

# JHOVE Hack Week: 8-12 April 2019

## Frequently Asked Questions

### What's the goal?

The aim of the development hack week is to improve JHOVE for the benefit of its users. We plan to concentrate on the 'quick fixes' to reduce [JHOVE's issue list](#) and make it easier to assign bug fixes and new features to future releases.

### Do I need to be available for the whole week?

No. We have extended the original format from a hack day to a hack week to make it easier for contributors to join in as and when you can. We are very grateful for whatever time you can volunteer.

There's a variety of tasks so everyone should be able to find something they can work on given the time, knowledge and skills available to them.

We will have a series of check in calls at different times throughout the week to catch up with people in various time zones.

### How will it work?

1. Take a look at the draft hack week [milestone on GitHub](#) and have a think about what you'd like to work on. This will be updated over the next few weeks.
2. Register for the hack week. You will also need a GitHub account. Sign up for a free account at: <https://github.com/join>.
3. Join a check in call: we will talk through how the week will run and will introduce the issues in the milestone. We will ask for volunteers to choose the issues you would like to work on.
4. Start coding!
5. Join us for another check in call to let us know how you are getting on and if you need any help, or more work!
6. Join a final call to let us know where you got up to by the end of the week. We will then produce a progress summary gathering everyone's activities.

We are looking to recruit a couple of team leaders and a couple of format experts to be on hand to help us run the week. Any questions? Please contact us.

### When are the check in calls? What if I need help?

We will run at least 3 sets of online check in calls over the week. The exact times will be confirmed when we know how many time zones we need to accommodate.

## Calls

- **Introduction and allocation calls**
- **Progress update calls**
- **Final status update calls**

## Progress tracking and help

### Continuous communication: GitHub comments

We will be using GitHub Issue and Pull Request comments to track and report progress. This channel is visible to everyone so helps people to see what others are working on and provide feedback and review.

### What if I need more help?

We'll be running drop in session throughout the week and will also be available to contact by email. We're planning to recruit a couple of team leaders to support us through the week.

## Where do I sign up?

If this sounds like something you'd like to take part in, or would like to keep up to date about the event, please register your details [here](#).

## Why participate?

We need your help! JHOVE is an open source validation tool that is widely used across the global digital preservation community. It is free to download, use and amend to meet your organisation's requirements. However, it is not free to host, maintain or develop. Only OPF members support JHOVE financially through part of their membership fees.

We are only a small team and are responsible for maintaining other tools in addition to JHOVE. We receive development effort contributions on an ad hoc basis from our members and the digital preservation community so would like to say a big THANK YOU to everyone who helps to improve JHOVE for the benefit of the whole community.

To find out more about how you can support JHOVE by becoming an OPF member, or making a donation visit: <https://openpreservation.org/technology/products/jhove/>.

## What happens after the hack week?

We will put together a summary of activity for the week and send it to all contributors. Together with our team leaders, we will review the contributions and then merge them to the codebase ready for the next release (1.24, due in December.) If anyone would like to join this session or help with QA please let us know during hack week.

Any issues we do not manage to address will be updated for inclusion in a later release.