



# Konquering the World

— Are We There Yet? —

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# The Goal: Usability & Productivity

- One of three elected KDE community goals
- Chosen in November 2017
- Born in the KDE Visual Design Group
  - The successor to KDE's HCI Initiative
  - And KDE Usability/OpenUsability
- Sprint held in June 2019 in Valencia, Spain
  - Co-located with the 2019 Plasma sprint



# The Goal in Detail

- Usability
  - Good defaults
  - Consistency
  - Discoverability
  - Natural language, not jargon
  - Ease of finding, installing, upgrading and removing software
  - **Simple by default**
- Productivity
  - Useful, powerful features
  - Shortcuts
  - High speed of task accomplishment
  - **Powerful when needed**



# The Approach Taken

- Prioritize work based on user feedback
  - Fix long-standing issues
- Make it easy to get involved with the initiative
  - Standardize build tools
  - Make it easier to run a locally-built Plasma
  - Improve dev documentation
- Communicate our progress
  - Weekly blog posts



# Results

- Relief of major pain points
  - Discover UX quality & reliability
  - Baloo reliability
  - Complete libinput transition (touchpad/mouse driver stack)
  - In progress: Samba, multi-screen
- Major consistency improvements
  - Default settings overhaul
  - System Settings cleanup
  - Aligning shell & apps
- Many hundreds of bug fixes in shell & apps
  - Cleaned up awkward workflows



# Impact

- Great progress on turning around negative user perceptions
  - Stability
  - Performance
  - Discover
- Instilled a sense of forward momentum in the audience
- Recruited a new generation of VDG contributors
  - Many new faces at the sprint!



# Thoughts on Goals

- The Goals work!
  - We work across the whole community
  - New contributors work at the community level
- Choosing complementary goals can be powerful
  - Strong overlap with the Onboarding goal



## Q&A