

Getting Involved in Debian



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Two Misconceptions

1. You have to be a **developer** to contribute to Debian.
2. You have to be a **Developer** to contribute to Debian.

Debian Developer

(n) an official member of the Debian project who has the ability to:

- “Maintain” and upload software to Debian
- Vote in Debian matters
- Send email from @debian.org

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...but you don't need to be a **developer** to be a **Developer**. And you don't need to be a **developer** to develop in Debian.

You don't need to be a *developer*

Debian badly needs people to do things that are not software development:

- providing support on mailing lists and IRC
- creating and reviewing translations
- creating and improving documentation

You don't need to be a *developer*

Debian badly needs people to do things that are not software development:

- helping maintain the Debian website
- helping organize events (like DebConf)
- helping represent Debian at local events

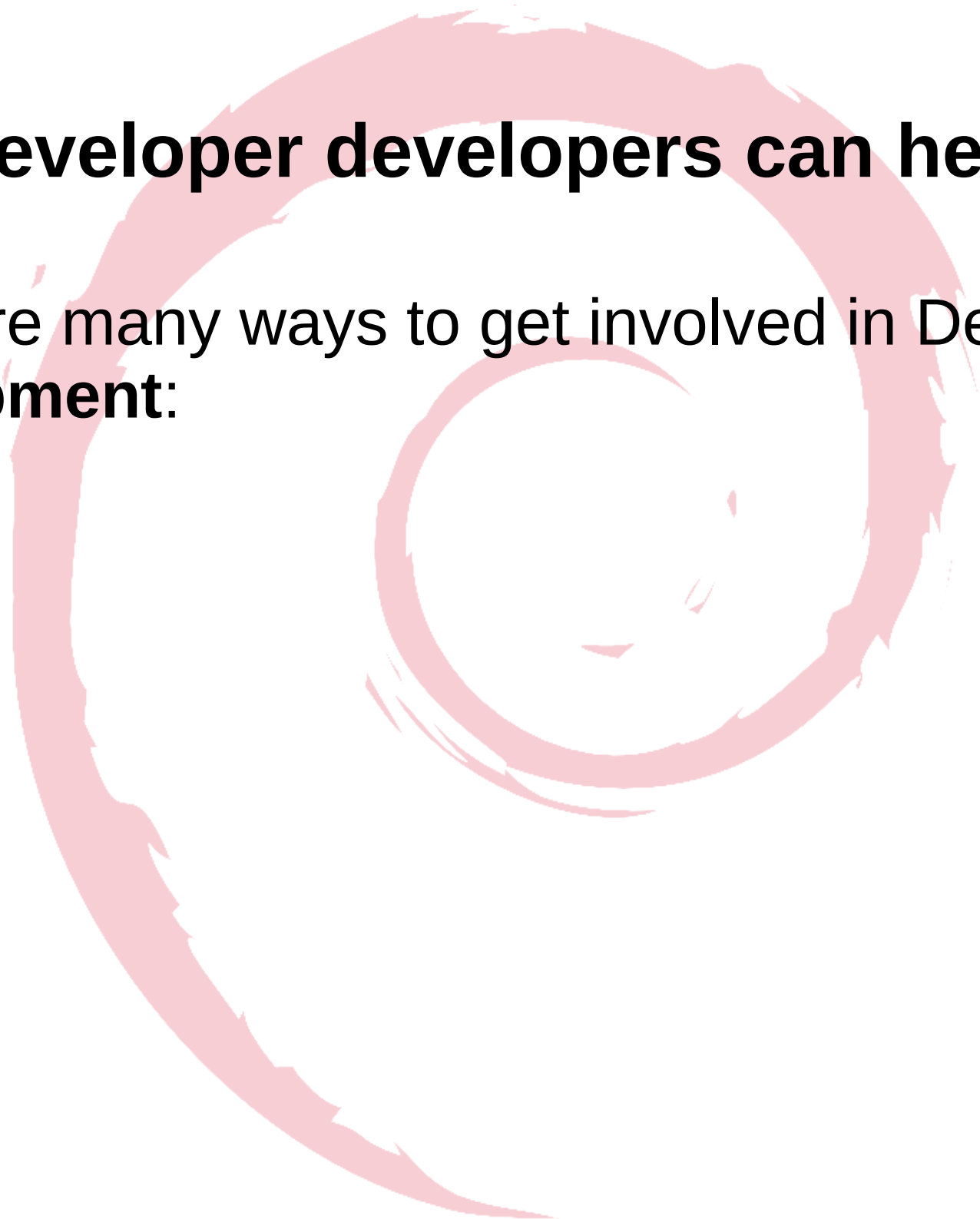
You don't need to be a *developer*

Debian badly needs people to do things that are not software development:

- handling bugs (bugmasters!)
 - filing good (i.e., reproducible) bugs
 - confirming the existence of bugs
 - finding out how to reproduce "unreproducible" bugs

Non-Developer developers can help too!

There are many ways to get involved in Debian
development:



Non-Developer developers can help too!

There are many ways to get involved in Debian development:

- creating patches to bugs (especially release critical bugs)
- getting involved in a package maintenance teams (e.g., the KDE, GNOME, Perl, Python, etc)

Non-Developer developers can help too!

There are many ways to get involved in Debian development:

- maintaining packages through a sponsor

Non-Developer developers can help too!

There are many ways to get involved in Debian development:

- contributing to the development of Debian specific software (e.g., dpkg, apt, or DebConf)
- helping work on ports to an architecture you like and use

What if you want to become a Developer?

The first requirement is being **advocated** by an existing **Developers**. To be advocated, you've basically get involved in the ways I've suggested before.

Getting plugged in: Step 1

Find out what others are up to:

- join **mailing lists** (e.g., debian-announce and debian-devel-announce)

Getting plugged in: Step 1

Find out what others are up to:

- join **IRC** channels `#debian-devel` and `#debian` on OFTC (irc.oftc.net)
- follow **Planet Debian** to follow what people are up to

Getting plugged in: Step 2

Get Debian people to pay attention to what you want to do:

- **Debian Mentors** project (website, IRC channel)

Getting plugged in: Step 2

Get **Debian** people to pay attention to what you want to do:

- **SIPB** at MIT hosts periodic, public, in-person bug squashing parties
- Talk to me or other **Debian** people here

Resources and Next Steps

Helping Debian

<http://www.debian.org/intro/help>

Joining Debian

<http://www.debian.org/devel/join/>

Debian New Maintainers

<http://www.debian.org/devel/join/newm>