# Evolving KDE

How we figured out what we want to do together

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#### de.comp.os.linux.misc > New Project: Kool Desktop Environment. Programmers wanted!

94 posts by 59 authors 🕤 🛛 🕞

•	Matthias Ettrich	10/14/96	*
☆			
	New Project: Kool Desktop Environment (KDE)		
	Programmers wanted!		
	Motivation		
	Unix popularity grows thanks to the free variants, mostly Line consistant, nice looking free desktop-environment is missing	. There are	

Linux/X11 would almost fit everybody needs if we could offer a real GUI.

A GUI for endusers

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The idea is NOT to create a GUI for the complete UNIX-system or the System-Administrator. For that purpose the UNIX-CLI with thousands of tools and scripting languages is much better. The idea is to create a GUI for an ENDUSER. Somebody who wants to browse the web with Linux, write some letters and play some nice games.

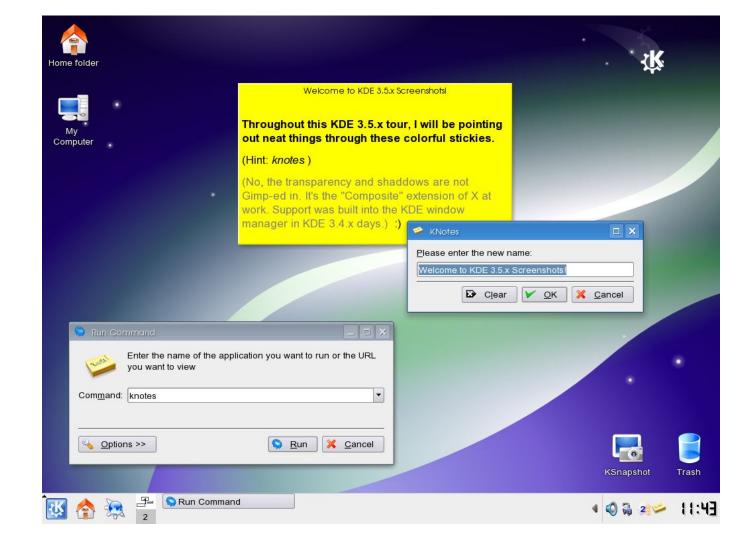
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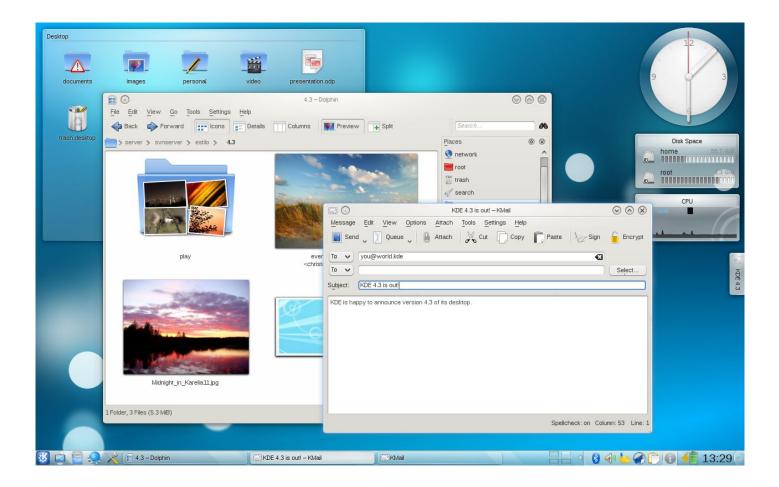


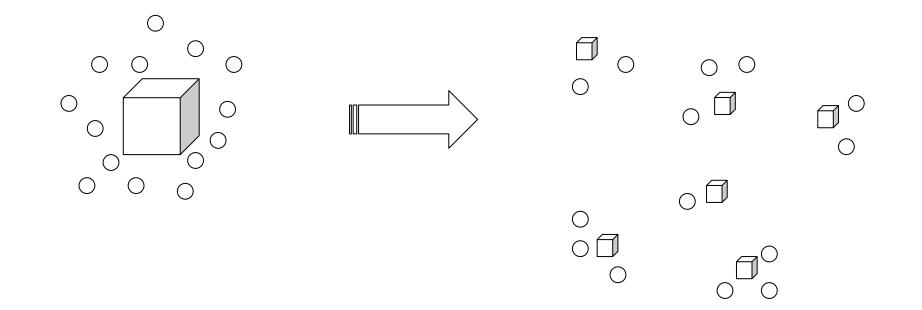
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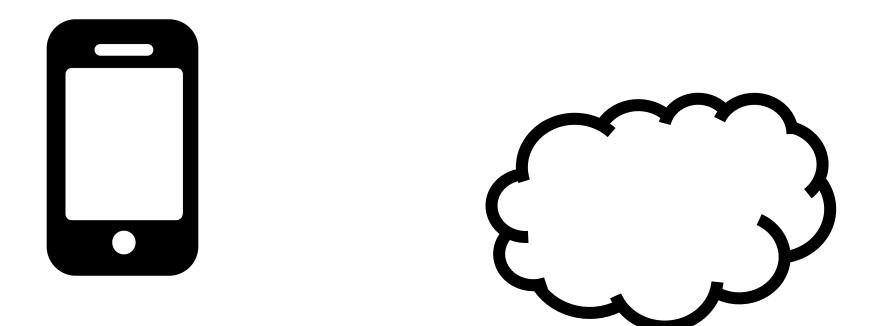








the move from svn to git



the world around us is changing

## We no longer had compelling answers

Why are we here?

What keeps us together?

Why should you join?

### Issues we faced

- Lack of guiding principles and references for decision making
- Community issues
- Lack of common vision to strive for
- Hard time recruiting new people
- Public perception

## Evolving KDE

Bring clarity and understanding a few fundamental questions:

- Where are we?
- Where do we want to go?
- How do we get there?

#### Evolving KDE announcement + survey

April 2015

#### Akademy keynote and discussion August 2015

## Survey results +

#### recommendations

July/August 2015



#### Great community

"There is a sense of working for the greater good that drives the community. It is welcoming and friendly, and able to integrate people from very different backgrounds and cultures. For me, it represents the ideal of what a Free Software community should be."



Great technology

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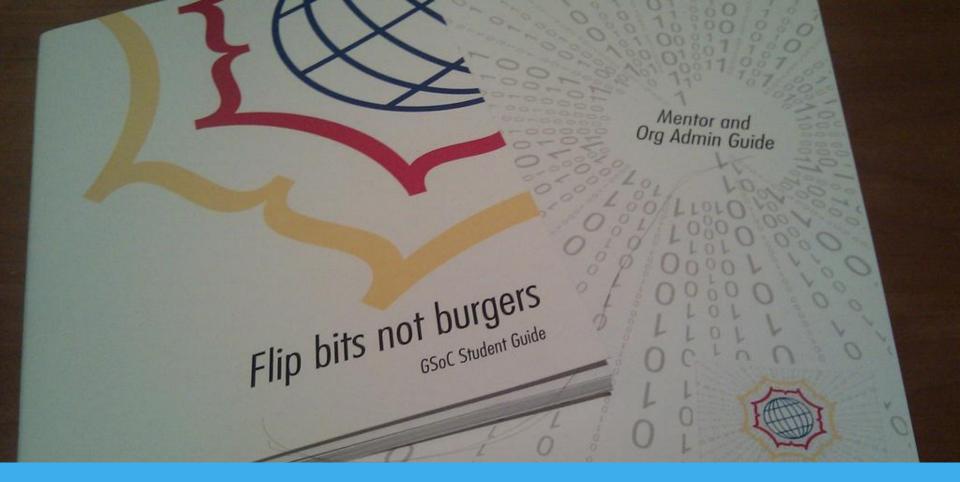
Impact



#### User Freedom



#### Scratching an itch



Learning

"The wide variety of people involved, in the past years - it did teach me to see the world in different ways."



#### Time and energy



Skills, tutorials, entry points



#### Vision, strategy and focus

"While we are not always moving in the same direction, we always want to move "forward"."

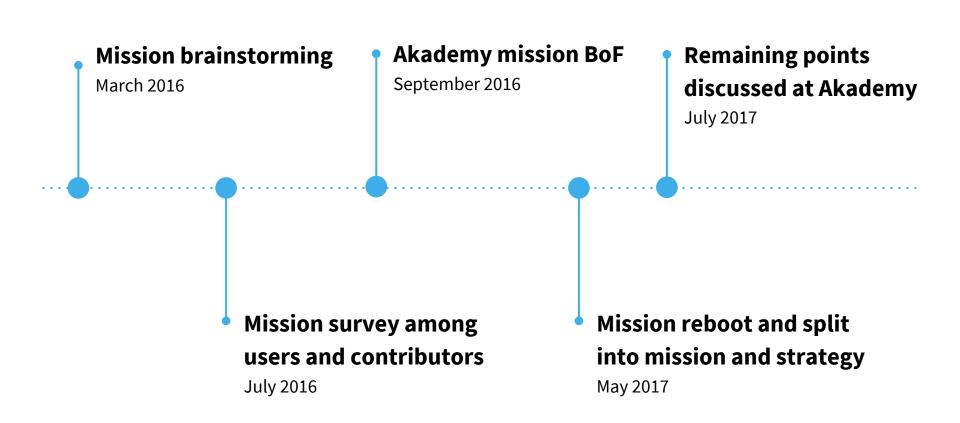
#### **Start vision discussion**

August 2015

#### Vision announced

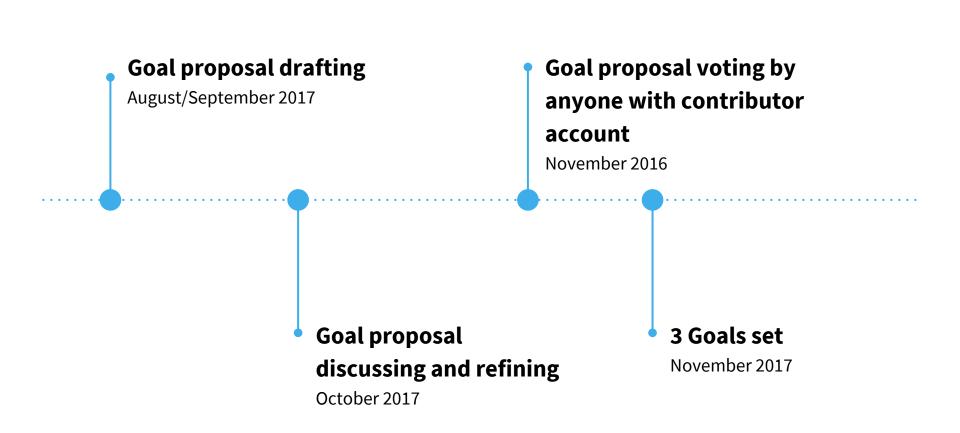
April 2016

## "A world in which everyone has control over their digital life and enjoys freedom and privacy."



To fulfill our Vision, KDE has taken on the mission to:

- create software products which give users control, freedom and privacy
- provide users with excellent user experience and quality
- enable users regardless of their location, background, abilities, operating system and device
- promote the Free and Open-Source ecosystem



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o; Manage				T7124 KDE Leader in Design				
				<b>T6875</b> More Power-Users => More Users				
				<b>T6843</b> Integration with FOSS online services				
				T6878 Improve the Plasma Mobile platform for end-user needs				

**Top-notch usability and productivity for basic software:** We want our users to love our software and enable them to do their day-to-day work hassle-free. As part of this goal we will focus on polishing our basic software so everyone will be delighted to use it.

**Privacy Software:** A central part of KDE's vision for the future is privacy. As part of this goal we will work on improving privacy-related features, settings and applications all over KDE's software. Once done KDE software enables and promotes privacy, which is crucial for a free and open society and protecting our users from harm.

**Streamlined onboarding of new contributors:** KDE can only achieve its vision if we enable many people to join our community and support us with their specific knowledge and skills – be it programming, artwork, promotion, translation, event organizing or any of the other hundreds of areas needed to make KDE successful. As part of this goal we will identify and remove barriers to entry in our documentation, infrastructure and processes.

## Results

- Direction
- More community cohesion and engagement
- Great new people joining
- Significant shift in public perception
- Partnerships

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## Lessons learned

- You need pain and a sense of urgency
- Overcommunicate and overinvolve
- Be ready to put in the work and follow through
- You need a trusted group of people to support you

## Lessons learned

- Be clear about concepts and what they mean
- Listen to people's fears and ask what's behind it
- Get data to get away from loud voices and echo chambers
- Be ready to adapt as you go

# Join us!

kde.org

