

Lydia Pintscher & Jean-Baptiste Mardelle

# Project-specific fundraising

And what it means for KDE e.V.

# The past:

conscious decision to not employ/contract people for direct work on KDE's products

Organisation was not mature enough

Fear of meddling in development

Large overhead

Need for funding organisation, groundwork and less visible projects

Large need  
in several  
projects  
regardless

Setting up of  
independent  
foundations

Trying to do  
individual  
fundraising

Big  
drawbacks  
and risks

# Make a Living

Initiative of the  
last 2 years to  
figure this out

Working  
professionally on  
KDE products  
needs to be an  
option and KDE e.V.  
should help make  
it happen

First  
results out  
now

# The now:

Make project-specific fundraising possible

Figure out how this can work for all involved

Trial with Kdenlive

For projects that want it and have a realistic chance of attracting enough funding to make it worth it

# How we got there...

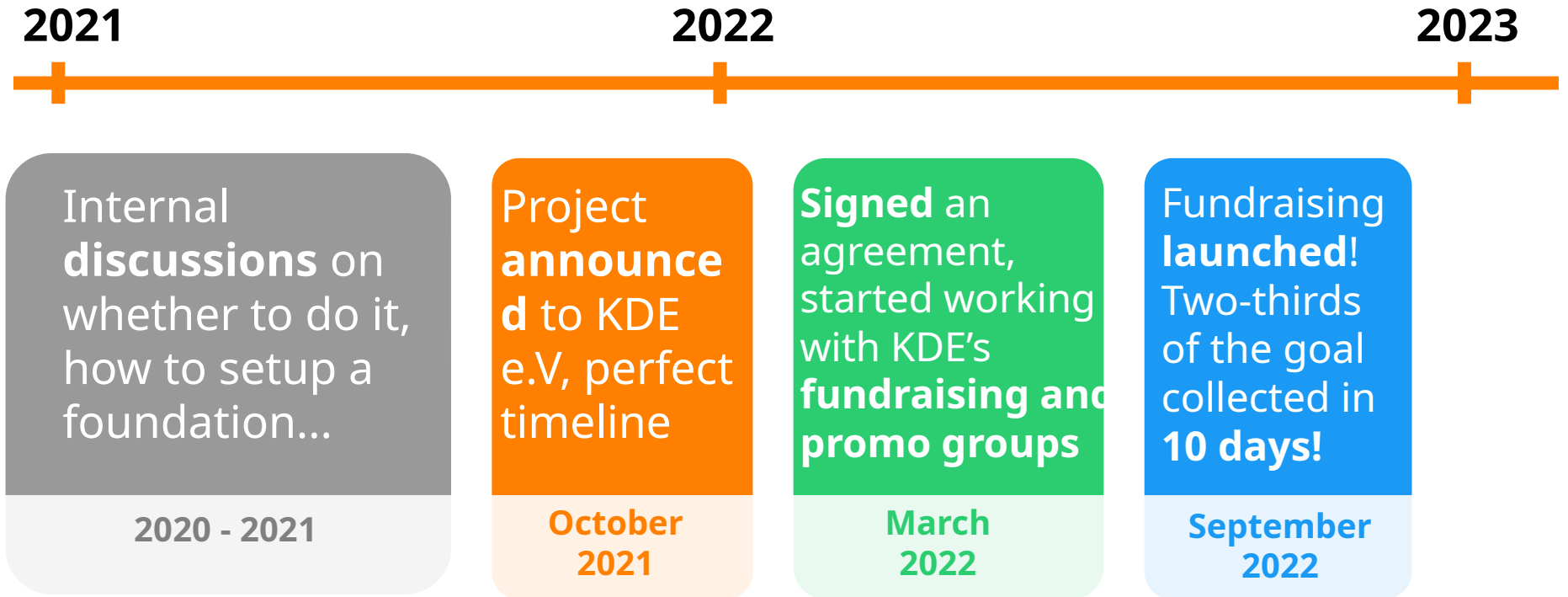
Project **steadily growing** especially since we added Windows and Mac versions

Team size is relatively **stable** with 6-7 people involved

Workload is increasing, we progress too **slowly**

We want a **sustainable project**

# Campaign timeline



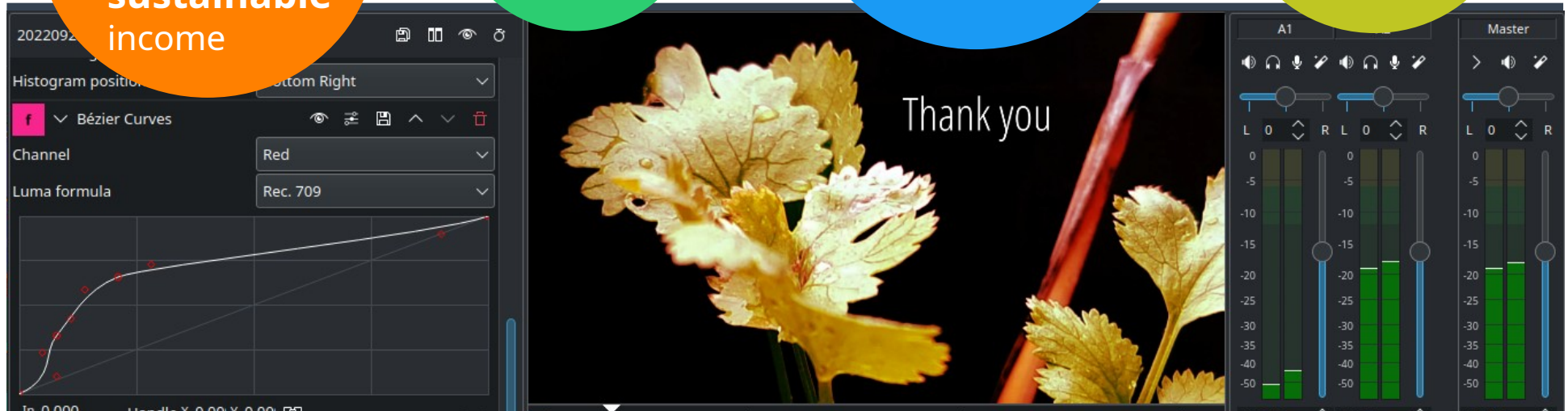
# Our challenges

Make it not only a one time campaign but have **sustainable income**

Find valuable **new contributors**

**Increase** our presence in schools, education, festivals to gain users and funding

Keep having **fun** despite having money involved





# The future:

Trial with Kdenlive for a while and support this extensively

Open it up to more projects if it works out to everyone's satisfaction

You can help make this a success!

If this is an option you consider for your project, approach the board to talk more.