

Google Code-in

What is open source?

• Computer software where the source code is distributed under an open source license that allows anyone to study,

change, improve and distribute the software.

- Promotes collaboration
- Community of developers



What is Google Code-in?

- Online, global contest for 13-17 year old pre-university students
- Introduction to open source software development
- Students have the opportunity to work with real open source organizations
- Students earn prizes for their work



How does Google Code-in work?

- 27 Orgs create tasks for students to work on
- Students choose tasks that interest them
- Tasks take 3-5 hours to complete
- 1+ mentor assigned to each task
- Student submits work for review
- Mentor reviews work
- If accepted, student can claim another task



Types of Tasks

Generally take 3-5 hours to complete

- Coding
- Documentation/Training
- Design
- Outreach/Research
- Quality Assurance

Google Code-in

Beginner tasks

- Great way to get started in the contest
- Become familiar with how the org works
- Build confidence
- Students can complete up to 2 beginner tasks



Why should you participate?

- Apply skills from class to a real software org
- Learn new skills: creating patches, using version control, distributed development, working collaboratively
- Become part of the community
- Easy entry, mentors there to help guide you (online)
- OS software isn't just about coding variety of types of tasks
- See your work being used by thousands, even millions, maybe even become a committer on a project



Prizes

- 1 task = Digital Certificate of completion
- 3 tasks = Google t-shirt and a digital certificate
- 6 Finalists from each org = hooded sweatshirt, t-shirt, digital certificate
- Grand Prize Winners (2 from each org)

Grand Prize Winners



- Each open source organization will choose 2 Winners
- Winners are chosen from the 20 students who complete the most tasks from each organization
- Organizations will evaluate a student's work based on creativity, thoroughness and quality of work, community involvement
- Grand Prize winners receive 4 day trip for themselves and a parent to Google's headquarters in the summer of 2019



How can I prepare for GCI?

- Read through the Guides on g.co/gci: Getting Started, How to use IRC, Etiquette, FAQs
- Contest Rules you and your parent should read them
- Look at tasks completed by students last year Samples
- Browse the 2018 accepted organizations
- Questions for Google Administrators:
 gci-support@google.com



Timeline for GCI 2018

September 18: Mentoring organizations announced

October 23: Contest starts for students

December 10: Last day for students to claim tasks

December 12: Contest ends

January 7, 2019: Winners and Finalists announced

2018 Mentor Organizations



- <u>AOSSIE</u>: Australian umbrella organization for open source projects.
- <u>Apertium</u>: rule-based machine translation platform.
- <u>Catrobat</u>: visual programming for creating mobile games and animations.
- <u>CCExtractor</u>: open source tools for subtitle generation.
- <u>CloudCV</u>: building platforms for reproducible AI research.
- <u>coala</u>: a unified interface for linting and fixing code, regardless of the programming languages used.
- <u>Copyleft Games Group</u>: develops tools, libraries, and game engines.
- <u>Digital Impact Alliance</u>: collaborative space for multiple open source projects serving the international development and humanitarian response sectors.
- <u>Drupal</u>: content management platform.
- <u>Fedora Project</u>: a free and friendly Linux-based operating system.
- <u>FOSSASIA</u>: developing communities across all ages and borders to form a better future with Open Technologies and ICT.
- <u>Haiku</u>: operating system specifically targeting personal computing.
- <u>JBoss Community</u>: a community of projects around JBoss Middleware.

2018 Mentor Organizations (cont)



- <u>Liquid Galaxy</u>: an interactive, panoramic and immersive visualization tool.
- <u>MetaBrainz</u>: builds community maintained databases.
- <u>MovingBlocks</u>: a Minecraft-inspired open source game.
- <u>OpenMRS</u>: open source medical records system for the world.
- <u>OpenWISP</u>: build and manage low cost networks such as public wifi.
- <u>OSGeo</u>: building open source geospatial tools.
- <u>PostgreSQL</u>: relational database system.
- <u>Public Lab</u>: open software to help communities measure and analyze pollution.
- <u>RTEMS Project</u>: operating system used in satellites, particle accelerators, robots, racing motorcycles, building controls, medical devices.
- <u>Sugar Labs</u>: learning platform and activities for elementary education.
- <u>SCoRe</u>: research lab seeking sustainable solutions for problems faced by developing countries.
- <u>The ns-3 Network Simulator Project</u>: packet-level network simulator for research and education.
- <u>Wikimedia</u>: non-profit foundation dedicated to bringing free content to the world, operating Wikipedia.
- <u>KDE Community</u>: produces FOSS by artists, designers, programmers, translators, writers and other contributors.







Questions?

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http://g.co/gci