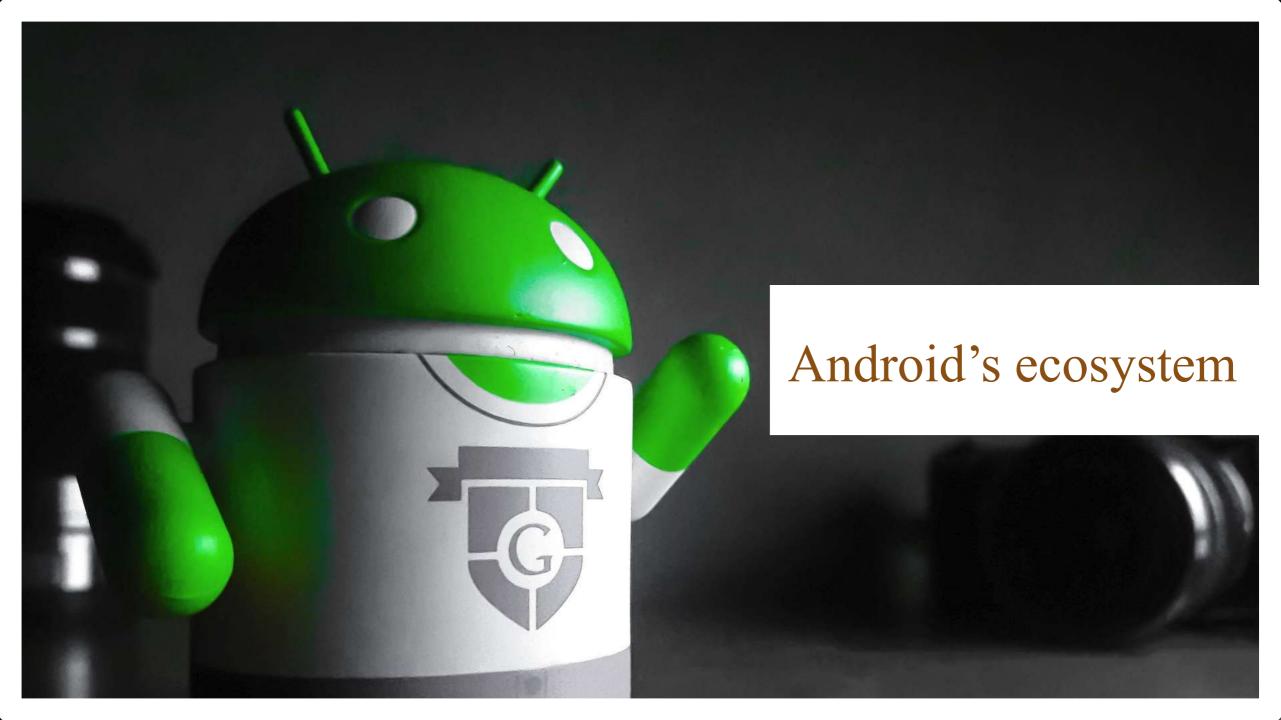
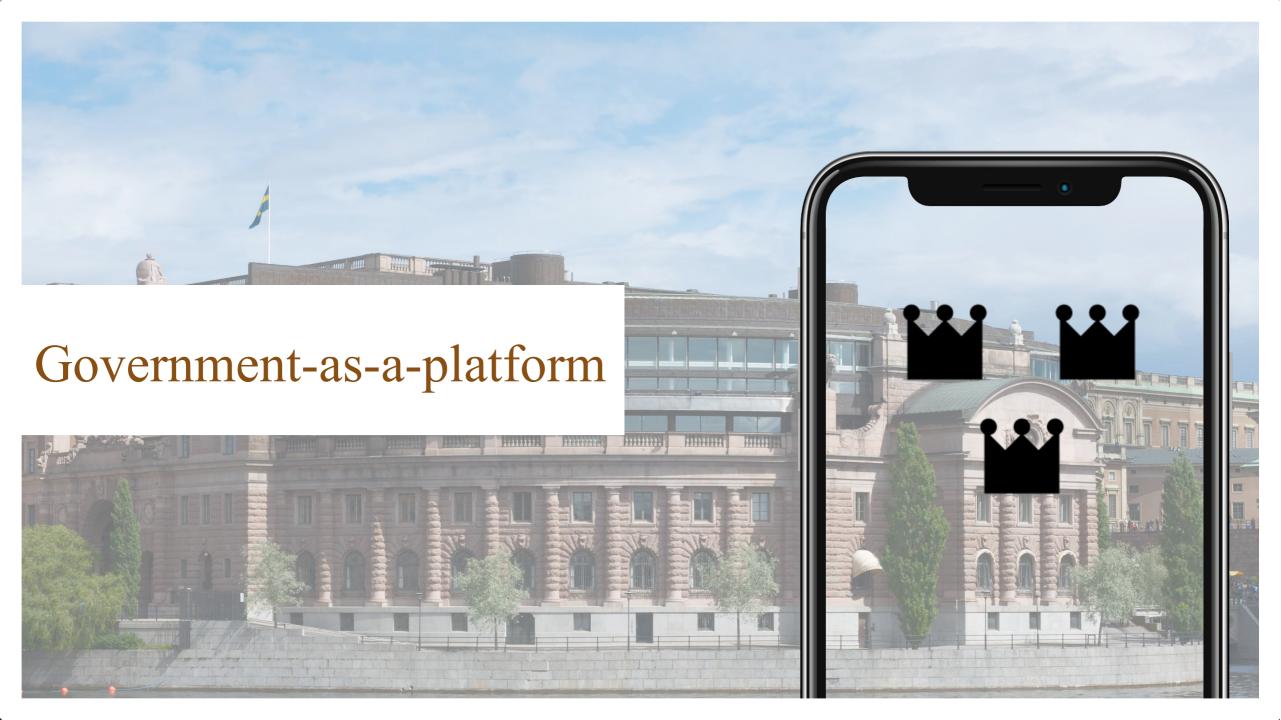


About Johan

What do I mean by ecosystem?



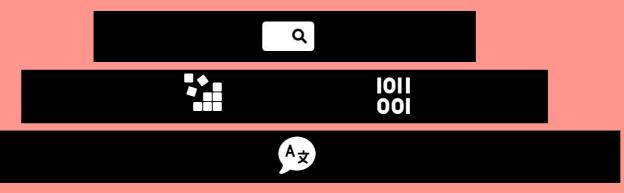


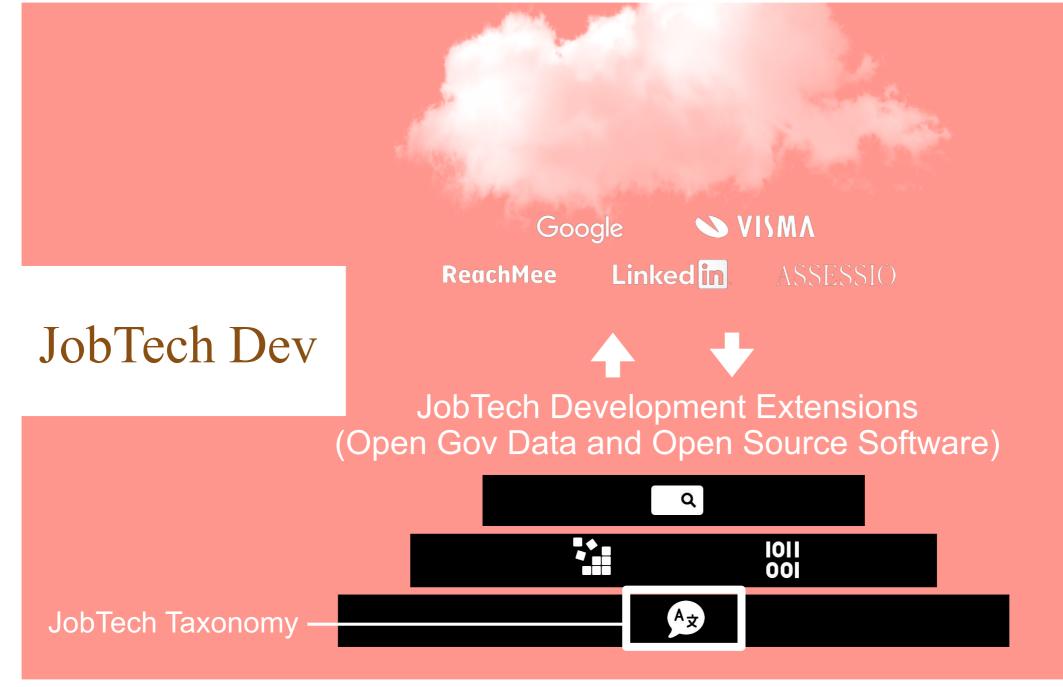


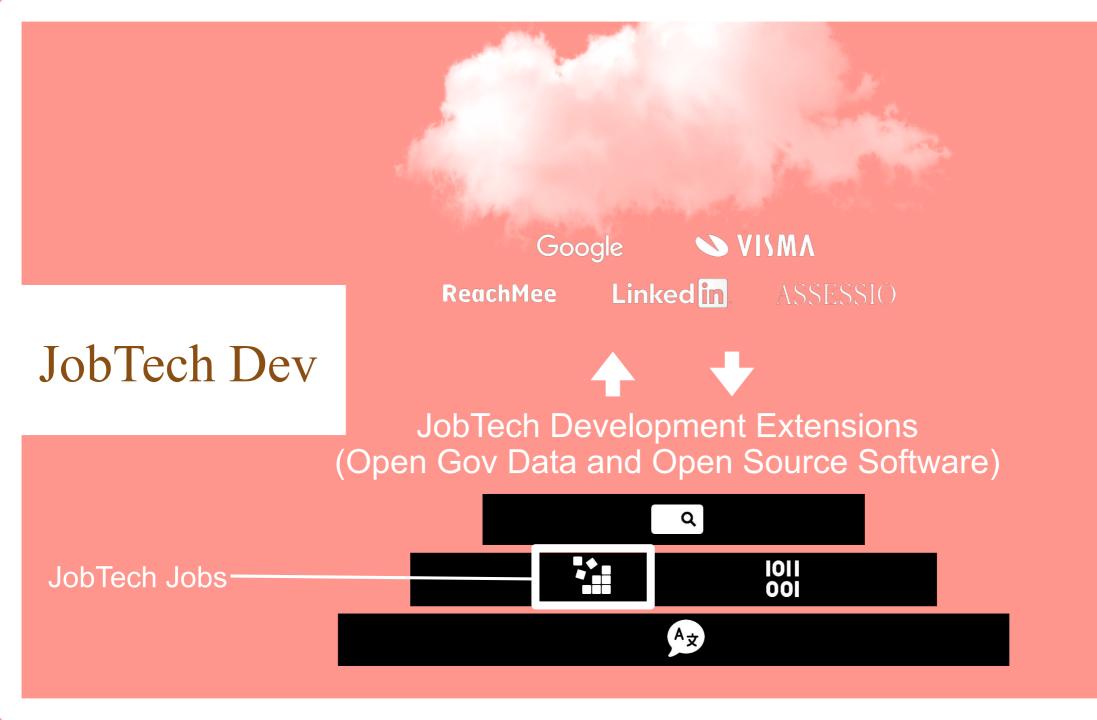


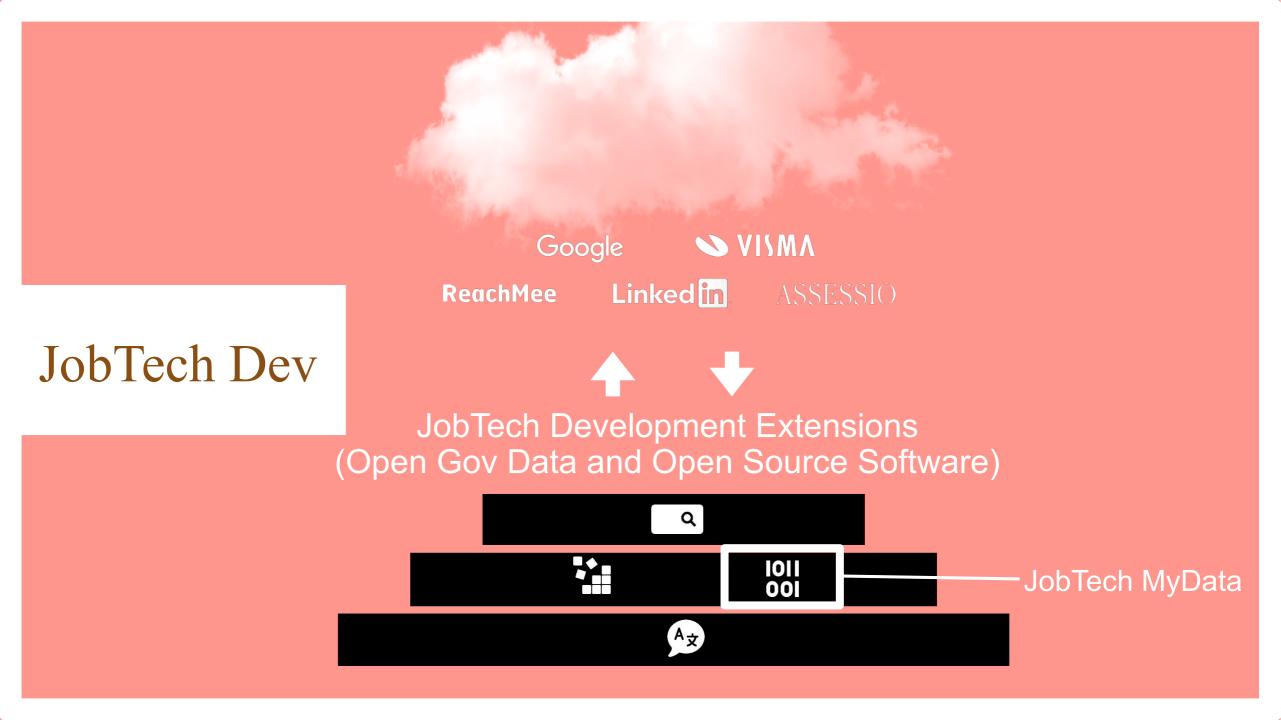


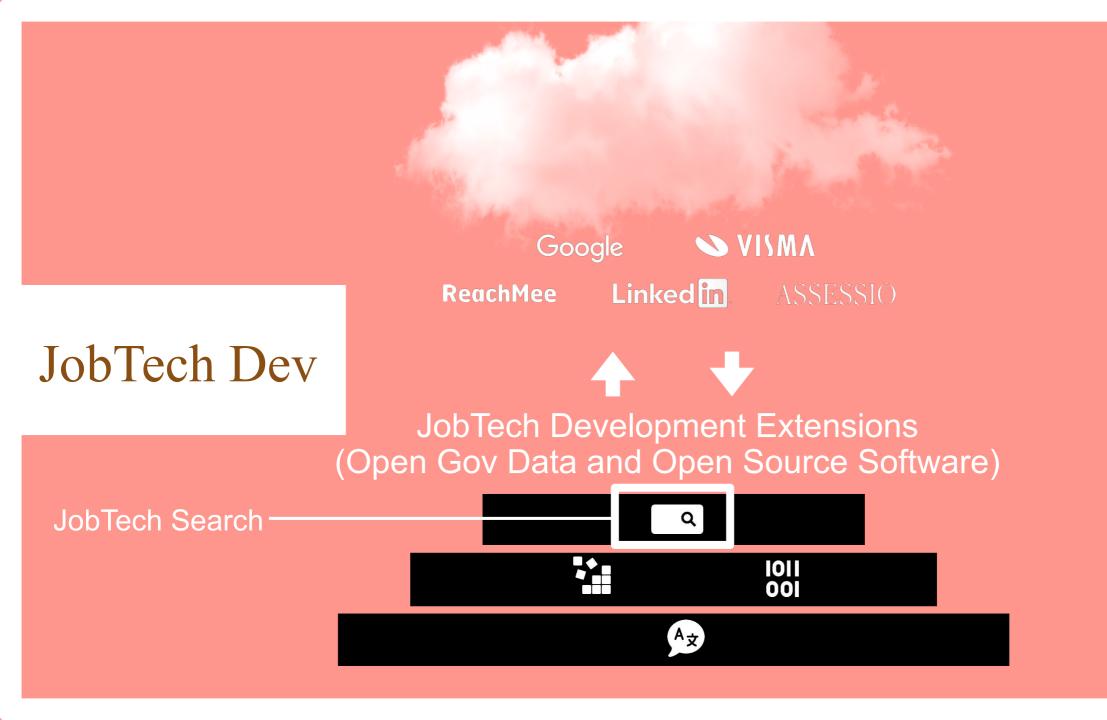
JobTech Development Extensions (Open Gov Data and Open Source Software)

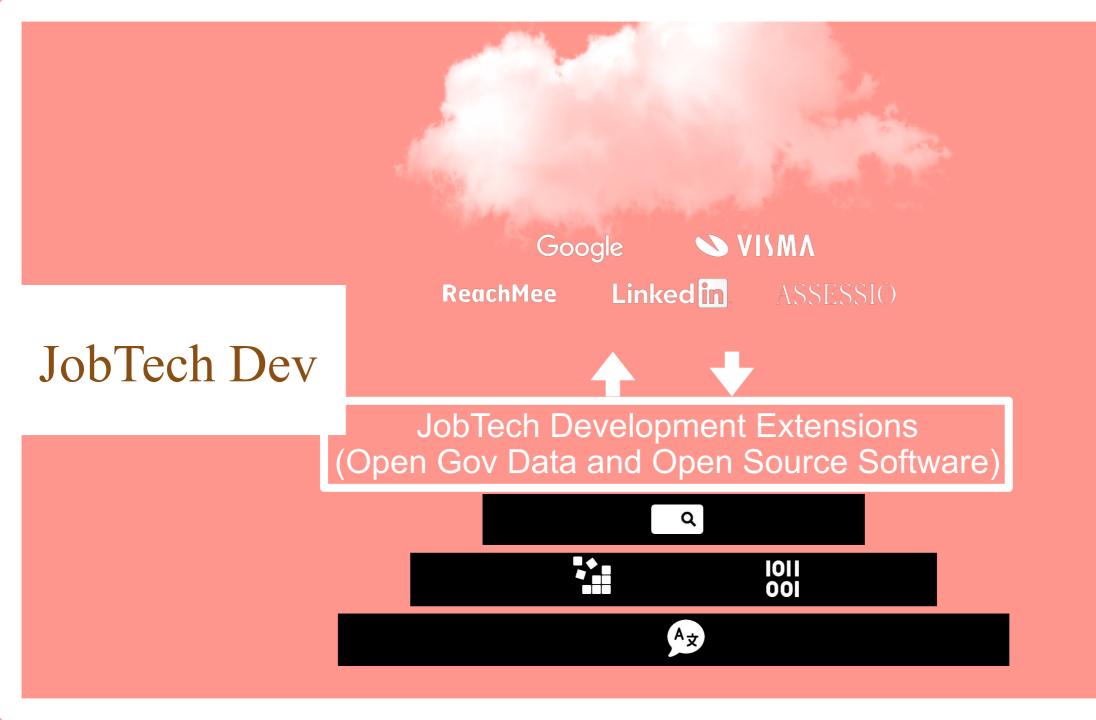


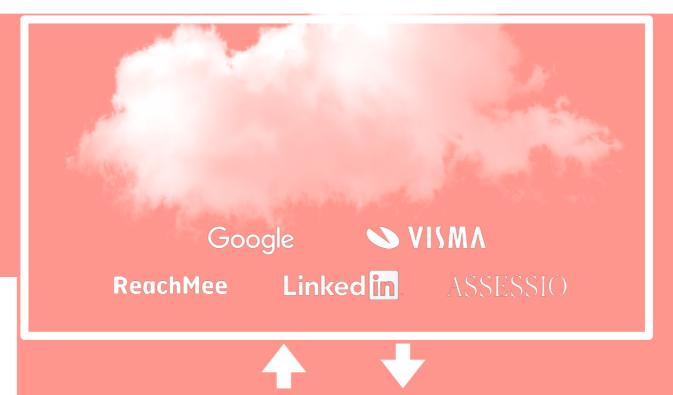






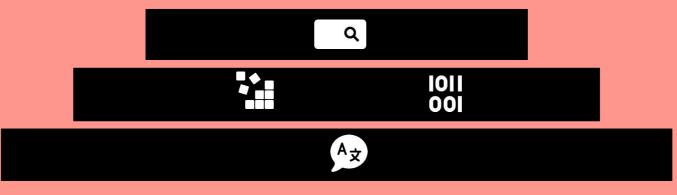




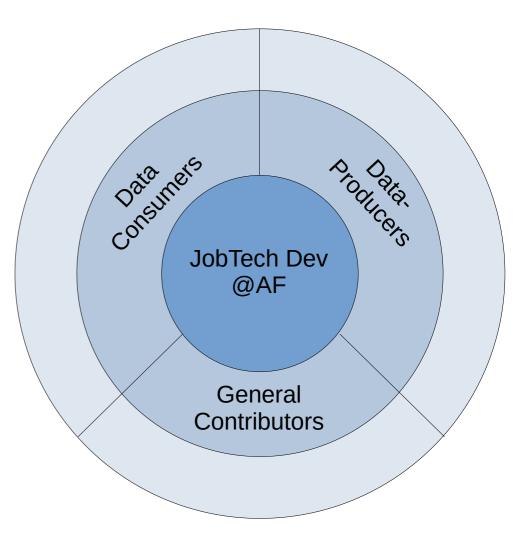


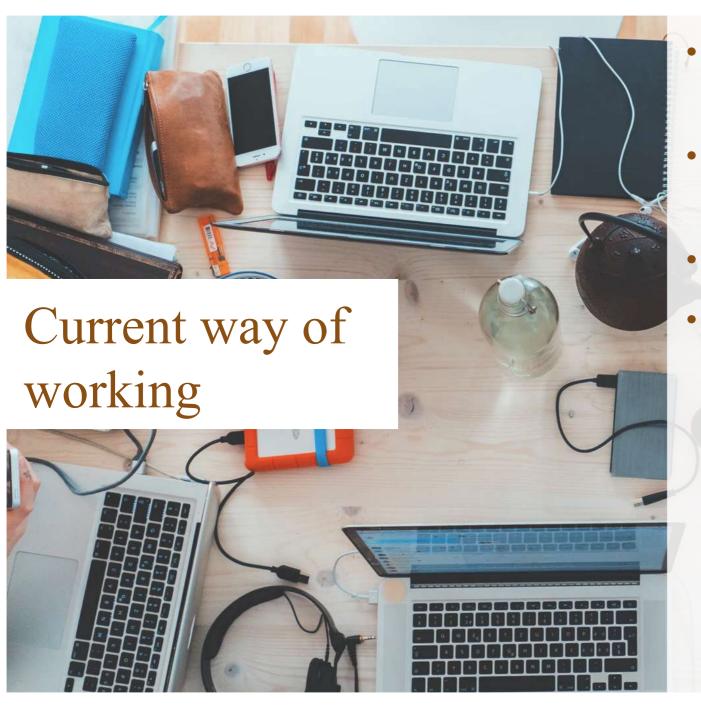
JobTech Dev



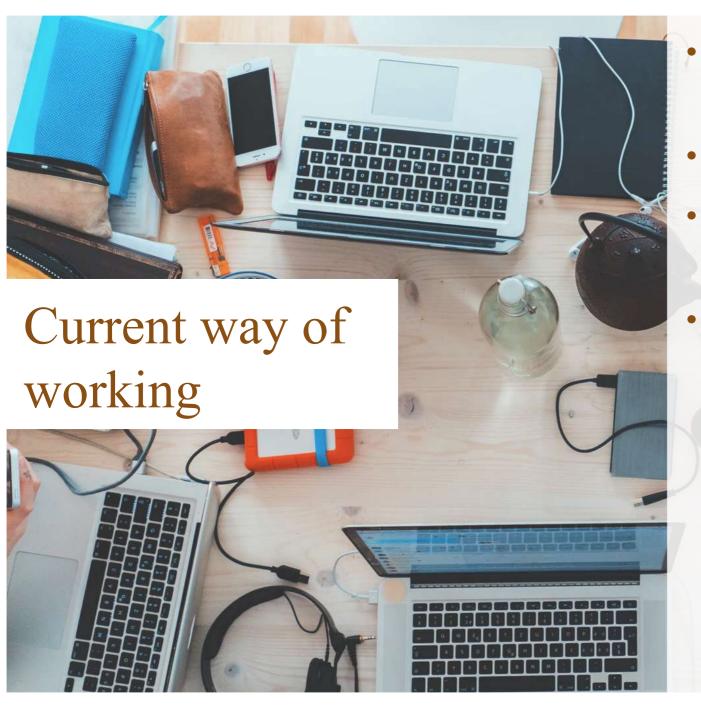






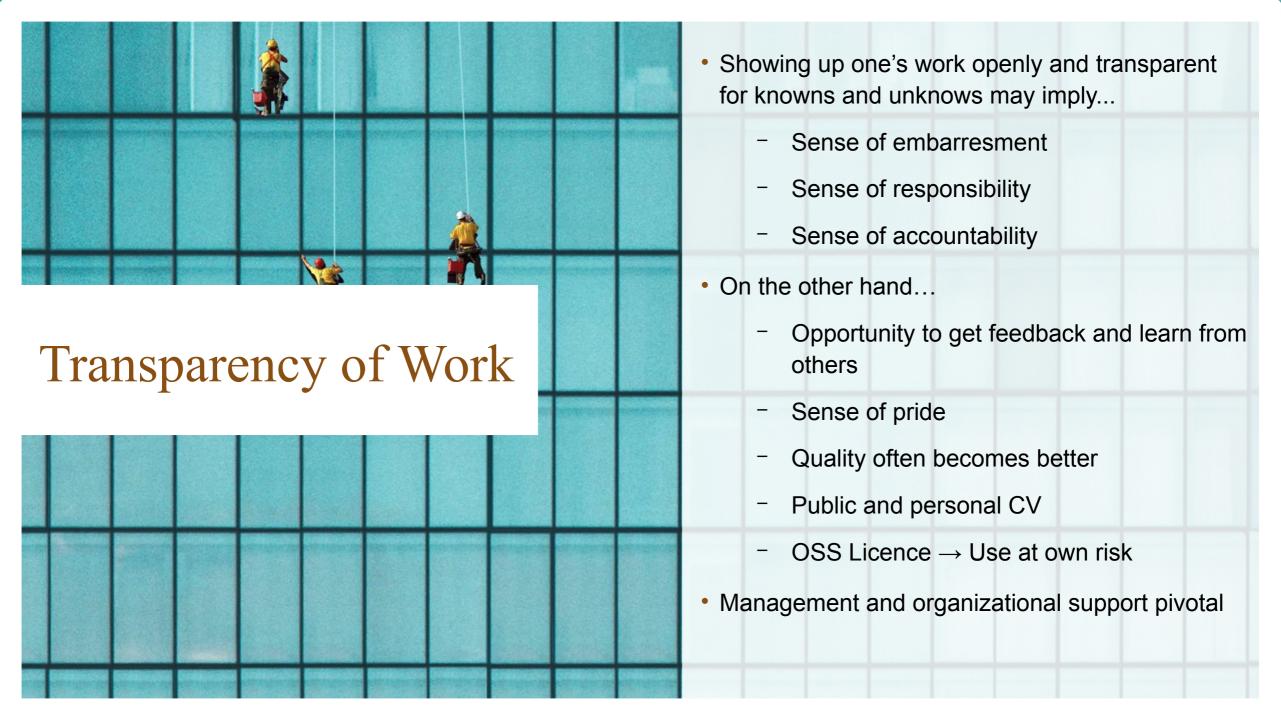


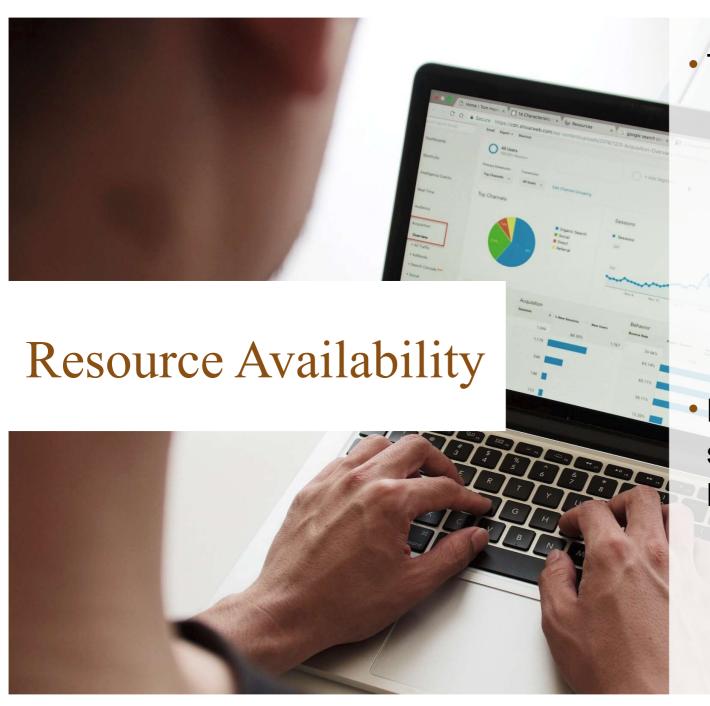
- Autonomous team structure, partially decentralized
- Each team responsible for one product or part of the platform
- Openness varies between teams
- Issues, support and feature requests via Servicedesk, mail, Slack and physical meetings.



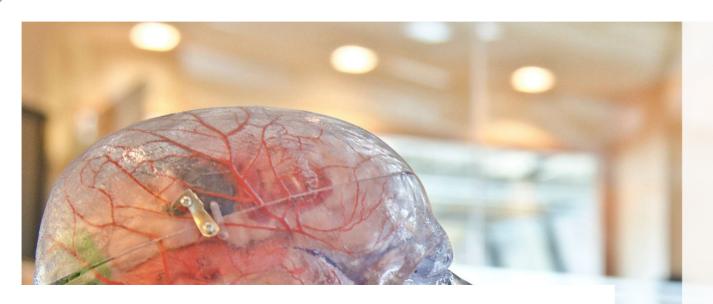
- Code available and actively developed on Git{Hub|Lab}
- Quality of documentation varies
- Requirements engineering mostly internal thus far. Closed roadmaps.
- Meetups and hackathons used to some degree to gather requirements and explore use cases







- Time for community work,
 - Community work not seen as a part of business goals by managers
 - Community work not seen as a part of team goals by developers
- Management and developers need to set community goals aligning with business and team goals



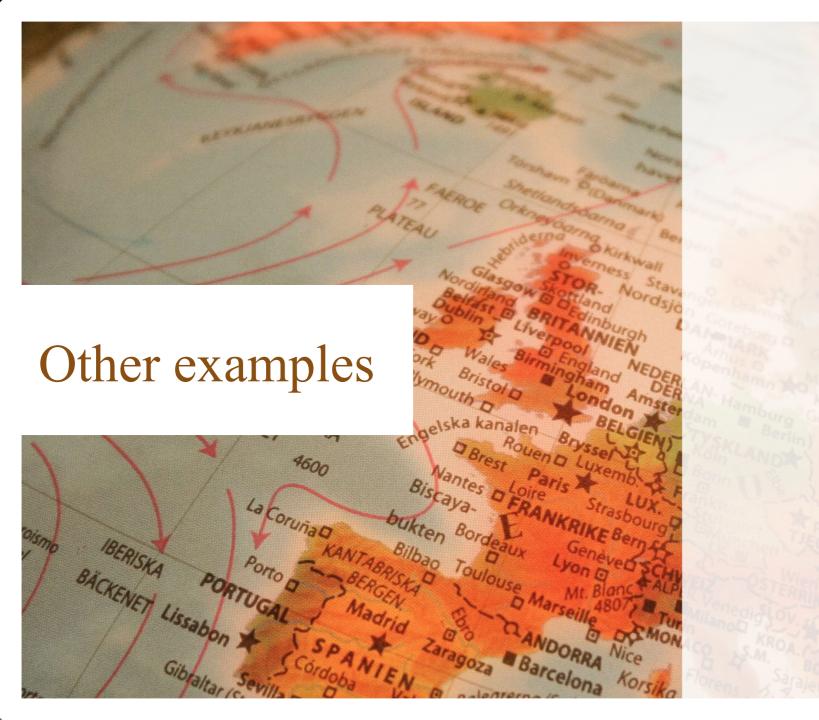
Creating an Open Mindset



- Switching from a closed to an open and collaborative mindset
 - "Not what I signed up for"
 - "Why should I answer that question?"
 - "I'm busy"
- May feel as unnessecary overhead doing discussions online with colleagues sitting on other side of table
- Striking a balance on what to do online and offline
- Consider community members both as customers/end-users and collegues



- People and organizations from outside the company are prioritizing your work
- Customer-driven and collaborative development!
- External opinions does not have to imply the final say
- Part of an overall requirements engineering process



TRAFIKLAB

https://www.trafiklab.se/



https://www.hsl.fi/en/opendata

