

## D6.7 Open-source and open dissemination strategies

BUMBLE

Blended modeling for Enhanced Software and Systems Engineering

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## Project Acronyms

<ACR>	<Acronyms>
BUMBLE	Blended modeling for Enhanced Software and Systems Engineering
DSML	Domain-Specific Modeling Language
UML	Unified Modeling Language
EMF	Eclipse Modeling Framework
UML-RT	UML for Real-time
EBNF	Extended Backus-Naur Form
XML	eXtensible Markup Language
XLST	eXtensible Stylesheet Language Transformations
ETL	Epsilon Transformation Language
MML	Mapping modeling Language
ATL	Atlas Transformation Language
PSS	Portable test and Stimulus Standard
AMW	Atlas Model Weaver
HOT	Higher order transformation
MEO	Mapping Ecore-OWL
RDF	Resource Description Framework
DIML	Diagram Interchange Mapping Language
MOF	Meta-Object Facility

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## 1. Introduction

In this deliverable we introduce the open-source strategy adopted to distribute results in terms of software and disseminate them in the form of publicly available publications, presentations and other communication forms.

## 2. Open-source strategy in BUMBLE

### 2.1 Distribution of software results

Full-fledged solutions from BUMBLE will be made available in the two major open-source platforms for domain-specific modeling: Eclipse Modeling Framework (EMF) and JetBrains MPS. This does not imply that all solutions from the project will be open-source. Solutions for commercial/proprietary tools in the consortium will not be part of the open-source bundles. Nevertheless, there will be implementations of the full fledged BUMBLE framework in both EMF and MPS. Intellectual property and impact on open-source will be regulated in the Project Consortium Agreement (PCA).

All open-source software solutions will be publicly available at: <https://github.com/blended-modeling/>  
Currently 11 open-source solutions are available there.

#### Eclipse

An Eclipse BUMBLE project might be created after the end of the project, if needed and if resources will be available, and would then go through the standard Eclipse development process<sup>1</sup>.

In any case, open source code produced in the project will be packaged as collections of Eclipse plugins and distributed via the Eclipse Public License to the larger Eclipse community. The single plugins will be offered and maintained by the “owning” organization – a member in the BUMBLE consortium.

Through dissemination and communication, the BUMBLE team will build a community of users to support the open-source plugins.

Governance of open-source plugins will be taken on by providing organization.

GU, MDU and EclipseSource are already active members in the Eclipse community, committers of open source code and leaders of Eclipse Projects.

#### MPS

In MPS, code is hosted in MPS’ own Github under the roof of the JetBrains organization.

MPS-specific contributions of BUMBLE will be added to this project in order to make them available for the MPS community.

Also in this case, through dissemination and communication, the BUMBLE team will build a community of users to support the MPS open-source project.

Governance will be taken on by MPS members in the BUMBLE consortium (Canon, Sioux) and potential new MPS members (VU).

Canon and Sioux are already active members in the MPS community and committers of open source code in MPS.

#### Platform-independent repositories

As part of the produced outputs of the BUMBLE project, we are (and will be) collecting BUMBLE-related training material in the following repository:

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<sup>1</sup> [https://www.eclipse.org/projects/dev\\_process/](https://www.eclipse.org/projects/dev_process/)

<https://github.com/blended-modeling/BUMBLE-training-material>. The repository contains slides decks, books, links to relevant websites, links to blog posts edited by MDE experts, relevant publications, and direct links to tools where blended modeling is prominent. The main rationale behind this repository is to provide a single point of reference where anybody interested/active in blended modeling can access relevant information about it. By following the contribution model of GitHub, the repository is publicly accessible and even open for external contributions; these will help in (i) giving higher visibility to the BUMBLE project, (ii) give visibility to the produced innovations, and (iii) have a BUMBLE-centric community during and even after the project.

## 2.2 Dissemination and communication for openly available results

### Dissemination

The BUMBLE consortium disseminates and promotes results, tools, techniques, use cases, training materials, experience reports, etc. This activity targets BUMBLE partners, but most importantly focuses on disseminating across society, industry, open-source communities and academia.

Advancements of the state-of-the-art achieved in BUMBLE are disseminated by targeting universities and research institutes. This is through a wide set of channels: seminars, workshops, publications in peer-reviewed academic journals and participation in conferences. To ensure high visibility of the project results, they are to both academic and industrial experts by publishing in high-quality academic and industrial publication venues.

High-quality publications require access to industrially relevant problems and ability to perform evaluation studies in industry. BUMBLE and the addressed use cases provide a perfect foundation for this. The industrial partners provide support, e.g. resources, access to developers and industrial problems, to facilitate the writing of high-quality publications.

BUMBLE has already produced over 30 publications in premium forums (journals, conferences, workshops).

### Communication

Communication activities have the aim of generating awareness and interest for the project, both to the benefit of the project, its results and the field in general. Consequently, it aims to:

- Attract users, partners and investors for exploitation, and third parties for collaboration;
- Educate students of the value of the field;
- Raise awareness of the importance and potential of the field and of the availability of public funding in the field, and of the investment made by the Commission to improve industry.

The separation of activities between dissemination and communication is potentially arbitrary (a website provides both information on the field and on project results), nonetheless, the following activities form the backbone of the communication task have a role in dissemination:

- Website, social Media, promotional speaking engagements, press releases, content seeding in forums and e.g. Wikipedia, factsheet;
- Collaboration with ITEA3, EU and non-EU projects and research groups, collaboration events;
- Input to corporate presentations (e.g. meetings with clients, partners and analysts), industry events, such as expos, e.g. EclipseCon or national workshops on relevant matters;

- Presence and activity in on-line community facilities of Eclipse and MPS consortia.

The website has the function of providing all appropriate information on the project publicly and openly to all interested parties. Thus, it stores copies of all public documents and deliverables for download, information on the consortium, funding, milestones and progress of the project. Technical progress is regularly documented so third parties can access results as they become available. Any call to action (questionnaires, exploitation opportunities, etc.) will be announced on the website. Similarly, the Twitter feed, event calendar and publications list will be maintained visible to visitors. Developed software is published as open source as described in the previous section.

Social media, e.g., Twitter, is an effective mechanism to generate awareness and identify relevant individuals, if implemented correctly. We will build upon the Twitter network of the project partners to reach high visibility. The social media community will generate opportunities for dissemination and exploitation. We will continuously monitor the success of the communication activities.

### 3. Next steps

The activities of distributing open-source software results as well as dissemination and communication are continuously on-going and will continue until the end of the project (and beyond).