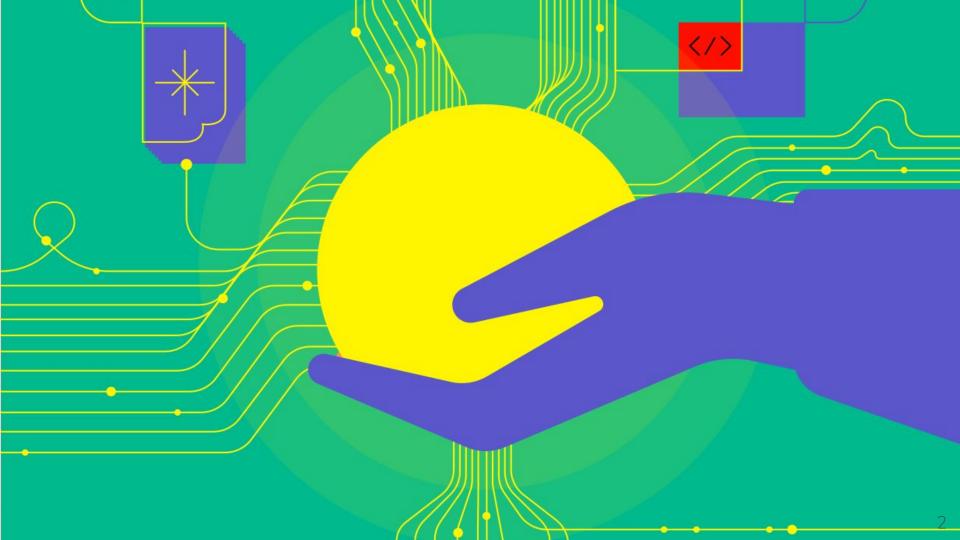


Introduction to the Governance game

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OSPO Alliance On-ramp 2023



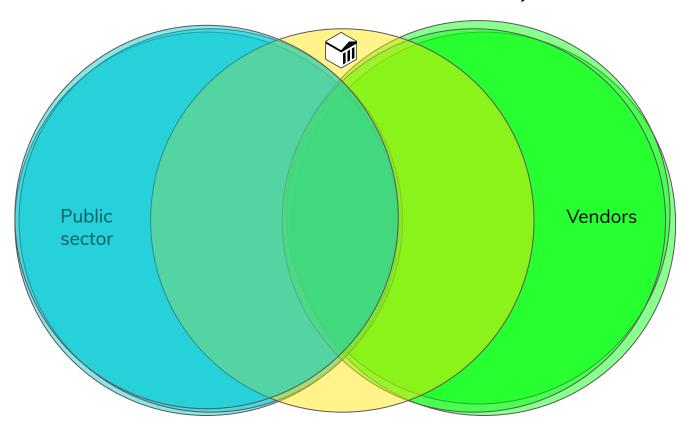
software + policy

produced by and for the public

= public code

Public organizations need to develop open, adaptive and reusable public codebases together as part of their core civic functions.

What a community needs



Codebase stewardship





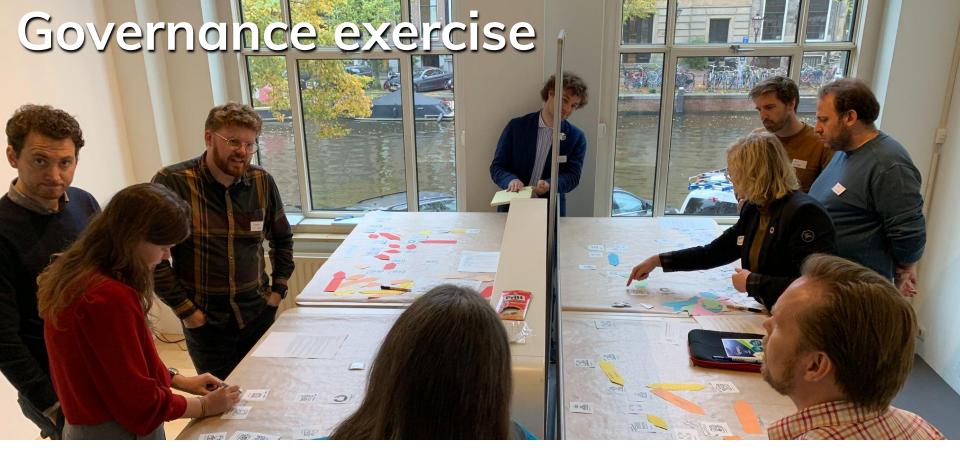
Codebase stewardship

- community development
- product management
- quality assurance
- support for success



Codebase stewardship

- community
- community
- community
- community



https://about.publiccode.net/activities/supporting-codebase-governance/exercise/





https://governancegame.publiccode.net/



http://publiccode.net 11

Governance game

- Two ways of using it
 - To learn about governance playing with nothing but the cards
 - To discuss a real situation customizing scenario, starting states and possibly also calamities



Rules

- Map the current state and discuss relations until you have consensus
- Everyone is representing all stakeholders
- Provoke with a calamity and discuss what happens
- Restructure if needed
- Provoke again
- You win if you don't get in a fight



Card types

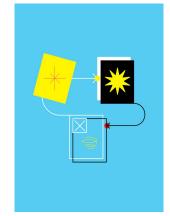
- (Rules)
- Scenario
- Starting state
- Actor
- Object
- Calamity











Scenario

- Gives a context for the game
- Can be exchanged for a real scenario



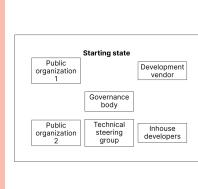
Scenario

You have developed an open source festival management system. Another municipality has replicated it. Both use it for managing festivals taking place in their municipalities. You have used it for two years and the replicator has used it for one year. The main end users of the system are civil servants (add that actor card). Public organization 1 is Commissioning, 2 is Replicating.

Starting state

- Creates a starting point for the game
- Can be exchanged for a real state

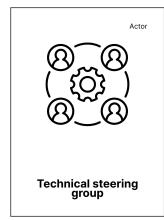




Actor

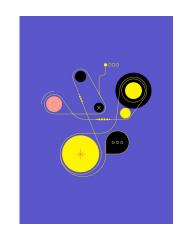
Used to show the stakeholders





Object

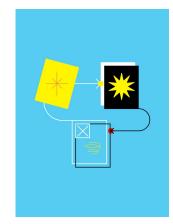
Helps the discussion of ownership and influence

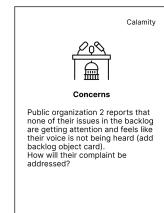




Calamity

- Tests/provokes the governance
- Can be exchanged for identified risks







Collaboratively developed

- https://github.com/publiccodenet/governance-game
- <u>Printing instructions</u> allowing for a multitude of printers



Online version

- All cards downloadable as images to be plugged into any software
- Excalidraw and Google Slides templates available:
 <u>https://about.publiccode.net/activities/supporting-codebase-governance/game/run-governance-game-workshop.html#preparing-an-online-session</u>
- Use together with your own choice of video conferencing service



Running a workshop

Instructions for how to run a workshop (not just playing the game) yourself:
 https://about.publiccode.net/activities/supporting-codebase-governance/game/run-governance-game-workshop.html

What to do after a game?

- Modify your governance as needed
 - Document it, possibly using tools like
 - https://communityrule.info/
 - GGI Handbook
- Standard for Public Code





https://standard.publiccode.net



Community implementation guide

https://publiccodenet.github.io/community-implementation-guide-standard/

- Examples
- Good practices
- Tools
- Templates



http://publiccode.net 26

Community translations

https://publiccodenet.github.io/community-translations-standard/

- Spanish
- Danish in review
- Swedish and Finnish just started



Foundation For Public Code http://publiccode.net 27

The Foundation for Public Code

provides tools and processes
that bring people in institutions together
to collaboratively build and maintain
software as public infrastructure.





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