



Talk Overview

- What is Open Source?
- What is OSGeo?
- What are the key components of the open source geospatial stack?



10 things you should know about open source software...

Paraphrased and reorganised from Directions Magazine (http://www.directionsmag.com/articles/ten-things-you-need-to-know-about-open-source-geospatial-software/233177



"Open source software" refers to any application delivered with an open source license.



An open source license must meet the definition developed by the Open Source Initiative.



Open source software is usually written by a community rather than a development team associated with a single software company.



Software developers and software users mix and match open source and proprietary software all the time.



Open source and open standards are not the same thing



Open source and open data are not the same thing



Implementing open source software may cost money



The opposite of open source is closed source or proprietary software, not commercial software



OSGeo is **the** body for open source geospatial software

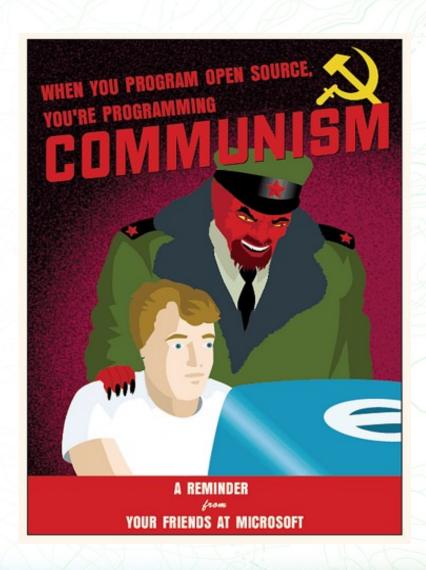


Open source software is "just" software.



Open source misconceptions

- It's not secure
- It's hard to install
- It's not professional/proprietary
- There's no support
- There are hidden costs
- There must be a catch!





Open source software is "just" software.





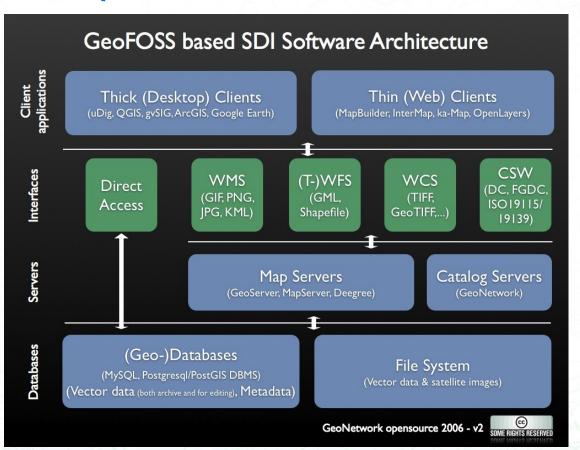
OSGeo Mission Statement

To support the collaborative development of open source geospatial software, and promote its widespread use.



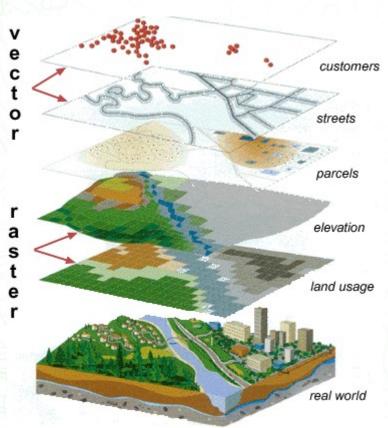


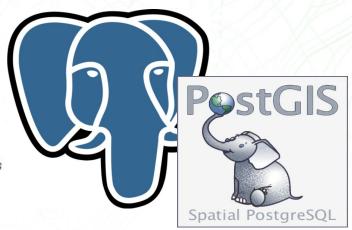
The Geospatial Stack

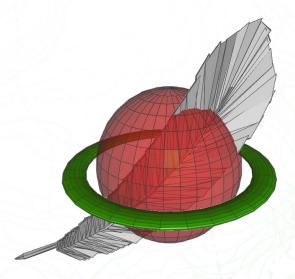




Data

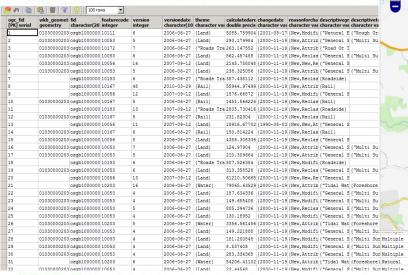








Map Servers



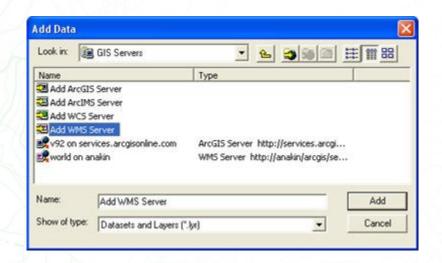


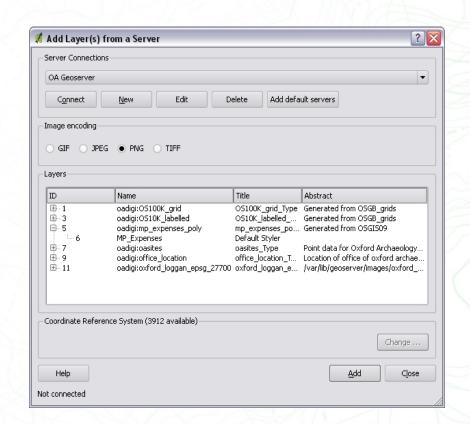






Web Services

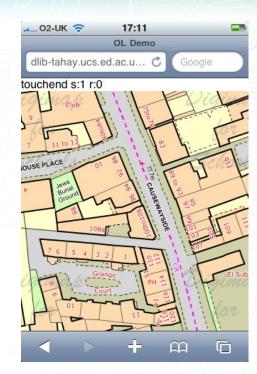






Web Clients







OpenLayers™





Desktop Clients



