

# Open Spatial

DEVELOPER  
WEEKEND



## Write code and talk about it

### What will happen at the Open Spatial Developer weekend?

The short answer is what ever you want. Every developer should give a short presentation on anything they want, whether it be related to spatial technologies, interesting code, emerging technology, whatever.

There will be group discussions that will guide our future development. Such topics include coding conventions, namespace naming conventions and code libraries.

Several code management/versioning systems will be on display and at the end of the event there will be a discussion and a vote on Open Spatial's new source management system.

But its not all about work, there is also opportunities to play and network with each other. And of cause there will be team

building activities and a Nintendo Wii in case the team building sucks.

Also there will be really nice food made by chefs and there will be beers.

If you have a topic that you would like to present (every developer should think of something) or if you have any suggestions or questions you should email [jchilcott@openspatial.com.au](mailto:jchilcott@openspatial.com.au).

In the next week a date will be chosen for this event. When you register your interest, please inform us of what dates you are unavailable during the next few months. The initial plan is that this event will start friday afternoon and continue until Saturday. If there is enough content we may consider utilising the first half of Sunday.

### In short:

Food  
Beer  
Presentations  
Games

## OS Developer Weekend

2008



Even though this event is focused towards developers, it is open for all staff to attend. Non-developer staff could still find the presentations interesting. There will be good opportunities to network with developers and perhaps appreciate how our software is made.