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