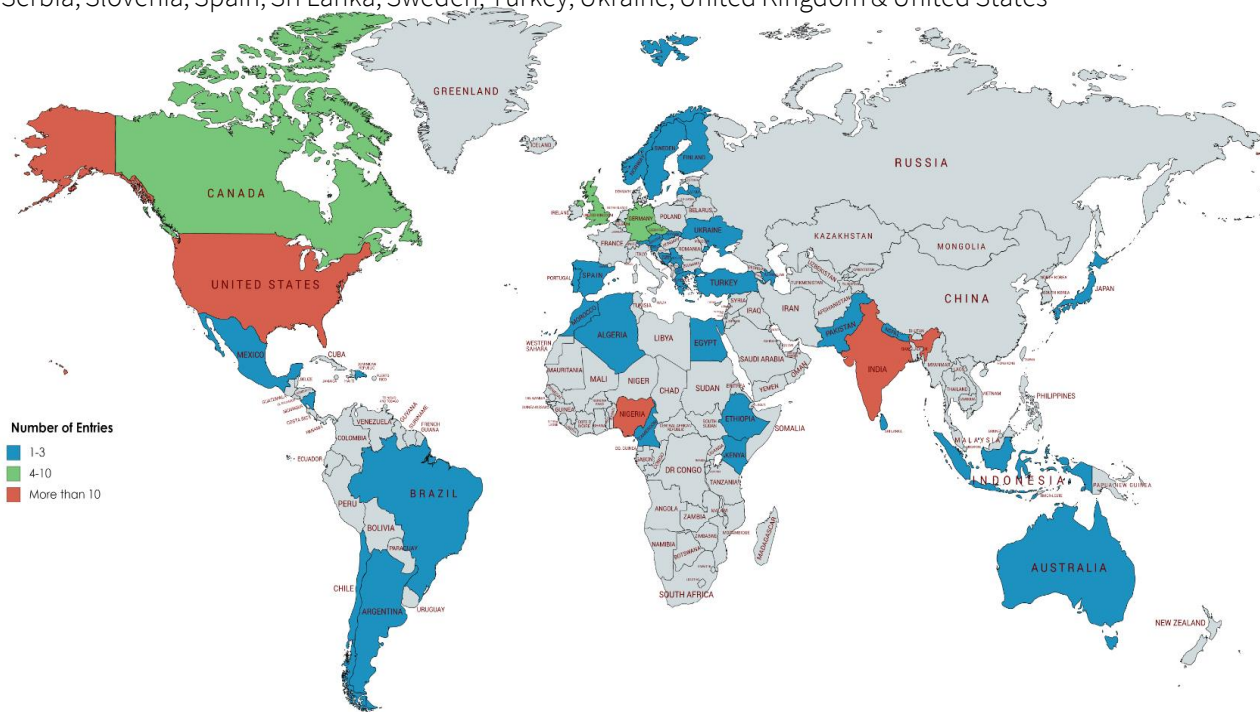


Phase 1 Goals and Outcome: April – July

- Outreach: 100 viable proposal submissions
 - ✓ Goal met – 149 proposals received
- Gender Diversity: At least 5 proposals by non-males
 - ✓ Goal met – Over 10 proposals submitted by non-males or teams with non-male members
- Geographic Diversity: 2 or more proposals from underserved communities including Asia, Mexico, Africa, South/Central America
 - ✓ Goal met – Received 149 proposals from 38 countries and inquires from over 500 individuals

Where are submissions from?

Worldwide representation: Algeria , Argentina, Australia, Austria, Azerbaijan, Bosnia, Brazil, Cameroon, Canada, Chile, Czech Republic, Dominican Republic, Egypt, Ethiopia, Germany, Greece, India, Indonesia, Japan, Kenya, Latvia, Mexico, Morocco, Nepal, Nicaragua, Nigeria, North Macedonia, Norway, Pakistan, Serbia, Slovenia, Spain, Sri Lanka, Sweden, Turkey, Ukraine, United Kingdom & United States



Created with mapchart.net

July 25th - Phase One Winners selected and invited to participate in Phase 2

- 20 projects selected for Phase 2
- 12 teams and 8 individual projects
- Six teams with non-male leads or team members
- Representation from 10 countries:
 - Brazil
 - US
 - Canada
 - Mexico
 - Germany
 - India
 - UK
 - Austria
 - Turkey
 - Macedonia

Support for Phase 2 Projects: Aug - Nov

- Continue interest in the Challenge
 - Shared Challenge news in annual report, Endless blog and year end summaries
 - Social media posts
- Continue support for projects
 - Hosted two judges' forums
 - Highlighted each project with 2 – 3 messages on social media from Sept – Oct



Phase Two Projects

Project and Project Team	Description
<p>BOSS: Big Open Source Sister - <i>Carla Silva Rocha Aguiar, Bruna Pinos de Oliveira, Bruna Nayara Moreira Lima, Clarissa Borges</i></p>	<p>With a focus on women, this Brazilian based organization aims to reach underrepresented groups in tech who want to work and be mentored in open source projects.</p>
<p>Broadening Participation through Scaffolded Sustained FOSS Engagement in an Undergraduate Computing Curriculum - <i>Grant Braught, Farhan Siddiqui, Michael Skalak, Allen Tucker</i></p>	<p>Undergraduate Computing Curriculum redesigns an undergraduate computing curriculum, infusing it with FOSS and computing for the greater good.</p>
<p>Creative FOSS - <i>Dennis Krasnov</i></p>	<p>Creative FOSS aims to lower the barrier to entry of contributing to open source projects, specifically for non-technical people.</p>

Phase Two Projects

Project and Project Team	Description
Eureka Universe - <i>Team of Eureka's Community</i>	Eureka Universe (EU) is a Business Analytics platform that utilizes a universal representation based on fuzzy logic and related techniques.
First Contributions - <i>Roshan Jossy</i>	First Contributions helps beginners contribute to open source projects through hands-on tutorials, a project database and an online forum.
FLOSS Desktops for Kids - <i>Cassidy Layman, Michele McColgan</i>	FLOSS Desktops for Kids gives technology access to under-served students by guiding them through the process of building their own open source powered computers.

Phase Two Projects

Project and Project Team	Description
FOSS - Campus - Saloni Garg, Amit Sagtani	FOSS Campus is a platform that offers a step-by-step guide for students to participate in Open Source in a fun and engaging manner.
FOSSCoop, a platform for student cooperative playground - <i>Luca Di Grazia, Federico Garbuglia</i>	FOSScoop is a web platform which covers theory and practice exercises, to help in the development of coding skills.
FOSSDorm - <i>Sarvottam Kumar</i>	FOSSDorm bring new contributors into the open source community by giving them access to a skill based directory and offers project management guidance.
Handibox - <i>Matias Rojas-Tapia, Alejandro Valdés-Jiménez, Fabio Durán-Verdugo</i>	Handibox is an accessibility tool that allows Human-Computer interaction with people who have some degree of motor disability.

Phase Two Projects


Project and Project Team	Description
Init.oss - <i>Sam Robbins</i>	Init.oss introduces users to contributing to FOSS by teaching language basics and practice sets
The Institute for Computing in Research Summer Internship Program - <i>Rhonda K Crespo; Mark Galassi</i>	Four week internship program designed to train students in research, computer programming, and computational thinking
Leapcode - <i>Sethu Sathyan, Athul Suresh</i>	Leapcode is a gamified platform that rewards and motivates first-time contributors
LET'S GNOME! - <i>Jim Hall</i>	A series of hands-on workshops for universities ie. A class that helps attendees learn how to write GNOME applications etc.

Phase Two Projects

Project and Project Team	Description
Rhea - <i>Vladimir Mikulic</i>	Rhea is designed to be the world's first Linux development learning platform with both video and text (articles) based courses focused on Linux development.
Open Source Made Easy - OSME - <i>Kapil Gautam</i>	A GNOME application, OSME is a one stop guide for all the beginning coders in the FOSS community.
OpenUK Kids' Courses and associated Digital Camps - <i>Amanda Brock</i>	Courses that teach kids both to code and to learn about open source, via short and fun animated lessons.

Phase Two Projects

Project and Project Team	Description
The Open University Project - <i>B. Veli Tasalı;</i> <i>Mert Gör</i>	The Open University Project is a communication network that assigns beginning coders to volunteer developers and aims to mentor them in the open-source community.
ProgramKitsForEveryone - <i>Stefan Nikolaj</i>	A “program kit” would be delivered digitally or physically which contains all the tools needed to create a small to medium sized project.
welOSS (Welcome to FOSS) - <i>Mehant Kammakomati, Sai Vittal B</i>	The welOSS platform analyzes available OSS projects to help newcomers choose the right project according to their preferences.



Phase 2 winners announced on
December 2nd at 1800 UTC

<https://meet.gnome.org/b/mel-vyi-t7p-yxi>

Interested in contributing?

- Reach out to any of these projects directly or me at cechallenge@gnome.org
- <https://www.gnome.org/support-gnome/>



Thank You!

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<https://www.gnome.org/support-gnome/>

