COMMUNITY REPORT

WELCOME MESSAGE

I am fortunate to get to see the inside of a lot of free and open projects— both in Free Software and in Free Culture. I get to see the small ones and I get to see the big ones. The idealistic ones and the pragmatic ones. The rough ones and the calm ones. The ones that are mostly shades of grey and the ones that are colorful. The ones that want to make a difference in the world and the ones who are doing it just for fun. Each of them is great and lovable in their own way. Some because they give us great software. Some because they fight for our rights in and outside courts. Some because they give us really amazing art to enjoy and reflect upon. Some because they provide much needed knowledge about the world we live in to everyone.

What strikes me about KDE again and again when comparing it to other communities is one thing: its ability to provide a safe harbor that can be depended on while still retaining the ability to be a place for change and innovation. KDE is a place where newcomers with little experience but a willingness to learn can come and do exactly that. KDE is a place where companies with commercial interests can come and realize them. KDE is a place where experienced contributors can come and make huge changes. KDE is a place where researchers and universities can come to do research and collaborate. None of this however makes KDE unique. What makes it unique is that they all can easily feel at home

in the KDE community, and yet KDE remains a place for vital innovation after so many years. Your contribution to KDE e.V. through programs such as "Join the Game" helps us continue to provide a stable background organization for KDE to ensure this will still be the case for many years to come.

I hope you will enjoy this quarterly report - this time with a feature about one of our collaborations with ALERT, a European Union research project.

Lydia Pintscher
for the KDE e.V. Board of Directors

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EU ALERT PROJECT CONCLUDES SUCCESSFULLY

Stuart Jarvis

Back in the last months of 2010, the ALERT Project began. It was partly funded under the European Union's 7th Framework Programme, which has funded other substantial research projects that KDE has been part of. The ALERT Project's objectives were to help open source developers to work more effectively and to produce better software by improving bug tracking, resolution and software quality tools.

The ALERT (Active support and reaL-time coordination based on Event pRocessing in FLOSS developmenT) Project brought together partners from seven countries, including large software companies such as Atos (with over 70,000 employees), medium size enterprises, and research institutes and universities. It also included KDE e.V. as a partner, specifically for the purposes of guiding the project and providing a test case for the software that would be produced. As part of this process, three KDE experts, Adriaan de Groot, Dario Freddi and Stuart Jarvis were contracted to another project partner (Corvinnno Technology Transfer of Hungary) to provide consultation services on the needs of free software developers and to facilitate communication with KDE e.V. and the KDE community. The KDE experts were chosen through an open selection process.

A kick-off meeting took place in October 2010, as the partners got a chance to meet each other and discuss objectives and timescales. The project really got started after a meeting in January 2011 when the KDE experts attended for the first time and met the other participants. It became clear that many of the partners had limited experience with open source software and so it was important for KDE to be involved and give advice on issues such as licenses acceptable to free software developers, the importance of code re-use and availability of source code.

Over the next two years, the partners met approximately every three months, with frequent email exchanges and online chats between meetings. KDE's involvement in the early stages was mostly in the form of contributing to documents describing the problems that should be solved. For example, Bugzilla is a popular tool to track bugs, but for large projects such as KDE there are problems with duplicate reports and with reports being filed to the wrong team (it is not always easy for a user to understand that an apparent problem with a web browser failing to show pages is actually due to a separate software handling wireless connections). With this in mind, the KDE team decided to focus on Solid (the KDE software components dealing with hardware interaction) as a base for KDE's testing of the ALERT software.

After the initial stages, Adriaan left the project due to conflicts with other commitments and Dario and Stuart took over the work between them. The research partners demoed ways of gathering information about bugs from diverse resources such as mailing lists, wikis and forums and showed how natural language processing and stack trace analysis could help to identify duplicate bug reports. One partner even began profiling developers, identifying developers suited to solving particular bugs and bugs suited to the skills of a particular developer.

Concerns over privacy and data rights led to intensive discussions between research partners, the KDE experts and KDE e.V. board. The experts were eventually able to resolve these concerns by advising the ALERT partners on how to access data via public sources and open protocols (for example, RSS) rather than requiring database dumps that might have contained sensitive data.

By early 2012, most of the software components were working, but as individual entities (each partner had taken responsibility for particular functions and written their own components and interfaces). A message bus enabled communication between components, but there was no user-facing single, consistent interface. Identifying this as a shortcoming with the aid of the KDE people, resources were diverted to build a unified user interface. This was first demoed in the summer of 2012, becoming ready for the first set of user trials in the autumn. In parallel, work began on automating installation of the diverse components and on providing a ready-built virtual machine. KDE team members provided extensive testing and feedback on the latter.

The public profile of ALERT was also raised during this time, with an appearance at the OpenWorld Forum in Paris where the ALERT software was presented for the first time in public.

Near the end of 2012, the first set of user trials began. The KDE people continued to focus on Solid as the main use case and recruited Solid team developers to try out the ALERT tools via the ALERT user interface as part of their normal activities. This meant using ALERT to hunt for duplicate reports, using it to gather additional information on a bug from mailing lists, wikis or the forum and getting customized notifications on particular patterns of activity in Bugzilla or the source code repository. The feedback was returned to the project partners in December 2012 and led to further developments early in 2013 before a second trial period began in March 2013.

Feedback from the trials was largely positive. The project has been judged a success and featured as a success story by the EU Commission. Although the initial project is over, many of the partners intend to continue developing their components and the software as a whole. One

research partner, the Libresoft group at the University Rey Juan Carlos, has set up a spin-out company to further develop the software. They have already done some work in integrating ALERT capabilities into Bugzilla, so that some of the benefits can be accessed without the need to learn new software or access a separate system.

Overall, the project has provided a very positive experience and has helped to raise the profile of KDE (and free software in general) among some of the partners. Discussions have already taken place about possible future collaborations. The ALERT software is fully operational now and can be downloaded from the ALERT website, either as source code (with some binaries) or as a ready set-up virtual machine. Some configuration is needed to get started, as detailed in the user manual. Future developments will further streamline the software and make its deployment easier. KDE will continue to watch developments and consider a wider deployment of the software as it matures.

Thanks to all KDE community members that have participated and helped with this long term project!

Developer Sprints

SOLID SPRINT
April 2013, Brno

by Álex Fiestas

The annual Solid sprint took place in Brno (Czech Republic) at the Red Hat offices this year where a bunch KDE hackers met to work on all things related to hardware support. The group covered a wide range of topics.

In general, the community and the projects covered by Solid are getting broader so it is important that tools are well maintained, which in this case means keeping a bug tracker that can actually be used in an efficient way. So before, during and after the sprint, a large amount of time has been invested in triaging bugs. After tears and sweat we now have a bug tracker that can be used effectively. Starting with about 200 unconfirmed bugs, we now have

almost none. The group also discussed other general issues such as branding for Solid, systemd integration and unit testing.

The first big specific topic was power management. In the weeks prior to the sprint, the Solid team identified areas where work could be done to improve the Power Management user experience (based on the bugs found in bugs.kde.org) such as brightness handling or hybrid suspension, so we started to work on them. We also discussed plans for "Power Devil 2", the power management application for future releases. No conclusion was reached on behavior changes but we made good progress on the technical side of things. Improvements on screen locking and a specific domain debugging tool for power management were also investigated.

The newest member of the Solid family, KScreen, also got some attention during the sprint in the form of discussions and features such support for more special use cases (environments with XRandR 1.1 version). There was also
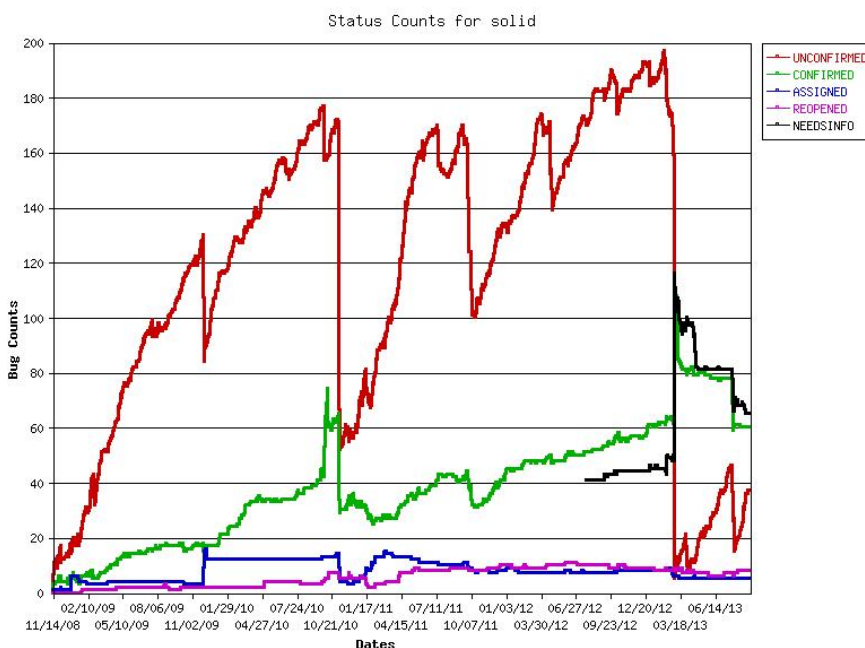
discussion about a new system settings module UI, unit testing using virtualbox and support for created modes.

The beloved libsolid library to detect hardware was also addressed; there were some discussions to draft the next version of it. We also talked about what areas from the Windows support should be improved first.

After years of hard work, we removed a huge amount of code called "Solid::Control", a failed experiment from years ago to address issues that now have finally been completely addressed in other ways.

Months before the sprint, we discussed on IRC (#solid on irc.freenode.net) what to do with network management. One option was to keep and improve the current code. The alternative was to create a new interface that leverages the new technologies that we lacked when "KDE Network Management" was created. The team was split between the options so we decided to give the new interface a try; if it failed, we could always fall back to the code we had. So during this sprint, we evaluated the state of the new code and decided to go for it.

The next big step for Bluetooth support in KDE is moving to bluez5, so we are focusing our efforts on that rather big task. A plan was drafted and is currently being implemented.

Status Counts for solid

Plasma Sprint
April 2013, Nürnberg

by Sebastian Kügler

From 16-22 April, members of the Plasma team met in Nürnberg, Germany to discuss open questions on the road to Plasma Workspaces 2. The meeting was kindly hosted by SUSE and supported by the KDE e.V. For the team, the meeting came at a perfect time: porting of Plasma to a new graphics environment has commenced, is in fact well under way, and has raised some questions that are best discussed in a high-bandwidth, in person setting.

Graphics Stack Options

The developers laid out the plans for an eventual release of Plasma Workspaces 2, based on KDE Frameworks 5 and Qt5. Wayland is also part of this plan. Starting with Plasma Workspaces 2, Wayland will join X11 as a supported windowing environment, and all new development is taking this into consideration. Wayland is a replacement for most of the functionality which is offered today by Xorg. Wayland simplifies the graphics stack significantly with the goal of making every frame shown on screen perfect, something that is hard to achieve reliably with X11. Wayland's leaner graphics stack and improved security model also make it more appropriate for use on modern devices. As such, it is widely seen as the successor to X11 in the Free software ecosystem. Most of the grunt work needed for this transition is already offered in Qt. However, there are still some X11-dependent code paths in the KDE Frameworks, especially in KWin and the Oxygen widget style. While KWin is making excellent progress towards being able to be used as Wayland compositor, the future of the Oxygen widget style is still an unsolved problem.

Definition of Done

As with every transition, a clear definition is needed of an important milestone: When is all of this ready to be used? The highest priority for the team is to avoid disrupting the user experiences, so the baseline is to not introduce regressions in primary workflows when users update from KDE Plasma Workspaces version 4 to the upcoming release.

The idea is to streamline the design language of the current workspace, not to introduce a new user interface. Common and consistent elements for the user experience will be defined, and made available as packages. This goes along with less granularity in the workspace setup options, but fear not: the user will be able to mix and mash these elements to create a customized user experience. To this end, the hackers introduced a new type of Plasma packages: Look and Feel. A Look and Feel package combines code for UI elements such as the application switcher, activity switcher, splash screen, logout dialog and lock screen into a single package. The Look and Feel package can be swapped, either along with the shell package, or independently, providing for freedom in the choice of UI while delivering a great deal of consistency. This way of organizing the "vocabulary of the workspaces design language" will allow quick changes to the entire theme and allow downstream partners to ensure greater consistency for their products with less effort. For a highly customized user experience, a tool will give the user an easy way to remix the Look and Feel of the workspace.

One Shell to Rule All Devices

A generic shell is one of the things that is already in place. Rather than having one binary per workspace, each with slightly different mechanics, the Plasma developers have merged these code bases. Elements of the shell such as default configuration, setup of panels, toolbox, containments et cetera are now defined in a so-called shell package. The generic shell itself does not hold any assumption about the target device, or use case. The UI elements are all defined in Qt Quick-based code. This makes the shell easier to hack on and more maintainable, while allowing for greater flexibility for both, users and developers.

One aspect of Plasma's device convergence strategy is transparent switching of the workspace User Interface. While Plasma does offer different workspaces already (Plasma Desktop, Plasma Netbook, Plasma Active, Plasma Mediacenter), these pieces are still distinctive programs right now. The plan is to move all these different user experiences into Plasma packages that can be switched at runtime. The switching itself can be manually invoked, but can also be based on heuristics

such as input and output devices plugged in. A user could, for example, plug a keyboard and a mouse into a tablet, and the workspace would automatically be switched from a Tablet and touch-focused UI to a more traditional Desktop setup. Connecting a TV to the device could swap the workspace to a media center interface. Some of the code for this is already in place, but not in a state yet where it could be demonstrated.

Quicker

Qt Quick is the way of doing UI in Plasma Workspaces 2. This allows graphics rendering to be offloaded to the GPU, making better use of graphics hardware, freeing the CPU for other tasks and conserving battery life, as the GPU is much more efficient in these operations.

It does not require OpenGL drivers, however. Graphics on systems that do not support OpenGL can fall back to XRender or fully CPU-based rendering. The worst case scenario is that the rendering will be done on the CPU, which is how the desktop layer is rendered today, so the performance would be as it is now. To achieve performance parity even on systems which lack properly accelerated graphics drivers, usage of "heavyweight" graphics effects will be kept to a minimum. In the end, a system that is capable of running the current version of Plasma will also be able to run Plasma Workspaces 2, most likely with even better performance.

KDE E.V. BOARD MEETING
September 2013

The KDE e.V. Board of Directors has a new composition since the General Assembly at Akademy in July. The Board met in person in Berlin on September 28-29. The goals of this meeting were to get the new Board on track, discuss current topics and plan for the future. Board members Albert Astals Cid, Cornelius Schumacher, Lydia Pintscher, and Pradeepto Bhattacharya were present, as was Claudia Rauch, the Association's business manager.

The agenda was a broad range of topics such as an assessment of the Board work and decision making processes. There are two areas which are particularly challenging for the Board: legal, financial/business issues. Since there is no in-depth expertise in these areas within the Board and KDE e.V. in general, the Board members rely on external advice quite a bit. The Board looked into how to increase this expertise in the Community.

The Board also reviewed internal communication via the Board mailing list and bi-weekly calls and the decision making process and how to introduce new Board members to those processes.

Also on the agenda was the set up of a community partner program. There are currently two concrete use cases for creating proper rules on how to deal with community partners or partner communities which also imply managing funds on their behalf. The partner program is a great tool to let others that share goals and values with the KDE community benefit from the organization and

experience KDE e.V. has built over the years. The Board members drafted a policy for the KDE e.V. community partner program during the Board meeting which will be up for discussion and vote on the KDE e.V. membership mailing list.

There was also a short review of the discussion about a KDE incubator program that took place during Akademy. As KDE is growing and more projects want to join the community, KDE needs to find ways to integrate these projects. There was no concrete outcome during the Board meeting other than that the Board is supportive of this idea.

Next on the agenda was the topic of events. KDE e.V. regularly organizes and funds community events. There was a short review of the first proposal for Akademy 2014 and the next steps towards organizing this event. Since there is a lot of experience within the KDE community in organizing Akademy, the practical steps are well planned. However, it might be good to think about the goals for the event and if the format should stay the same. There was an agreement that Akademy should be the place for cooperation with like-minded projects and technical communities. The date and place for Akademy 2014 will be announced in the last quarter of this year.

The first conf.kde.in, the conference of the Indian KDE community, took place in 2011 and was very successful. There are plans to repeat the event in early 2014. Pradeepto gave a summary of the status of the planning and the Board talked about how KDE e.V. can help the organizers. It is

likely that there will be another conf.kde.in in 2014.

The Board then moved on to talk about contributor sprints and why there were fewer sprints and requests for sprints this year than in previous years. There are indications that community members are reluctant to request money for sprints out of financial concerns. There was consensus that the community members should be encouraged to organize those meetings and that there is sufficient budget for these working sprints.

Overall budget and planning for 2014 was also a topic for this meeting. The general goal for 2014 will be to continue in the spirit of the previous two years. This means: aiming for a balanced budget while sustaining current activities. There are reserves which would allow KDE e.V. to invest in important activities. The Board will identify opportunities that KDE and KDE e.V. should pursue in order to continue to be successful.

In order to create a more sustainable funding base and to be able to continue to support the activities of the KDE community, KDE e.V. is planning to invest in raising funds from individual donors and improving the supporting membership program. Currently, Claudia Rauch is working with Detlev Sieber from Software für Engagierte e.V. on implementing the CiviCRM system for managing contacts, membership and related data.

All in all, the Board meeting was productive, and left Board members with a list of To Dos for the upcoming weeks and months. If you would like to get involved with KDE e.V. or have questions for the Board, get in touch on the Board mailing list at kde-ev-board@kde.org.

Many thanks to Wikimedia Germany e.V. who generously hosted the meeting in their Berlin office.

Trade Shows and Community Events

AKADEMY 2013
BILBAO, THE BASQUE COUNTRY
SPAIN
July 2013

by Carl Symons and several Akademy participants

For most of the year, KDE—one of the largest free and open software communities in the world—works online by email, IRC, forums and mailing lists. The annual conference Akademy provides all KDE contributors the opportunity to meet in person to foster social bonds, work on concrete technology issues, consider new ideas, and reinforce the innovative, dynamic culture of KDE. Akademy brings together artists, designers, developers, translators, users, writers, sponsors and many other types of KDE contributors to celebrate the achievements of the past year and help determine the direction for the next year. This year, Akademy took place in Bilbao, Spain, from 13 to 19 July. 220 KDE contributor got together for 2 days of talks and 5 days of Bird of a Feather sessions (BoFs), workshops, parties and more.

Akademy 2013 activities actually got started on Friday, 12 July with the KDE e.V. Annual General Meeting (AGM), details in next article. In the evening, people picked up their badges at early registration and partied at Hika Ateneo in Casco Viejo (Old Town Bilbao). As usual, people were delighted to see each other in person after working all year by

IRC and email. Even first time attendees felt right at home. One person said, "It's amazing to see the face of someone I only know by their IRC nickname." The entertainment was live jazz featuring the leader of the local Akademy team, Dani Gutiérrez Porset, on the trumpet.

Saturday

The conference officially started on Saturday, 13 July 2013. A closely associated event, Akademy-es—the annual gathering of KDE-España—took place on the preceding Thursday and Friday with presentations in Spanish and Basque. KDE-España is the legal representative of KDE e.V. in Spain.

The opening keynote talk by Eva Galperin from the Electronic Frontier Foundation (EFF) revealed the impact and implications of NSA (U.S. National Security Agency) surveillance and other offenses to privacy. Eva gave an overview of these intrusions and described how almost all networking companies go along with them. Governments regularly buy software to spy on citizens—their own and others. To KDE developers, Eva implored, "You're the developers. You're our last and only hope. Build encryption software. Save us."

Following the keynote, talks commenced. The program had a wide range of topics, like Kevin Krammer's talk about declarative widgets as KDAB has developed them. He showed how QML with widgets can create impressive UIs in a small number of lines of clear and easy to understand code. Marta Rybczyska spoke about her involvement with two different KDE projects. She noted their similarities which suggest principles that might help every project. Some of the

commonalities were code re-use, openness to change, and the importance of publicity/promotion. Slides and videos are available at akademy2013.kde.org.

There was a focus on mobile platforms with Till Adam speaking about the Nokia N9 and about Blackberry and its platform. He called on KDE developers to get Frameworks 5 done. Till asked, "How hard can it be? Let's kick the project into gear, get the modular libraries ready, and offer them to the Qt world!" He recalled his statements at the Desktop Summit 2011, when he claimed that KDE development was spreading itself too thin and that KDE should focus on being the best Desktop on Wayland on Linux. That goal is still right in Till's view. However in reality KDE must work with more platforms to remain relevant. "The world is complicated, deal with it!" David Greaves, ex-MeeGo and now Mer (employed by Jolla and at his first Akademy) has been KDE user and Qt hacker for a long time. In his talk, he went over some history behind Mer and MeeGo, starting at the point where the big guns left and things moved in different directions (different, as in several at once). There are now teams like Plasma Active, Jolla and other projects building on Mer. Its

modularity allows for a wide set of usecases. David covered several technical points, drawing questions on build technologies and some of the choices that the Mer Project made.

The second keynote was also focused on mobile and was presented by Vesa-Matti Hartikainen from Jolla talking about the Jolla phone, which is not yet available, and the Sailfish OS, which is based on the Mer Project Core OS and Qt/QML. Veskuh (on IRC) did a live demo of the Jolla phone. KDE developers want the phone already.

Other talks included Lydia Pintscher addressing the topic of burnout in Free Software projects and how to avoid it. FLOSS people really love what they're doing and take on too much. This can lead to the feeling of being the only one who can do certain things. Lydia talked about how to notice when you or someone else is close to burnout, and gave some valuable tips for avoiding getting burned out.

Devaja Shah and Yash Shah talked about the the great KDE India Meetup that took place earlier this year. Yash explained how he got inspired at meetings like Randa to

organize it. Devaja explained that their goal was to share the enthusiasm of KDE, show how our community is open, inviting and interesting; inspiring visitors, sharing knowledge and bringing them up to speed on our technology and culure. The team learned a lot themselves and helped create a new generation of brilliant, cool KDE people from India.

Martin Gräßlin talked about Porting KWin to Qt 5. Martin gave a great tech talk about changes in KWin that are due to changes in lower level layers. And Jos Poortvliet spoke about "Marketing KDE", suggesting three areas where promotion can be focused for the most benefit to KDE and KDE users—deliver a great user experience, promote KDE's Qt involvement, support grass roots efforts.

The first day of Akademy 2013 in Bilbao finished in grand style with a party and great music. The Akademy attendees partied at Kafe Antzokia, some stayed until the sun came out the next morning. Everyone enjoyed the Basque folksongs and dancing went on and on.

Sunday

Despite the long party, almost everyone made it back to the conference on Sunday for day 2 of great talks. Samikshan Bairagya's talk, "How I used QML to make KStars more interesting" had appeal even to the non-coder. To him "interesting" means "interesting for the Kstars user" referring to what the viewer wants to see in the sky. In his GSoC project, he provided a way to choose what to see in the sky map: stars, planets, nebulae, etc. He used QML to create this easy-to-use interface.

Oihane Kamara's talk covered the use of Marble in scientific projects. The presentation included multiple illustrations, including the final program prototype with real data. The discussion after the talk dealt mostly with Python bindings in Marble. Timothée Giet gave a great demonstration about the power of Krita. He started drawing the KDE mascot, using many Krita capabilities, rotating the drawing space, using various brushes and colors to make a beautiful version of Konqui. Jos van den Oever and Friedrich W. H. Kossebau shared "Slices of Calligra". They talked about problems with documents stored and edited in the Cloud, and proposed some solutions. They also explained WebODF, a JavaScript library to add Open Document Format (ODF) support to websites and mobile or desktop applications. WebODF is easy to implement and works with Calligra Words. We had the opportunity to test collaborative editing in OpenODF during the talk. OpenODF includes an online collaborative text editor similar to Etherpad but better in many ways.

After the coffee break, it was time for the Student Programs presentations (Google Summer of Code, Season of KDE, Google Code-In and Outreach Program for Women). The presentations covered Tomahawk, KDE-Telepathy, Keyboard, Marble, collaborative text editing, connecting your phone to your KDE and a local adjustment tool for digiKam. It was amazing to see how exuberant students have made interesting and useful contributions to KDE through the various mentoring programs.

After the student lightening talks, Lydia Pintscher took the stage and told the audience about "Negotiation Theory for Geeks". Key take-aways were that you should always focus on interests not on positions. Talk to each other and actively listen to what the other person has to say. Proper communication and understanding the other person's ideas patiently while keeping an open mind is important. Consider ahead of time a fallback position if the negotiation fails—a BATNA (Best Alternative to a Negotiated Agreement); it doesn't make sense to settle for less than your BATNA. When there is trouble, TALK to the person, CARE about the other person, and look for COMMON GROUND.

Then it was time for Kévin Ottens's Community Keynote on KDE Democracy. In the beginning, KDE was about software, not community. Then, software modules were created and teams formed around them. At an earlier KDE gathering, Matthias Welwarsky said, "KDE is not a project, it is an ongoing process". The KDE rebranding a few years ago came from acknowledging that KDE is the community, not the software. Hence, KDE contributors moved from working ON the Desktop Environment to working FROM within KDE. So, Kevin asked the question: Now that we have the environment, are we done?

He continued explaining that democracy is a journey, not a destination. Democracy needs citizens, so who are the KDE citizens? The answer: all of us from users who are actively engaged to all developers. Kevin also talked about the KDE Manifesto that was written and published as a result of discussions at last year's Akademy. It seeks to define what a KDE project is based on the common values of the KDE community: open governance, free software, inclusivity, innovation, common ownership and end user focus. But what's next? The manifesto was a stepping stone; now we must complete the work on democracy, says Kevin. KDE culture needs governance documentation both for the Community and the Project. Right now, KDE relies on auto-organization, which is good, but could easily devolve into chaos. Kevin stresses that it is important to respect the Elders (based not on age, but experience) in the community. Some turnover is good, but it's important for wisdom to be retained. KDE also needs Alliance Management like with the Qt Community. Perhaps, he says, KDE also needs a "Foreign Office" to handle these alliances. In Q&A for Kevin's talk, there was a discussion about what makes someone an elder? And, is KDE a meritocracy? These are ongoing conversations about how the Community can make further progress. They were also discussed in some of the BoF sessions later in the week.

Sunday afternoon brought more interesting talks. In their talk "People in KDE: metacontacts for

all KDE apps", Martin Klapetek and Vishesh Handa spoke about the value of multiple contact sources. With Nepomuk, data already on the system can be reused. KPeople is a library that wraps around

by Samikshan Bairagya

Nepomuk data. It is flexible, specific, provides ready-to-use information and invokable actions (such as a phone call from a widget). It can include live information, such as when people are online.

ThreadWeaver is a programming library developed for KDE by Mirko Böhm. It provides an easy way for developers to take advantage of multi-core processors. In ThreadWeaver, the workload is divided into individual jobs, and the relationship between jobs is defined (completion order and priority). From that information, ThreadWeaver works out the most efficient way to execute jobs. Krita has implemented visual filter previews using ThreadWeaver to prevent GUI lockups. Mirko used several examples to illustrate the basic usage patterns: single jobs and sequences.

"Speech recognition" alone is not an application, explained Peter

Grasch in his talk. There is considerable differences between specific use cases. Yet there must be a goal to focus on or the scope of this project is too wide. Peter gave a brief introduction about app-lication internals. His demo used the Acoustic model from Voxforge (voxforge.org) and language models from a variety of sources. Speech recognition generally is not sufficiently robust. There are a lot of easy opportunities available. But, beyond those, there is a lot of hard work to do. The technology is interesting and rewarding, the project could use more people who are up to the challenge.

Milian Wolff spoke about making applications run faster, and Kai Koehne presented various tools available to KDE developers in his talk "Qt Quick Tooling". He encouraged KDE developers to embrace and extend the tooling infrastructure.

Recognition and Appreciation

At the end of the day, it was time for the traditional Akademy closing ceremony. After the sponsor lightning talks, the Akademy Awards committee took the stage. Last year's winners

Lydia Pintscher, Kévin Ottens and Nicolás Alvarez presented the following awards:

Best Application: Eike Hein for his work on Konversation

Best Non-Application: Vishesh Handa for taking over the Nepomuk maintainer hat and rocking at stabilizing the beast

Jury's Award: Timothée Giet for shaping the future and community of Krita

Jury's Award: Kenny Duffus for being the memory and soul of Akademy

The Organization Award went to Dani Gutiérrez and the whole Akademy team for organizing a wonderful event.

BoFs and more

But Akademy did not end on Sunday evening. After the presentations during the first two days of Akademy, people moved into action. Birds of a Feather sessions (BoFs) and workshops provided the opportunity to discuss, plan and hack.

There were session on translation with seven translators for various languages. There is an ongoing effort to introduce some common booking functionality on the translation website. The group discussed the proposed 3 month release cycle. The translation team wants to be able to do all translations offline; they need someone to work on this. They also talked about finding ways to communicate more, and proposed that translators just fix the context for messages (i18nc).

In the Promo BoF, the team worked on release notes for the 4.11 releases. The group discussed various issues with release announcements: reaching different kinds of people; updating the wiki; too much or not enough content; difficulty of compiling the release notes. One important point is to make developers aware of the need for good information, and discussed the possibility of creating videos and guides on how to create release content material. There was also a PR for FLOSS projects workshop by professional journalist Jake Edge.

The usability testing BoF took place with people who had no knowledge of the apps under test. The apps that were reviewed were: Kscreen, Kstars and the NetworkManager plasmoid. The tests involved a task and a series of questions. They provided important feedback about usability. Two developers and 3 usability people--Thomas Pfeiffer, Lamarque Souza, Jan Grulich, Björn Balazs, Heiko Tietze--brainstormed about how to improve the usability of the NetworkManager plasmoid. Jan agreed to implement the proposed changes.

There was also a conflict resolution BoF. One of the main topics was how to make sure that leaders/maintainers in the KDE community are aware that they are leaders, and that they they have power and should do their best to keep IRC channels and mailing lists friendly and positive. There were also discussions about difficult situations where easy measures are not enough and how to deal with them.

Other BoFs included an session to introduce the Fiduciary Licensing Agreement (FLA). Matija Šuklje and Armijn Hemel from the FSFE legal team--together with the KDE e.V. Board--answered questions about the FLA. There were Frameworks Office Hours, a workshop about "Improving KDE personas" with the goal to create a basic set of personas for the whole of KDE which most KDE applications would be able to use. A group met to talk about the KDE Desktop Human Interface Guidelines (HIG).

There was a Frameworks 5 Communication BoF which tackled key messages for the Frameworks 5 and Plasma Workspaces releases next year, a speech engine session, and a mentoring session with mentors and students from several mentoring programs: Google Summer of Code, Google Code-in, Season of KDE, Summer of Code in Space and Outreach Program for Women. The KDE Edu team also met as did the Plasma Active team. There were many

by Jerome Leclanche

more sessions, demonstrating the broad range of applications and topics with the KDE community.

Akademy is not only for KDE code contributors. The Kubuntu team and VLC hackers also felt at home. There was a Kubuntu Developer

Summit during the BoF days and the VLC folks spoke about the packages they want in the new release. Contributors to Tomahawk and Amarok also met at Akademy and worked together, mostly hacking Phonon and fixing issues related to gstreamer.

Qt Contributors Summit 2013

One Monday and Tuesday of the Akademy week, KDE contributors were joined by a group of Qt developers for the annual Qt Contributors Summit (QtCS). Since there are many strong personal and technical ties and working relationships among KDE and Qt contributors, KDE e.V. hosted the annual work meeting of the Qt Community during Akademy in Bilbao. QtCS is an unconference and the event depends on the hands-on approach of its participants.

More than a hundred people from the Qt community met to discuss the future direction of Qt and its various modules and subsystems. Since the first release of KDE Frameworks 5 will be using Qt 5.2, this was a great opportunity to discuss how to bring Qt and KDE Frameworks closer together. On Monday night, there was a joint party to foster stronger relationships between the KDE and the Qt communities.

A huge thank you to the Akademy organizing team, especially to the local team in Bilbao under the lead of Dani Gutiérrez Porset whose tireless effort and enthusiasm made Akademy 2013 a fantastic event.

KDE E.V. ANNUAL GENERAL ASSEMBLY 2013

by Claudia Rauch

The most important function of KDE e.V. is the annual general assembly (AGM) which takes place once a year as part of Akademy. From the KDE e.V. statutes: "The general assembly is the highest decision making organ of the Association and is generally in charge of all duties, unless these Articles of Association have assigned specific duties to another organ of the Association."

This year, the KDE e.V. members met on 12 July in Bilbao. First up was the report from the KDE e.V. Board of Directors. Cornelius Schumacher, President of the Association, gave a summary of the activities of the organization since the last AGM in July 2012. The KDE e.V. Board—all volunteers—is the management team of the association, and is supported by the Business Manager of KDE e.V. The Board of Directors is legally responsible for the actions of the organization and decisions about its budget. The board meets 2 or 3 times a year in person and has bi-weekly conference calls to coordinate their work.

One of the goals of KDE e.V. is to promote education, exchange of opinions and cooperation between users, developers and researchers of Free Software. This is aided by organizing many events. The biggest event each year is Akademy, the KDE Community conference, which took place in Tallinn, Estonia, in 2012 and in Bilbao, Spain in 2013. Akademy is central to community building and setting strategy within the KDE community.

Equally important are the developer/contributor sprints that took place throughout the year. Between July 2012 and July 2013, KDE e.V. helped organize and financially supported 12 of those smaller, focused meetings. The largest of those gatherings was the Randa meeting in September 2012 where 3 different groups (KDE Education, Multimedia and Accessibility) got together for a week. In addition, KDE was present at several conferences and meetings all over the world, such as the KDE India Meetup, FISL in Brazil or the Free Desktop Meeting in Germany.

But KDE e.V. does more than organize events. Cornelius told the assembly about the mentoring programs that KDE is involved in like Google Summer of Code, Season of KDE and the Free Software Outreach Program for Women. The association also owns several KDE-related internet domains, and is represented in the KDE Free Qt Foundation by two KDE e.V. members on its Board.

Plans for the next few months focus on growing the supporting membership for KDE e.V. to become more independent of large donors and corporate sponsors. This is aided by the implementation of CiviCRM, a Free Software tool for contact management.

The second report was by Agustín Benito Bethencourt, the treasurer of KDE e.V. Last year, the board projected a reduced income for the organization and budgeted conservatively for the second half of 2012 and also for 2013. However, when presenting the annual results for 2012, the income situation on 31 December 2012 looked much better than expected. The total assets on 31 December 2012 amounted to € 247,510.90. This was achieved by cutting costs and a positive result from Akademy 2012.

Agustín Benito's goals for 2013 are to increase the transparency of the financial reporting and the accuracy of the budgeting. To achieve these goals, KDE e.V. is now working with a tax consulting firm that specializes in non-profit organizations. The treasurer will be working with the newly founded KDE e.V. Financial Working Group.

Next up was the report by the auditors of accounting—Till Adam and Mirko Böhm—who informed the members that their audit of the accounting documents showed that everything was done correctly and that the association is in good financial health. They therefore recommended to the assembly to grant relief to the Board of their responsibilities for the fiscal year 2012. This measure passed unanimously.

To finish, there were the reports by representatives of the KDE e.V. working groups and the KDE e.V. delegates to the KDE Free Qt Foundation.

One of the important purposes of the AGM is to vote on new members for the board of directors. This year, the term of Sebastian Kügler—long time board member since 2006—ended. There were two candidates for the vacant board position: Albert Astals Cid and Marta Rybczy ska. Albert received the majority of the vote and is now the newest board member of KDE e.V.

Dario Freddi and John Layt were elected as auditors of accounting, and both Olaf Schmidt-Wischhöfer and Martin Konold were re-elected as representatives of KDE e.V. to the KDE Free Qt Foundation.

Sysadmin Report

Created 26 subversion accounts
Disabled 4 subversion accounts

Created 1 kde.org alias
Modified 9 kde.org aliases

Created 1 kde.org mailing-lists:
kde-speech

Akademy 2013 Bilbao, the Basque Country – photo by Lamarque Souza

New Members

KDE e.V. is happy to welcome the following new members:

- Antonis Tsiapaliokas

- Dan Vrátil

- Giorgos Tsiapaliokas

- Guy Maurel

- Juan Carlos Torres

- Luciano Montanaro

- Timothée Giet

Financial support

If your company is interested in providing financial support to the KDE community on a continuing basis, please visit the Supporting Members page on the KDE e.V. website, http://ev.kde.org/getinvolved/supporting-members.php

If you would like to support KDE financially as an individual, please visit the individual supporting membership program site at http://jointhegame.kde.org.

KDE E.V. BOARD

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Lydia Pintscher - Vice President
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Pradeepto Bhattacharya - Board Member
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Albert Astals Cid - Board Member
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Report prepared by:

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Claudia Rauch

Jorge Cacho

Thanks to the other KDE members and supporters who contributed to this report.