

Building Successful, Open Repository Software Ecosystems: Technology and Community

Nick Ruest (Islandora)

Courtney Mumma (Archivematica/AtoM)

Michael Giarlo (Hydra)

Andrew Woods (Fedora)

and

Declan Fleming (Moderator)

**How do you define a
successful ecosystem?**

Why do we need so many products and projects? If we do need more than one, if such a thing is needed, what organizing body can oversee their governance to ensure interoperability and possible consolidation?

The “curation microservices” concept popularized by the California Digital Library a few years ago was conceived to allow for component swapping and feature interoperability. How has this approach evolved over time, and how has it influence your product or project?

How do we handle growth and demand, first as individual products, and as an ecosystem?

Many in the digital library community can't afford a software development or production operations team. How do we avoid relegating them to "second class citizen" status as these products mature? Other than code contribution, what are ways they can contribute?

**If you could spend a week with
reps from each project, what
would you focus on?**

**What are our documentation,
code contribution, and testing
practices and tools?**

One technology that many repository applications have in common is their use of the World Wide Web, specifically their use of URLs, HTTP and formats like HTML and JSON. Is this significant? How can we use the Web better to work together better?

What are your thoughts on using a knowledge graph -- VIVO for example -- as a central means for managing and especially interrelating an institution's research artifacts? To be specific: putting the knowledge graph in front of the traditional repo.