COMMUNITY REPORT

WELCOME MESSAGE

Annual General Meetings of KDE e.V. are always important since it's the time of the year all the members of the association get together for a day to discuss the status and future direction of KDE e.V..

This year's AGM was especially significant since president Cornelius Schumacher stepped down. Three of the five board positions were up for election. After the election the new board would choose a new president among the board members.

Lydia Pintscher, Marta Rybczy ska and Aleix Pol i Gonzàlez were elected to the open positions. Lydia was re-elected after her first 3-year term, Marta was re-confirmed after she had volunteered to fill in temporarily for the treasurer position a few months earlier and Aleix was newly elected.

After short deliberation the new board decided that Lydia would be the new president, Marta would continue as treasurer, Aleix would be Vice-President and Albert and Pradeepto would continue as board members.

Cornelius Schumacher was part of the board for nine years, four as treasurer and five as president. He has been a cornerstone in the shaping of the successful organization KDE e.V. is today and the board wants to thank him for his work and continued devotion to such an important role.

Lydia Pintscher has been part of the KDE e.V. board of directors since 2011 and was vice-president since last year. The board is confident that with her in the president position we have both the continuity all organizations need but also the new blood and ideas to make sure KDE e.V. continues to flourish.

Thanks Cornelius! Thanks Lydia! Thanks Marta! Thanks Aleix!

Albert Astals Cid
for the KDE e.V. Board of Directors

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THE VISUAL DESIGN GROUP

By Jens Reuterberg, Thomas Pfeiffer and Andrew Lake

The beginnings of the KDE Visual Design Group

The KDE Visual Design Group started in January 2014 as a way to improve the visual design of KDE projects with a specific focus on the Plasma Desktop Environment.

At the time the Plasma Desktop Environment was going through the final leg of a transition from 4.x to Plasma 5 and the visuals, the desktop concept and the design goals were all in need of a touch-up. The choice was to try to open up design work both as a counter action to perceived "design ivory towers" where a group of designers self-isolate themselves and the work in progress and as a way to bring the idea of design into a better place. A place where it can be not only debated openly and constructively within a community, but where members of the community feel invited to participate as equals. Where the goal should be to have individual members feel strengthened and empowered by the work as well as learning about design along the way. To Open-Source design.

Who we are and how we work

One of the defining attributes of the VDG is that in the spirit of Free Software, literally everyone can contribute to our work. In contrast to programming, one does not need to learn a new language in order to contribute to design. While practical design experience and/or a formal design education, along with experience with using applications like Inkscape, is certainly helpful, we made sure that the barrier of entrance into the VDG is almost zero.

Even people who are not comfortable using tools to visualize design ideas can still contribute by providing constructive textual feedback to other people's mockups.

This is also the reason why the membership of the VDG is in constant flux: People start contributing, some become regular contributors over time, then maybe they have to reduce their contributions a bit due to reduced time availability, only to pick up their previous contribution level again when other things have settled.

After a while of regular contribution, we usually invite new members to communicate with the "old hats" more closely. That way, a kind of "core group" has formed over time (which is as much in flux as the general community), which currently consists of nine people from different backgrounds, each with a bit of focus in a certain area:

We have our "founding father" Jens Reuterberg, who comes mainly from illustration and sees as his job to make sure that if things go well, all those who contributed to them get the credit they deserve, but if things go badly, he takes the blame.

We have Andrew Lake, an aerospace engineer with a penchant for design, who cares a lot about the details, which is why he was the driving force behind the design of the Breeze Plasma-, Widget- and Window Decoration themes and also did most of the work on the visual design part of the KDE Human Interface Guidelines. Andrew also knows how to code, which he demonstrated by creating the media player Banagarang.

We have Uri Herrera, a graphics designer who specializes on icon design and has created the Breeze icon theme almost single-handedly.

Then there is Thomas Pfeiffer, a psychologist who specialized in human-computer interaction and now coordinates everything that has to do with usability within the VDG and KDE at large, trying to keep everything consistent and everyone working towards the same goals.

The other two members of the usability team within the VDG are both psychologists as well: Heiko Tietze, who did most of the interaction part of the HIG and brings deep knowledge of user research methods such as surveys to the table, and Björn Balazs, who has been contributing to KDE probably longer than the rest of us combined and especially provides us with strategic and methodical guidance.

Then we have Andres Silva, a designer who took it upon himself to revolutionize the System Settings design. The newest members of the "core gang" are Philipp Stefan, a biologist who dives deep into application user interface design and makes sure we don't live in an ivory tower, by hanging out and talking with the developers on IRC; Andreas K. who regularly designs icons by request from application
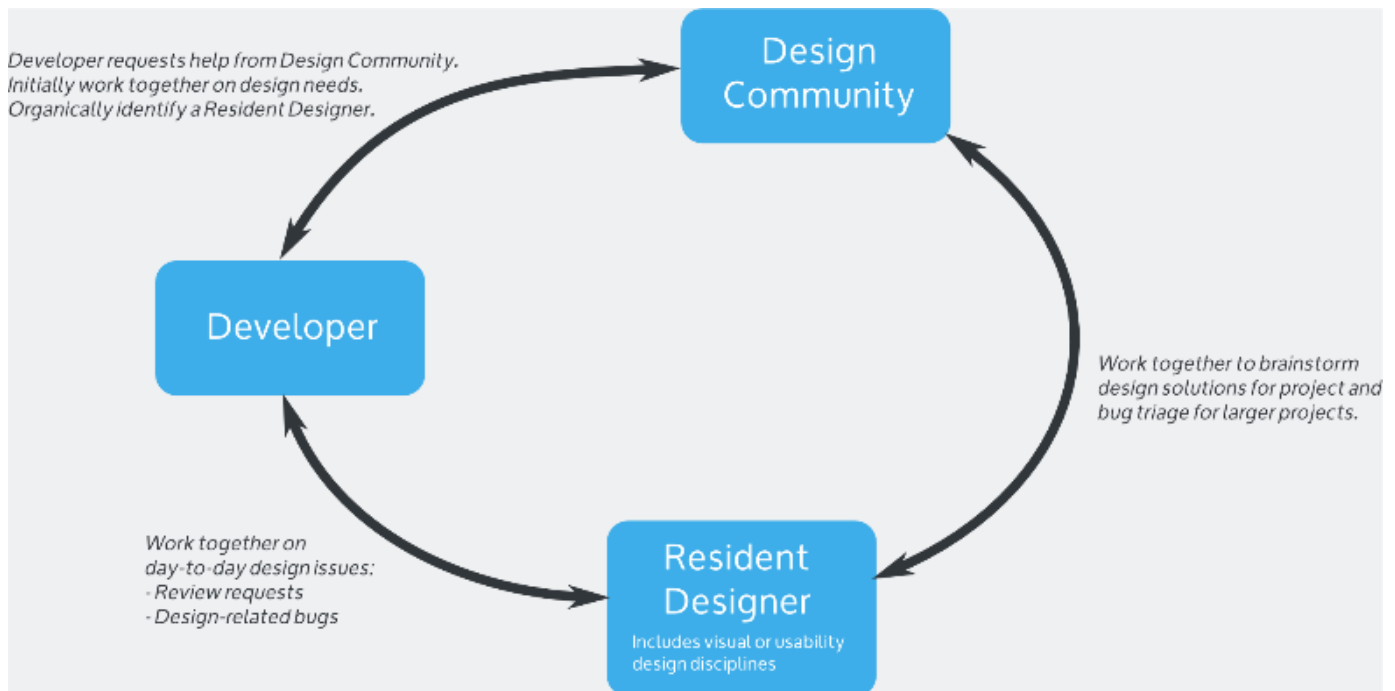
developers and engages with the rest of the VDG on the forum very actively; and Ken Vermette, a web designer and -developer who is the man behind the Breeze cursor theme and likes to explore revolutionary user interface concepts such as Dynamic Window Decorations.

Accomplishments during 2014

During the one year the Visual Design Group have been active, our work has amongst other things been the Breeze Desktop experience, including the Plasma theme, the more spacious, typographically correct widget theme (which was implemented by Hugo Pereira of Oxygen fame), as well as the Breeze icon and cursor themes with their goal to be a successor to Oxygen as a professional, easily understood as well as aesthetically pleasing set. We created a new splash and login theme to minimize the friction between login and desktop and to complete the set of Breeze design we redesigned the window decorations and created a new color theme.

As part of our goal of a more open and transparent design workflow we updated the Human Interface Guidelines using user centered design studies conducted at Akademy 2014 to improve the documents through reorganization and restructuring. We added new application and plasmoid design guidelines, icon and typography guidelines, search and filter guidelines and combined with the updated guidelines for UI controls and the mockup toolkit KDE can now boast with one of the best Human Interface Guidelines available and with it we greatly increase

the availability and transparency of design work within KDE and Plasma.

We have reworked and revamped the UI controls for Plasmoids and worked on a new interaction method for the System Settings combined with a usability survey to reorganize the System Settings' current layout.

With the support of User Prompt, led by Björn Balazs, several usability surveys and icon recognition studies have been conducted to improve, refine and test our work at all levels, in order to ensure a solid balance between usability and aesthetic goals.

Applications like Plasma Media Center, Calamares, Krita, Labplot, Kmymoney, Koko and Jungle have been given updates, touch-ups and redesigns within the Visual Design Group and several more are in the pipeline for 2015.

Finally we have tried to support the work of the developers by clearing up design and usability bugs.

What's Next

We'll be spending more time applying the updated HIG content to new and existing application designs, plasmoid designs, and desktop configuration design, we will continue fleshing out the Breeze icon theme, refine the Breeze widget style and window decoration, create a Breeze Compact widget style, and build a robust library of themed wallpapers. We will explore new interaction methods like dynamic window

decorations, explore new desktop layout designs, support ongoing design efforts (Plasma Media Center, Muon Discover, Jungle, Bangarang) and support building a collection of sample HIG layout patterns using Qt and KDE Frameworks.

We also want to get a larger section of graphics designers involved in the promo work as the need for visuals, photos and layout work increases and there is an untapped potential lying within the community.

Our biggest effort for the future will most probably be trying to get the debate going about what the vision and goals of Plasma and KDE are. To try to find a common goal for all of us to work toward in some way without being constricting but gaining a sense of shared focus.

Further we plan on broadening the scope of the Visual Design Group, considering that a large set of what we do is Interaction Design, even future-proofing ideas and concepts about the desktop. To do that we need to evaluate the way we work and strive onwards trying to make the Visual Design Group even more inclusive, more open and more accessible to all no matter what the skill level.

SUPPORTED MEMBER ACTIVITIES

Developer Sprints

KDE FRAMEWORKS SPRINT

### BARCELONA, SPAIN

24-28 April 2014

The month of April, 2014; the Blue Systems Office in Barcelona served as a host to the Frameworks Team, to piece together the final bits and pieces after two years of persistent hard work for the shift to KDE Frameworks 5.

Aurélien Gâteau worked along with David Faure on the tarball scripts for the releases to make releases possible without much overhead. Aurélien also tackled translation support and handled KApidox for generating API documentation for KF5 on api.kde.org and integrated the switch to the Jinja2 template engine hereby facilitating generation of an up-to-date list of Frameworks on the landing page with Frameworks 5 as the default.

Alex Merry dealt with the failure of a few KItemModels unit tests, fixed the issues and also worked on the install paths, meta data files and the Advanced Git tutorial.

Pertaining to the KDE Frameworks Release Cycle, the decision of doing away with bugfix releases to pave way for monthly feature releases was made with a viewpoint to facilitating a faster turnaround of new features.

Kévin Ottens acted as the primary task manager and the driving force behind getting the work done in an orderly manner and highlighted a few processes for monthly releases for the team such as better self-testimonial promotion via framework developers, more frequent
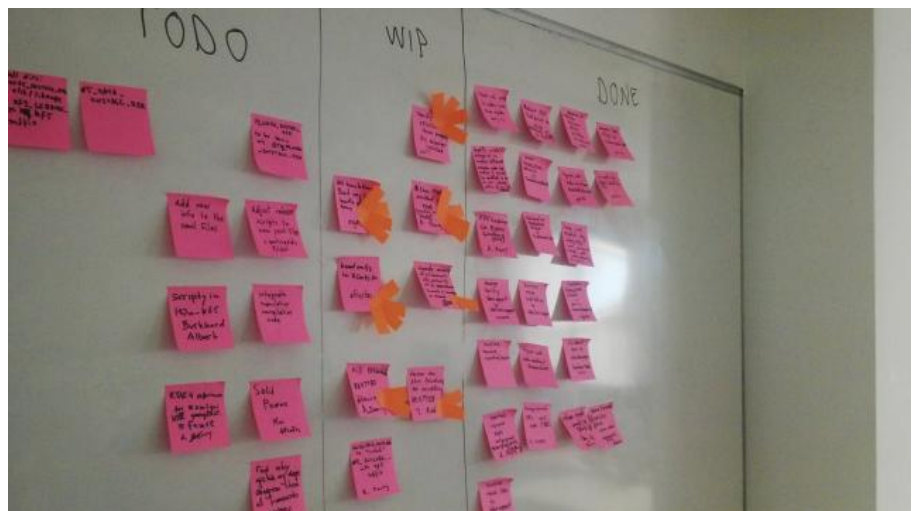
contributions from application developers, elevated number of automated tests and peer reviews and lastly, a finer grained feature delivery.

Aleix Pol worked primarily on CMake, especially the modified install variables.

Alex Fiestas and Kai worked on Solid, added QML support and designed the new asynchronous power management API.

The week ordained as the Frameworks Sprint was a very significant stepping stone leading to the successful release of Frameworks 5.

This sprint happened in Q2 but the report was missing from previous Quarterly so we added it to this one.

RANDA MEETINGS 2014

RANDA, SWITZERAND

9-15 August 2014

The Randa Meetings, brought together KDE contributors once again to create wonders amidst the backdrop of the Switzerland from the 9th to the 15th of August, 2014.

Two GSoC students working for KDE Edu on Marble got together with their mentors for the first time. Developers of Rocs, Kig, Artikulate, KStars, GCompris represented the KDE Edu community in Randa.

Bruno Coudoin along with other developers ported more than 140 activities in GCompris to Qt and KDE technologies. He also did live

Martin Klapetek (CC-BY-SA)

user testing with kids for the same.

KMyMoney was ported to KF5 during Randa and the Windows port was also tackled.

Gwenview, Kate, KDevelop and Jungle were among the other applications that were also successfully ported.

Tyson Tan created a Randa Konqi especially for the meetup with a white star and an Edelweiss in hand as on the flag of Randa.

Amarok and the KDE Multimedia Team worked on the bug triage while solving more than 200 bugs, polishing their handbook and Phonon.

The GStreamer Phonon backend was released and KMix the KDE Mixer Application got boosted ahead.

The future plans for Kdenlive were discussed with Till Theato, Simon Eugster and Vincent Pinon and Vincent's wife Lucie Pinon who used Kdenlive professionally was interviewed and her user inputs served as good feedback.

A new edition of KDE Guide was worked upon in Randa and various smaller teams and single developers also worked on their respective projects.

The Gluon group worked on developing a way of creating and playing games, the KF5 port and discussed future plans. QMLWeb was worked upon by Anton Kreuzkamp working hard to improve the code and connect with new people.

Randa celebrated the enthusiasm and spirit of KDE to the fullest and saw wonderful buzzing minds coming together and collaborating and pushing KDE farther ahead to greater heights.

LaKademy 2014
São Paulo, Brazil
27-30 August 2014

Lakademy, the Latin America KDE Summit, took place at University of Sao Paulo in Southeast Brazil from 27th to 30th of August, 2014.

After the first Brazilian KDE Summit called Akademy-Br in 2010; after seeing the people assembled at the Summit dedicatedly preaching KDE in their respective circles in Universities and Companies; the impact of such efforts became visible and thereafter the first LaKademy was held in South Brazil in 2012.

This was the second stint of Lakademy with KDE talks, Qt introductory sessions and contribution sprints spread throughout the four days of the event.

The first day included talks by Lamarque – on Eduroam and Plasma Network Management; Rafael Gomes – on KDE SysAdmin; Ronny Yabar – on KDE Connect and Filipe Saraiva on Qt and KDE applications on Android with special focus on GCompris.

On the 2nd day, Sandro Andrade took an introductory course on Qt focused on helping the newcomers in the audience learn to develop cross-platform applications via Qt.

The last two days included numerous hacking sessions and a BoF on KDE Promo. During the hacking sessions; Bovo was ported to KF5, Filipe started porting Cantor to KF5 and created a meta-package for KF5 in Mageia, Boaglio and Sandro developed a GUI front-end for openmsx emulator.

The KDE promo BoF saw discussions on development of promotion material, webinars, promo via social networking and financial aspects of it.

The details for the next Lakademy to be organised in the first half of 2015 were also discussed.

Viviane, Wagner and Adriana produced Konqi and Lakademy wallpapers in two days along with a Lakademy commemorative KSplash theme.

Aracele, Camila and Bianca worked on techbase translation which grew from 18% to 24%.

LaKademy ended with a bang in the form of beer, pizzas, lightning talks and KDE keyrings from 3D printers.

Akademy 2014

Brno, Czech Republic

Akademy 2014 held at Brno, Czech Republic; the perfect place for people to get together and celebrate the spirit of KDE; saw many changes and transformatory decisions made in the week from the 6th to the 12th of September; symbolizing truly the growth and evolution of KDE, heading towards unending progress.

The mornings consisted of single track talks, with two tracks in the afternoon and 10 minute fast track presentations filling up the schedules.

On the first day; September 6th, 2014; the keynote speaker Sascha Meinrath talked about the crises in democracies which isn't in tandem with societal and industrial progress leading to acceptance of products harming our privacy.

Sascha suggests distributed production and processing via networks disentangled from the central units as being an answer to the problem. X-Lab, run by Sasha works on building alternative infrastructures for achieving technological advancements inhibited by current legislations; GNURadio being one of the biggest examples of the efforts.

His advice of permitting distributed methods while laying the foundation of societies, communities or governments stayed in the minds of the audience.

After the keynote, Alex Fiestas started up the fast tracks by addressing the question, "Why do we do what we do?" and talked about his struggles, his journey with software development in his startup, the way he got started with KDE, became the maintainer of Solid, organized sprints and became a proud member of KDE. His answer to the question was, "KDE gave me just what I was looking for".

Bruno Coudoin talked about GCompris, which was distributed successfully in commercial Windows channels, now turning a proud 14. Now ported to QtQuick,

GCompris works both on desktop and mobile platforms, and is a happy fit in the KDE Edu community.

Albert Astals Cid talked about reformatory objective measurements for quality in KDE software and about anonymous user usage pattern tracking which'll help in getting better usage feedback.

Cornelius Schumacher talked about KDE Frameworks and the website inqlude.org offering Qt library archives for Qt developers.

Daniel Vrátil talked about Akonadi, the shift from Nepomuk to Baloo, and the newest features in Akonadi such as Remote Search, Tag storage and performance optimizations for large folders and emails.

Martin Gräßlin talked about the architecture adjustments in KWin, with rendering and input handled by Weston.

Sune Vuorela talked about using KDE Frameworks in a commercial application called Angelstow and they've released a QDataCube library offering different views on item models as a contribution to the community.

Akshay Ratan, Kevin Funk, Bhushan Shah all talked about their GSoC projects on Plasma Media Center and KDevelop.

Ivan uki gave a workshop about C++ idioms and David talked about porting to Frameworks 5 while Sebastian Kugler talked about the journey of Plasma 5 coming into existence.

Day 2 kickstarted with a keynote by Cornelius Schumacher sharing his entire journey with KDE and

how it helped him become a better person.

Cornelius stated the three main reasons behind KDE being such a great environment for growth were Freedom, Common Goals and Fun.

He defines a new goal for KDE as giving people access to great technology; bringing our ambitions and KDE to the people.

Kévin Ottens talked about hacker culture and software craftsmanship. Alex Fiestas talked about KDE Connect, Kai Uwe Broulik about integrating KDE apps with Android/IOS devices and Jos about dealing with people "Away From the Keyboard".

Björn Balazs talked about usability in KDE and Albert Astals talked about the release management processes.

Andrew Lake from the Visual Design Group talked about community building and highlighted his approach for a good design production in groups and also shared a multi-year roadmap for building up the design community.

Jens Reuterberg and Thomas Pfeiffer continued on the same subject in the form of a zombie themed talk and expounded on a few processes for designers.

Jonathan Riddell gave an inspiring talk about his association with KDE.

Vishesh Handa and Alex Fiestas talked about their application Jungle, an intelligent video player.

Jan Kundrát spoke about usage of the Gerrit Code Review Tool in KDE via the XIFI project.

Aleix Pol talked about work on KDE for various mobile platforms and feels that the way forward now is with Android and about work being done on KDevelop5.

Fredrik Gladhorn talked about accessibility issues and fixes in KDE for blind people.

Kévin Ottens discussed and pointed out some of the problems hampering the KDE community as of now; while suggesting agile methods as a solution for them.

The sponsor presentations took place including Blue Systems represented by Jonathan Riddell, Digia by Tejo, RedHat, KDAB, Open Invention Network, SUSE represented by Bruno Friedman, ownCloud by Frank Karlitschek, Froglogic, Google and BasysKom, all showing their unending support and love for KDE.

The Akademy Awards were presented at the end of the second day with Jean-Baptiste Mardelle winning the Application Award, Michael Pyne winning the Non-application Award, Ben Cooksley winning the Jury Award and the organizer award to Daniel Vrátil and the entire Akademy 2014 team.

The following days included numerous BoF sessions discussing Solid, Plasma Media Center, Inqlude, UI design, Frameworks on the first day; Accessibility, Release Team, User Information Reporting, KDE Application Websites, KDevelop and share-like-connect in the remaining days.

Amidst the chilly backdrop of Brno, the week comprising of Akademy 2014 lived up to all the hopes and wishes of the attendees and provided them with much more; a rejuvenated enthusiasm to keep on contributing and loving and using KDE.

Martin Holec (CC BY 4.0)

Sysadmin Report

Created 34 contributor accounts
Disabled 2 contributor accounts

Created 1 kdemail.net aliases
Created 14 kde.org aliases
Modified 2 kde.org aliases
Disabled 1 kde.org aliases

Created 5 kde.org mailing-lists:
api-comments
kde-gardening
lakademy-attendees
kde-at
funq-devel

Disabled 5 kde.org mailing-lists:
owncloud
kde-i18n-fry
bugsquad-triage
nepomuk-bugs
konq-e

Finances for Q3 2014

We have decided to stop including financial information in KDE e.V. Quarterly reports, including it only in the Annual report.

The financial information given by Quarterly reports is often misleading due to how KDE e.V. operates, getting sponsorships deals and fundraisers at different times of the year every year, having Akademy in different quarters every year, getting money before or after events the money is for, etc.

This makes having the financial information in KDE e.V. Quarterly reports not very useful since you can never compare one quarter to the other.

For that reason we have decided to release KDE e.V. financial information once per year, so numbers make more sense and are properly comparable between years.

KDE e.V. Board of Directors

New Members

KDE e.V. is happy to welcome the following new members:
- Devaja Shah
- Franklin Weng
- Michael Bohlender
- Pau Garcia i Quiles
- Sven Brauch
- Victor Blázquez

Financial Support

If as a company or individual you are 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

KDE E.V. BOARD

Lydia Pintscher - President
<lydia@kde.org>
Aleix Pol - Vice President
<aleixpol@kde.org>
Marta Rybczy ska - Treasurer
<marta.rybczynska@kde.org>
Pradeepto Bhattacharya - Board Member
<pradeepto@kde.org>
Albert Astals Cid - Board Member
<aacid@kde.org>