

Guidelines for Contributors

Aims and Content

developerFusion.com (dF) is a website specifically aimed at software developers. It mainly consists of high-quality technical articles designed to be of interest to people actively engaged in development work. A large portion of dF's audience is assumed to be practising programmers using the most popular programming languages and technologies, e.g. C#, Java, ASP.NET, etc.

Articles should usually be about some aspect of developing software using a specific language or technology. The website is completely independent, and platform-neutral subjects are always welcome. However, the Windows platform is currently dominant in the market, so the majority of articles accepted for publication tend to focus on the development of applications for Windows environments.

We also welcome articles about software design/architecture, and also about database technologies (ideally from a programming perspective).

Of course no description of subject matter can ever be complete, and developerFusion is always open to innovation. However the majority of articles are expected to contain example code illustrating the point being made. Articles that deal with history, personalities, interviews, case studies, company strategies or vague philosophical musings are unlikely to be accepted, even though they might be regarded as having some interest to developers. Similarly, 'systems' and 'network administration' oriented articles are generally inappropriate.

developerFusion welcomes articles from developers currently employed by companies, and is happy to admit that there is a benefit to be had for both the author and the company in publishing an influential technical article. However such articles should not be treated as overt advertising. An article which explains the technology and gives examples is a much more successful way of promoting an idea than simply repeating the claim that it is wonderful. Prospective contributors are advised to supply information coloured by opinion, and not just opinion on its own, unsupported by any evidence.

Introductory or tutorial articles are also welcome, as are proposals for a series of articles to be published over a number of weeks or months.

There are always exceptions to any set of rules, and generally all submissions are welcomed - if in doubt, your best guide is to look through the articles already published on developerFusion.

Writing style

The overall style of developer Fusion is relaxed and not manual-speak or techno-babble. Imagine that you are telling a colleague about the topic in question in an informal setting. Don't try to sound technical - the subject matter is usually technical enough when expressed in the simplest of language!



Any example code should be distributed into the body of the article if at all possible and introduced in easy to swallow bite (or should that be byte?) sized chunks. Remember, the object is to explain something and not simply provide a working program in printed form. If an example cannot be presented in this way then a single listing of a few dozen lines of code (a single function or subroutine say) is acceptable - pages and pages of listing generally are not.

All code examples should also be provided as a download for inclusion with the article when it is published. However articles should always be self-contained and readable without reference to other sources. If your code relies on a third-party library, you should make this very clear in the article itself and include a download link to the library in a readme.txt file along with your code samples.

The editorial staff of developerFusion are always willing to give help and guidance with any matter of style, presentation or convention.

Reviewing Style

As a reviewer, you can approach your comments on an article in one of two ways:

- As a mentor, noting where code could be improved and text omits some information that would be useful to the reader.
- As the target audience – often the newcomer to the technology the article (level 100) is about. In this instance, you should be noting where explanation is unclear in the text and if instructions are missing on how to create the code (project/solution).

Either way, you should also be looking to highlight the following

- Badly written or spelled (sic) prose
- Code that does not work, either because it doesn't compile or because it doesn't actually do what the writer suggests it does.
- Omissions in text or code.
- Superfluous asides or digressions in text or code.

A good article lays out its often singular intent in the introduction. Point out if the article starts to stray from these goals or if these aren't clearly outlined to begin with.

Submitting an idea

In most cases it is best to check any ideas you might have for articles with the developerFusion editorial staff before you start writing. All you need to do in the first instance is to supply a working title and a brief abstract of what you plan to cover. Just send your ideas and proposals to hello@developerfusion.com.

Copyright And Reproduction On Your Own Site

Unless an alternative arrangement has been explicitly agreed, articles are accepted for publication on developerFusion under a [Creative Commons Attribution-NonCommercial-NoDerivs 3.0 Unported License](#).

We also ask that any article written for developerFusion is available exclusively on our site for three months from publication, after which time you are welcome to reproduce it on your site.

Technicalities

Articles on Developer Fusion should be between 750 and 3000 words long, not including code samples. Of course, this is not a rule set in stone, but articles greater than 3000 words are likely to be split into two if possible.

Text should be supplied in any common word processor format. Preferably Word (doc, docx), RTF, HTML or plain text if possible. Please don't waste time formatting the article (production removes all formatting) and don't embed pictures in the document (please supply them as separate files). Please try to break text into reasonable sized blocks using headings.

If you are including screenshots or diagrams with your article, please include them as PNG files no greater than 600px wide with your article. For a great guide on how to take screenshots, have a look at

<http://www.hanselman.com/blog/TakingProperScreenshotsInWindowsForBlogsOrTutorials.aspx>.

If you have any questions concerning your submission ask the editorial staff. Text, pictures, drawings and tables can be accepted in a wide range of formats – but check before spending any time on the problem.

Editorial Process

Each article sent for publication on developerFusion undergoes the same editorial process.

1. Article proposal submitted
2. Proposal accepted and dates are agreed for submission of first and second drafts, and of publication. These may be subject to change in due course.
3. The writer produces a first draft of text and code and sends it into the editorial team
4. The editorial team send text and code out to a group of peer reviewers for comment and suggestions on how to improve the article. When all reviews have been returned to editorial, they are merged into one document and returned to the writer.
5. The writer produces a second draft of the text based on reviewer and editor comments.
6. The text undergoes a final edit and the code a final check before it is published onto the live site.

In general, this process should take no longer than four weeks, depending on topic, seasonal holidays, and the speed of the writer. Note that developerFusion reserves the right to ask another writer to produce a second draft of another's work should the original author be unable to produce one themselves.

General writing guidelines

- Avoid duplication – make each point once
- Avoid long introductions by writing the beginning of the article last!

developerFusion

- Use the active voice when possible
- Personal comments should be few
- Don't use slang or the latest fashionable words – it dates and is region-specific
- Put your article to one side and read it again after a few days
- Get a friend to read and comment on your article
- Do not use line numbers in programs unless the language insists that you do
- People will be reading your source code, so make sure it is clearly formatted and keep lines short by splitting them where possible
- Don't include comments in your program examples – explain your examples in the main text

Contact details

Please submit details of proposed articles via email to developerFusion's editor, Dan Maharry:
dan@developerfusion.co.uk

Or submit your ideas via the website

<http://www.developerfusion.com/tutorials/new/>