Foundation for Public Code

Introduction to the Governance game

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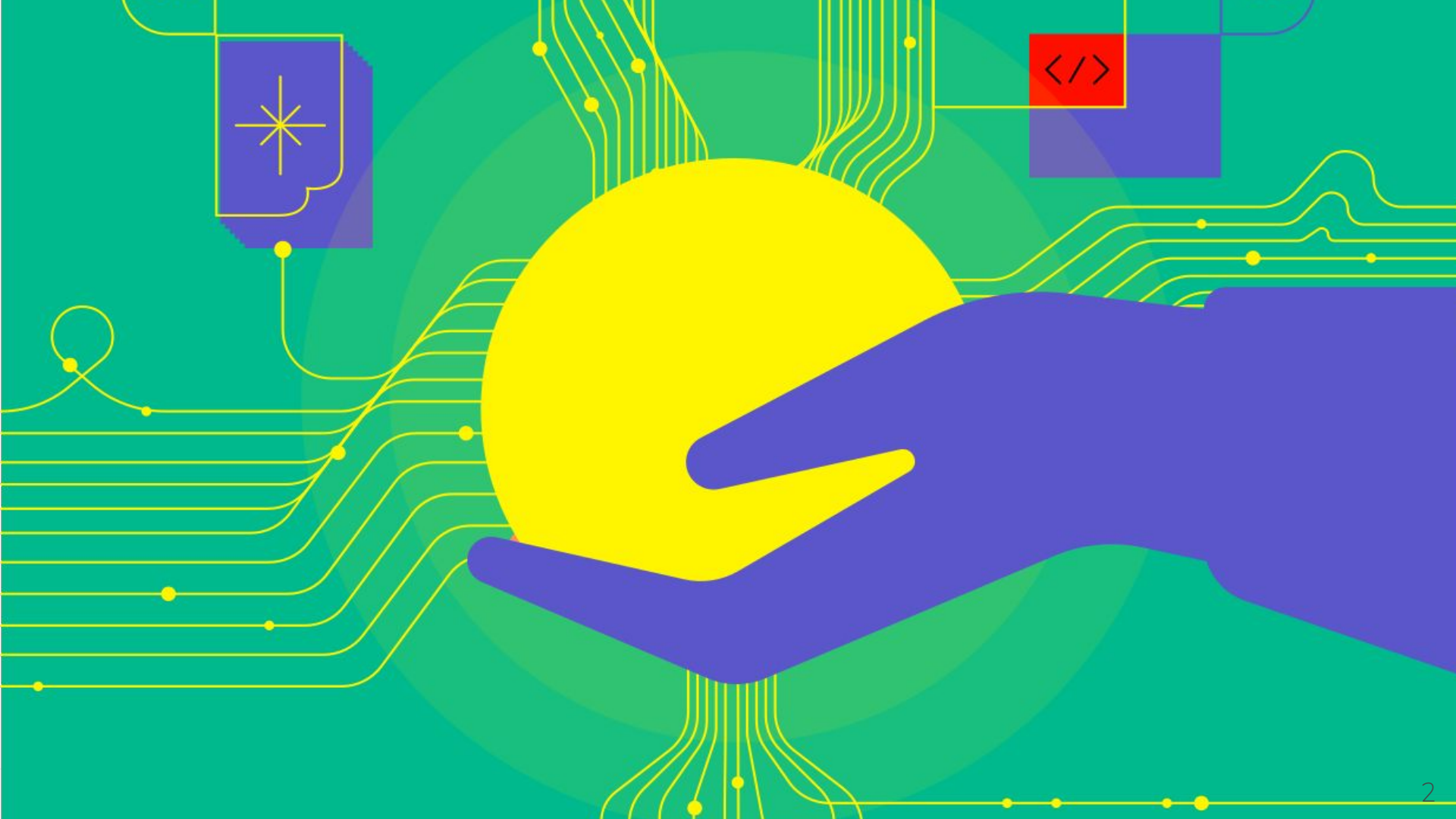
OSPO Alliance On-ramp 2023



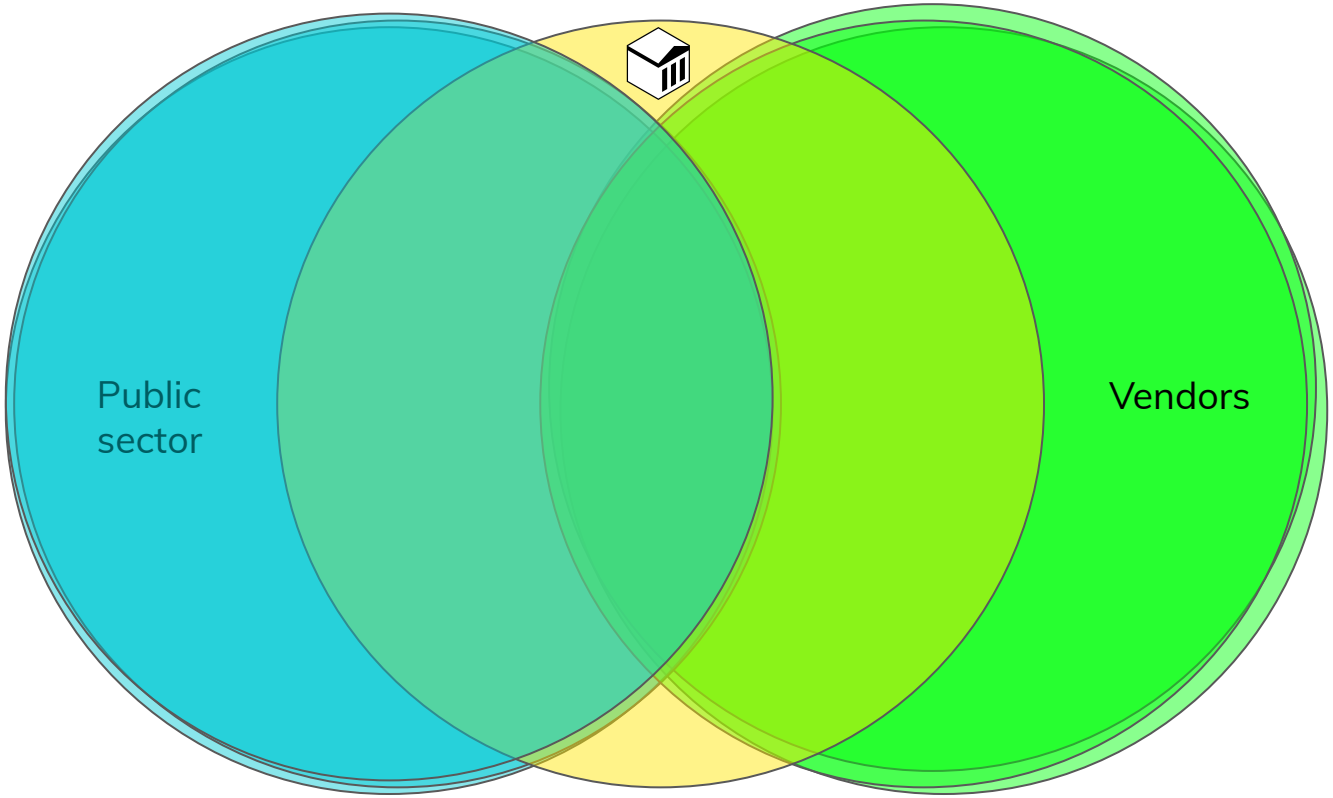
software + policy

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

SAINTS

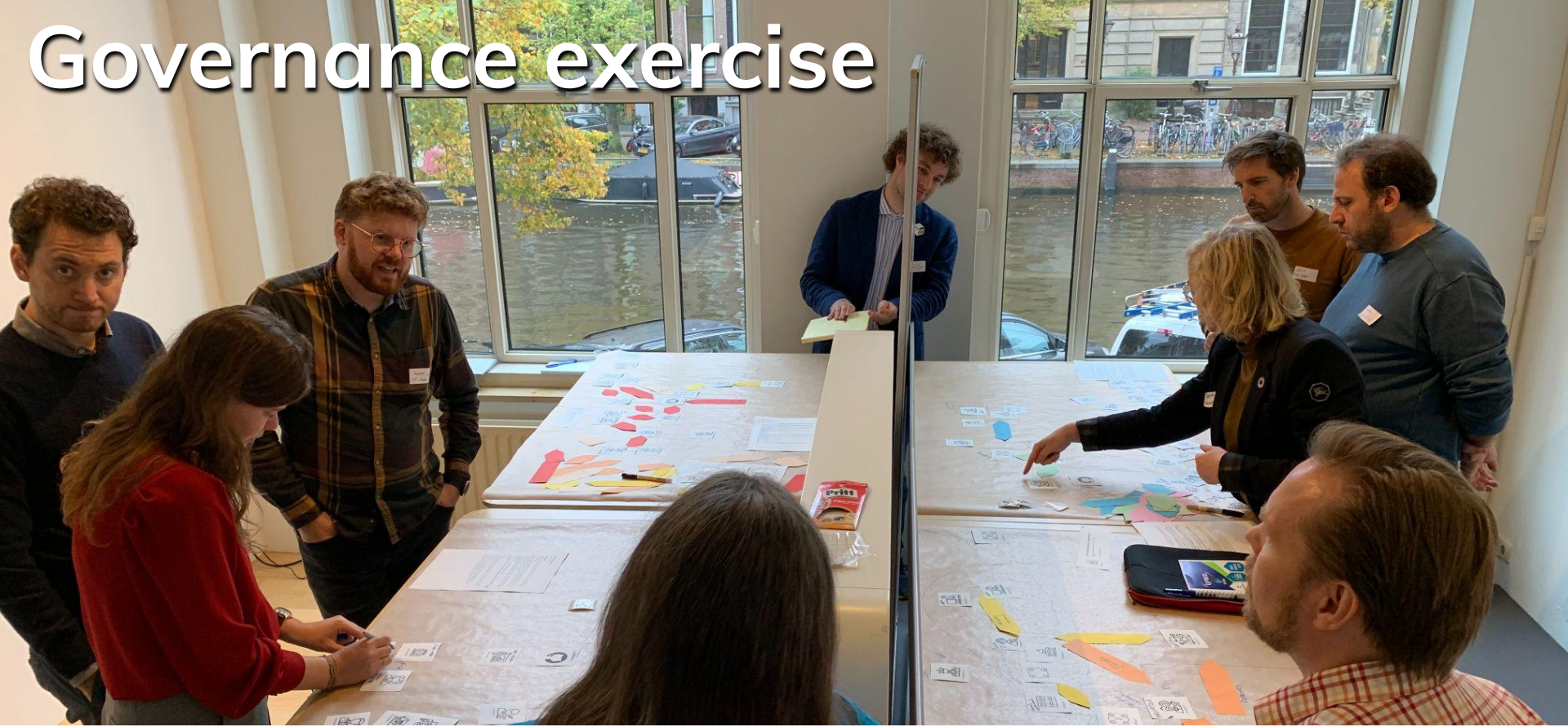
Codebase stewardship

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

Codebase stewardship

- community
- community
- community
- community

Governance exercise



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

Governance game

https://governancegame.publiccode.net/

Governance game

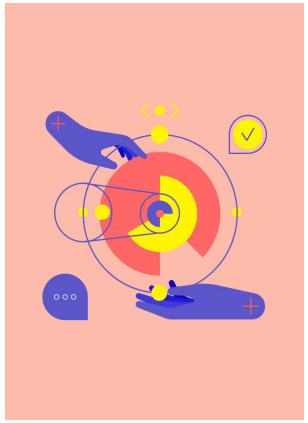
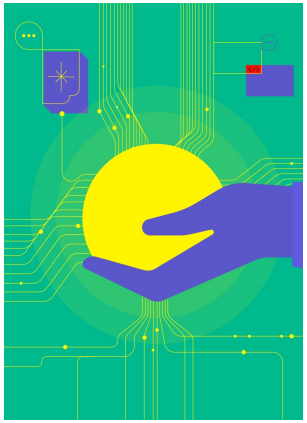
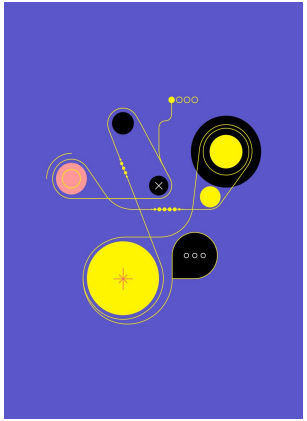
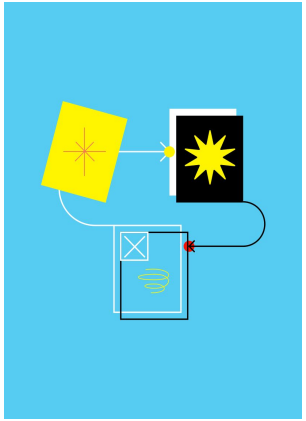
- Two ways of using it
  - To learn about governance - playing with nothing but the cards
  - To discuss a real situation - customizing scenario, starting states and possibly also calamities

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

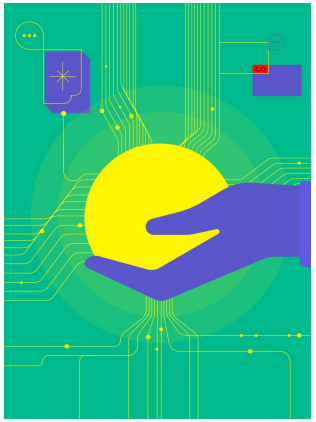
Card types

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

Scenario

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

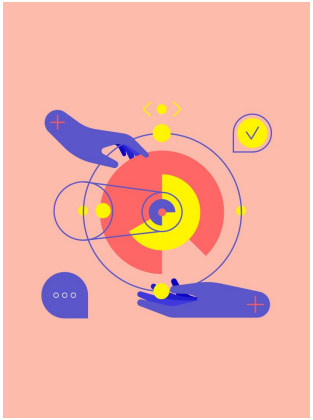


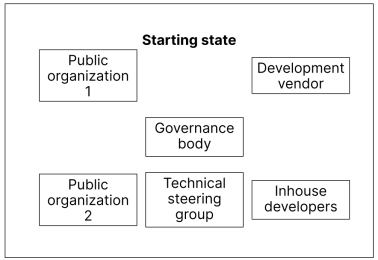
Scenario

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

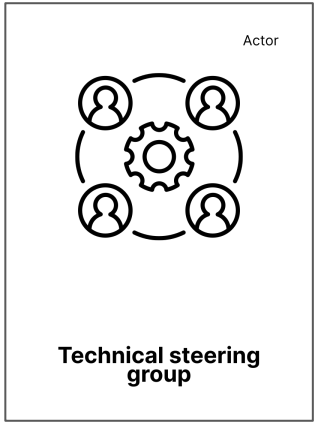
- Creates a starting point for the game
- Can be exchanged for a real state





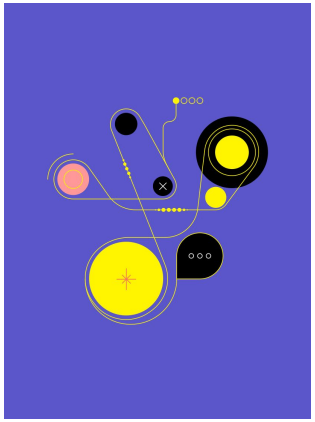
Actor

- Used to show the stakeholders



Object

- Helps the discussion of ownership and influence

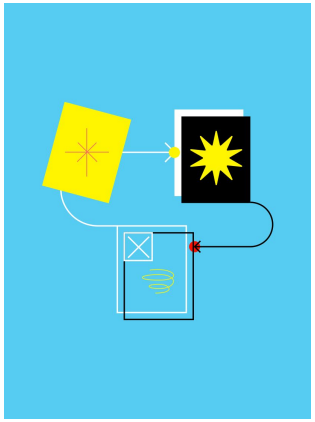


6 Object

Backlog

Calamity

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



Calamity

Concerns

Public organization 2 reports that none of their issues in the backlog are getting attention and feels like their voice is not being heard (add backlog object card).
How will their complaint be addressed?

Collaboratively developed

- https://github.com/publiccodenet/governance-game
- Printing instructions 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: https://about.publiccode.net/activities/supporting-codebase-governance/game/run-governance-game-workshop.html#preparing-an-online-session
- 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/
- Standard for Public Code

https://standard.publiccode.net

Community implementation guide

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

- Examples
- Good practices
- Tools
- Templates

Community translations

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

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

The Foundation for Public Code

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

Thanks! 🤦

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