

In this talk, I present findings from an ongoing empirical study of social processes, technical system configurations, organizational contexts, and interrelationships that give rise to open source software. The focus is directed at understanding what the requirements for designing OSS may be. Multiple kinds of *software development informalisms* are found to play a critical role in the elicitation, analysis, specification, validation, and management of the requirements and design for OSS systems, artifacts, processes, project portals, and communities. Subsequently, understanding the roles these informalisms take in the development process for OSS is the focus of this presentation.