DevMtg 2015-04-08

Developers Meeting on Weds, April 8, 2015

Today's Meeting Times

- JIRA Backlog Hour: 16:00 UTC in #dspace IRC, i.e. one hour BEFORE the meeting. During that hour, we will be working together to tackle our JIR A Backlog of "Received" tickets.
 - o NOTE: Tim has a meeting conflict with JIRA Backlog Hour and will be unable to attend this week. But, will be at the meeting.
- DSpace Developers Meeting: 15:00 UTC in #duraspace IRC

Agenda

Discussion Topics

- 1. DSpace 5.2 Release Status
 - a. How can we move this release along?
 - D. Tilterandina & 7 BBe liet from 1-14-111

Unable to locate Jira server for this macro. It may be due to Application Link configuration. (and related tickets)

2. Other top

a. NOTE. As part of the upcoming Strategic Flamining / Roadiviap work, Tim has begun some wiki reorg (which you may or may not notice based on whether you are subscribed to updates). Mostly moving around and reorganizing pages into a more logical hierarchy, so it's easier to find things. (Warning: I'm also cleaning/deleting some content which is so obviously obsolete, and archiving other outdated, likely-deletable pages under Archived Pages)

Ongoing Discussions

- · Looking beyond DSpace 5, what sort of UI(s) would we want for the future?
 - 1. The new DSpace Steering Group has noted that it seems unsustainable to maintain two UIs forever.
 - 2. Both our UIs are rather dated platforms (JSPUI = base code is 13+ years old, XMLUI = 7+ years old). There are lots of newer, easier to user Java and non-Java UI platforms.
 - 3. Brainstorms on a Future UI is the beginning of some very rough ideas of what UI platforms exist out there, and what is important to us in a UI. None of this is "set in stone", and it's all just a brainstorm on "If we had to choose again now, what do we feel is the best UI platform to help DSpace remain a relevant, vibrant project for 5-10 more years."

Meeting Notes

Meeting Transcript

• Full IRC Transcript is available at - http://irclogs.duraspace.org/index.php?date=2015-04-01

Action Items

(Action items go here, if any)