Contributing to TYPO3

Using concepts of Game Theory to motivate community members to contribute to TYPO3
Goal of this talk

- Motivate new people to contribute to TYPO3
- Keep existing contributors motivated
- Speed up reaction time on important projects
Game Theory

• Game Theory is used to describe „something“ by means of a ruleset like in a game

• Main idea
  – is not to create a real game
  – is to describe a situation as a game to learn more about the situations aspects
Rewards

• In a game there‘s always a goal the players are trying to achieve
• The goals in TYPO3 are „Player Rewards“
  — Fame
  — Money
  — Personal goals
• Every player strives to get the best result for himself
About Fame

• How to acquire Fame?
  – 1st one to...
  – Being responsible for...
About Money

- How to acquire Money?
  - Work in a company as TYPO3 Developer
  - Work as freelancer doing TYPO3 projects
  - Work as a Core Developer paid by the association
Player interaction

• Do the actions of one player influence other players?
  – Chess: yes
  – Yathzee: no
  – TYPO3: yes
Interaction consequences

- Rewards like being 1st in something are by definition exclusive to a single player
- Thus teaming up can have several advantages
  - Goal is achieved faster
  - More players gain a reward
What can be derived for TYPO3?

• What to do to get more people involved?
A proposal

- Creation of a Reward System
- Rewards at first hand can be expressed by means of points
- Points can be used to express the activity of a person
- Points can be exchanged into real world goods
The carrot and the stick

• Qualifying for rewards must have some kind of quality control
  – Example: Reviewing a core patch earns a player points.
  – It must be insured that submitting an incomplete or bad review costs points so a submission is not a „free“ way to gain points.
A simple model

- Doing a patch: 10pts
- Reviewing a patch: 1st=10pts, 2nd=8pts
  - Maybe decrease by time so a quick review pays off
- Having done a bad review
  - Submitter=-10pts, Reviewer=-12pts
A simple model

- Points decay at a certain rate to give newcomers a chance
- Bonus Points can be awarded for outstanding achievements
What’s the point in points?

- Points reflect a person’s activity in the TYPO3 project
- Points can be traded in for real-world goods
- Certain amounts of points can activate specials (like free travel)
Making small contributions attractive

• Classical reward systems only work in scenarios where people frequently receive points

• Using a kind of lottery mechanism ensures motivation beginning with the first contribution
TYPO3 lottery

• Every point earns the person a lot
• Even a one time contributor can win the big prize
• Many contributions earn people a higher winning chance
The prize pool

- Having a lottery requires the existence of a prize pool
- To allow for maximum flexibility a general winning mechanism should allow winners to choose from available prizes until none are left
- This allows prizes in a wide pricerange
Summary & Discussion

• Contributions earn points
• Points are equal to fame and lottery tickets
• The prize pool can be filled by sponsors and the association
• Lottery winners can choose from prize pool