KGOALS

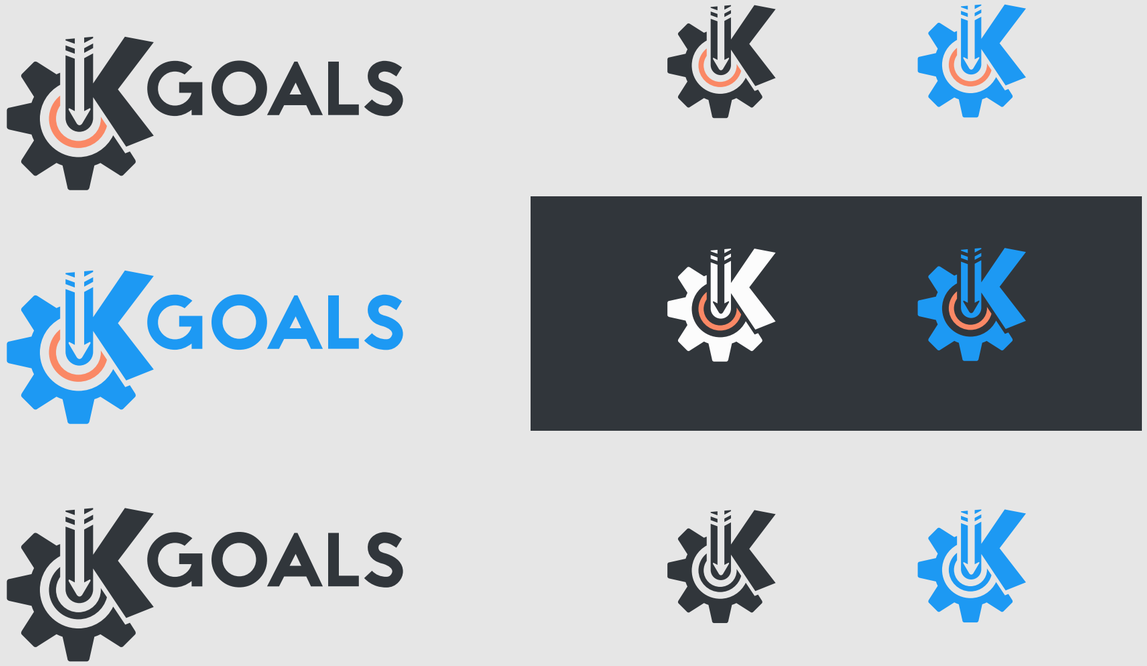
KDE GOALS

STREAMLINED APP DEVELOPMENT EXPERIENCE

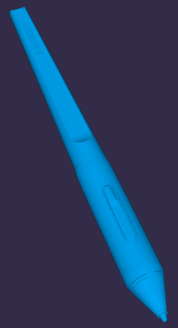
WE CARE ABOUT YOUR INPUT

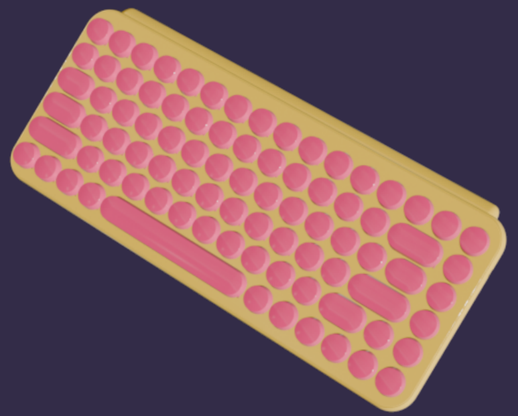
KDE NEEDS YOU!

VISUAL IDENTITY



WE CARE ABOUT YOUR INPUT





KDE GOALS

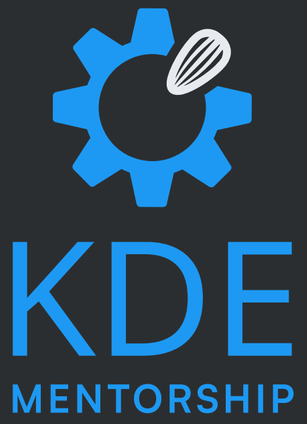
~/dev_

STREAMLINED APPLICATION DEVEPLOPMENT EXPERIENCE

KDE NEEDS YOU!

KDE GOALS

KDE
MENTORSHIP


KDE
MENTORSHIP

KDE
MENTORSHIP

KDE
MENTORSHIP

Products Develop KDE for You Help Get Involved ❤ Donate

KGOALS

KDE is a large and diverse community working on hundreds of projects. Every two years, we vote on three overarching goals to direct our efforts. This cycle's focus is to improve user experience for input devices, support developers, and foster community growth.

~/SADX_

Streamlined Application Development Experience

This goal focuses on improving the application development process. By making it easier for developers to create applications, KDE hopes to attract more contributors and deliver better software for both first-party and third-party applications. A notable task within this goal is enhancing the experience of building KDE apps with languages beyond C++, such as Rust or Python.

Champions: Nicolas Fella and Nate Graham

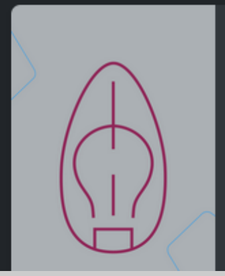
Workboard Chat Proposal

We Care About Your Input

KDE has a diverse users base with unique input needs: artists using complex monitor and drawing tablet setups; gamers with controllers, fancy mice, and handhelds; users requiring accessibility features or using a language optimally types with complex input methods; students with laptops, 2-in-1s, and tablets — and more! While KDE has made significant progress in supporting these diverse sources of input input over the years, there are still gaps to be addressed. This goal aims to close those gaps and deliver a truly seamless input experience for everyone.

Champions: Gernot Schiller, Jakob Petsovits and Joshua Goins

Workboard Chat Proposal



KDE Needs You!

KDE's growth depends on new contributors, but a lack of fresh involvement in key projects like Plasma, Kdenlive, Krita, GCompris, and others is a concern. This goal focuses on formalizing and enhancing recruitment processes, not just for individuals but also for institutions. Ensuring that bringing in new talent becomes a continuous and community-wide priority, vital for KDE's long-term sustainability.

Champions: Aniqa Khokhar, Johnny Jazeix and Paul Brown

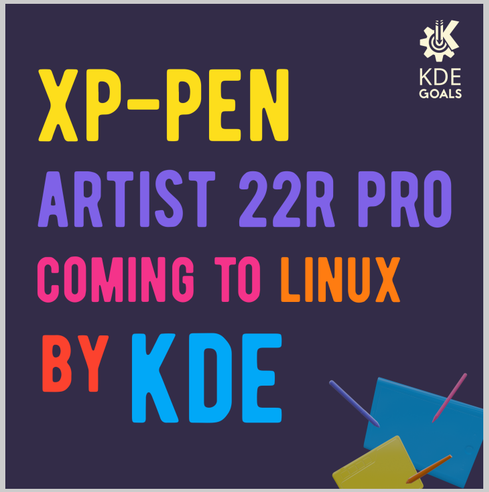
PROMO

KDE STACK TRAINING
KDE GOALS
Qt
Plasma
Frameworks
Kevin Ottens
enioka Haute Couture
OCT 20 | 14:00 (UTC)
LIVE

KDE GOALS
ASK US ANYTHING
OCT 20 | 18:00 UTC
LIVE STREAM
KDE GOALS

End of year
API documentation
QDoc porting sprint
live at matrix
STREAMLINED APP DEVELOPMENT EXPERIENCE
KGOALS

API documentation
QDoc porting sprint
14|11
starting
1PM
(UTC)
live at matrix
STREAMLINED APP DEVELOPMENT EXPERIENCE
KGOALS


XP-PEN
ARTIST 22R PRO
COMING TO LINUX
BY KDE
KDE GOALS

PLASMA
KEYBOARD
(AND OTHER NIFTY THINGS)
LIVE STREAM
/DAFT_CODE
KDE GOALS

#kdegoals

KDE
@kde@floss.social

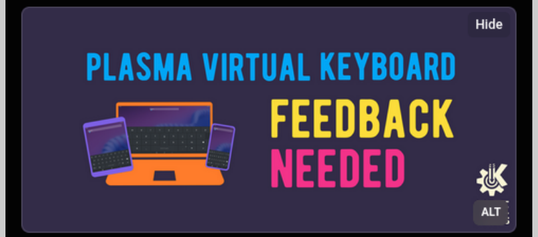
We've been working on improving On-Screen Keyboard support in computers, mobile devices and TVs as part of the We Care About Your Input - KDE Goals initiative.

Check out what has been done so far in Plasma Virtual Keyboard and tell us what you'd like to see next.

discuss.kde.org/t/plasma-virtu...

#kde #linux #accessibility #kdegoals #osk #virtualkeyboard #wayland

@kde@lemmy.kde.social



Aug 25, 2025, 02:01 PM
93 boosts · 117 favorites

KDE
@kde@floss.social

KDE devs have been quietly working on Plasma Keyboard, a new on-screen keyboard for desktop and mobile part of the "We Care About Your Input" KDE Goals initiative. Although not ready for texting yet, it has been making progress. Hopefully it'll be in a screen near you soon. Join the effort!

invent.kde.org/plasma/plasma-k...

#kde #plasma #mobile #osk #accessibility #keyboard

@kde@lemmy.kde.social

Jul 07, 2025, 11:47 AM Last edited Jul 07, 11:57 AM
79 boosts · 164 favorites

Tablet improvements 295

KDE
@kde@floss.social

Do you use a drawing tablet with Linux? You can share your device info in two easy steps - no coding skills required! 💙

Help KDE devs like @redstrate build driver support.

More info at:

github.com/linuxwacom/wacom-hi...

#linux #tablet #wacom #huion #stylus #artwithopensource #kde #freesoftware

@kde@lemmy.kde.social

Jun 25, 2025, 02:09 PM Last edited Jun 26, 02:44 AM
295 boosts · 212 favorites

Plasma 6.4 199

KDE
@kde@floss.social

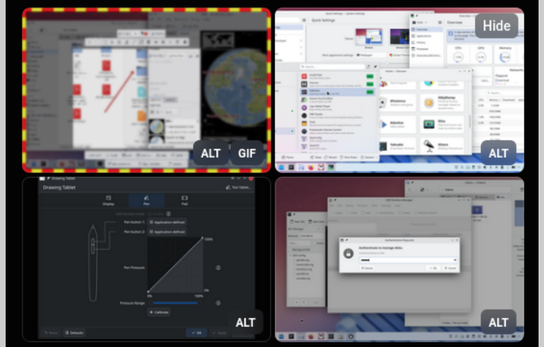
Plasma 6.4 is out and it's' more welcoming than ever!

kde.org/announcements/plasma/6...

Check out the tweaked tiling that lets you have different layouts for every virtual desktop; the overhauled Spectacle that makes capturing your desktop faster; how KRunner now understands color; and in general the literally dozens of other fixes and features that make Plasma friendlier and easier to use.

#freesoftware #opensource #desktop #linux #plasma6

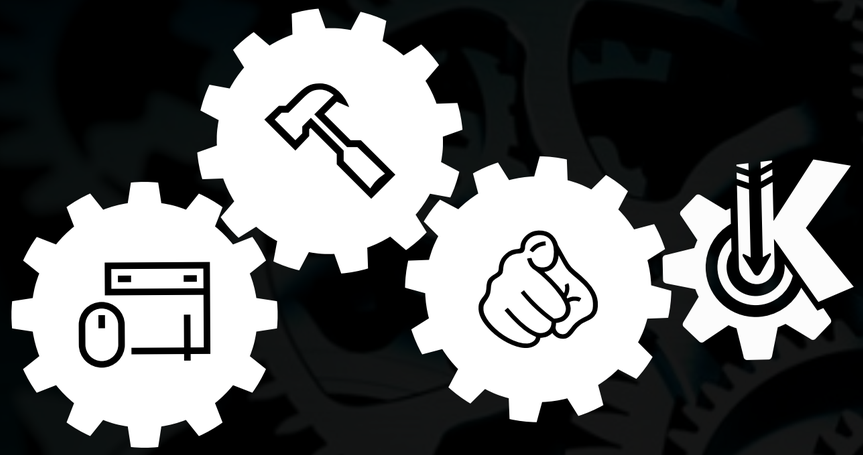
@kde@lemmy.kde.social



Jun 17, 2025, 08:00 AM
199 boosts · 278 favorites

INTEGRATION

Our goals are transversal



Documentation

- Tutorials
- develop.kde.org
- qmlonline.kde.org

Bindings

- Grow community (Python and Rust)
- Mentorship programs

KDE GOALS at Akademy

TALKS

6 Sept | 17:00 - 18:00	KDE Goals - One year recap
6 Sept | 18:00 - 18:40	Language Bindings: The future of KDE?
7 Sept | 15:35 - 16:15	Next-gen documentation infrastructure for KDE
7 Sept | 17:10 - 17:50	Bridging the Gap: Artists and Wayland

WORKSHOPS

8 Sept | 15:00 - 17:55	KDE Stack Overview
9 Sept | 16:00 - 16:55	Rust Bindings Workshop

BoFs

8 Sept | 15:00 - 15:55	Plasma Virtual Keyboard
8 Sept | 16:00 - 16:55	General Input topics
8 Sept | 17:00 - 17:55	KDE Needs You

END OF 10
AKADEMY EDITION

INSTALL FEST

11 Sept | 16:00 - 20:00

Streamlined Application Development Experience

2025/09/06, Akademy

Nicolas Fella

Goal Statements

Have nice things

Vision and Design

What do we actually want?

Vision and Design

- Settle on a target design for applications
- Consistency
- Convergence
- Simple by default, powerful when needed

Development

Let’s do it!

Development

- Extend, simplify, and streamline API ecosystem
- Doing it right should be easy
- Allow different languages
- Have good tooling

Documentation

How does any of this even work?

Documentation

- Improve documentation for all aspects of application development
- HIG & Design
- API documentation
- Tutorials
- Debugging
- Publishing

Community

Let’s do this together?

Community

- Go alone go fast, go together go further
- Embrace community for development, QA, promo, …
- Work with our neighbors: Qt, XDG, Portals, Flatpak, Distros, …

Now

KDE GOALS

What have we achieved?

Vision and Design

- Nothing specific in terms of grand vision
- Technical work on Design System and Union
- Wanted: Application Design Sprint

Development

- Main focus: Language bindings for Rust and Python
- Building blocks for apps in other languages
- Various API improvements across the board (e.g. KirigamiApp)
- Improvements in QML tooling
- More extensive CI verification
- Missing: People using new language bindings

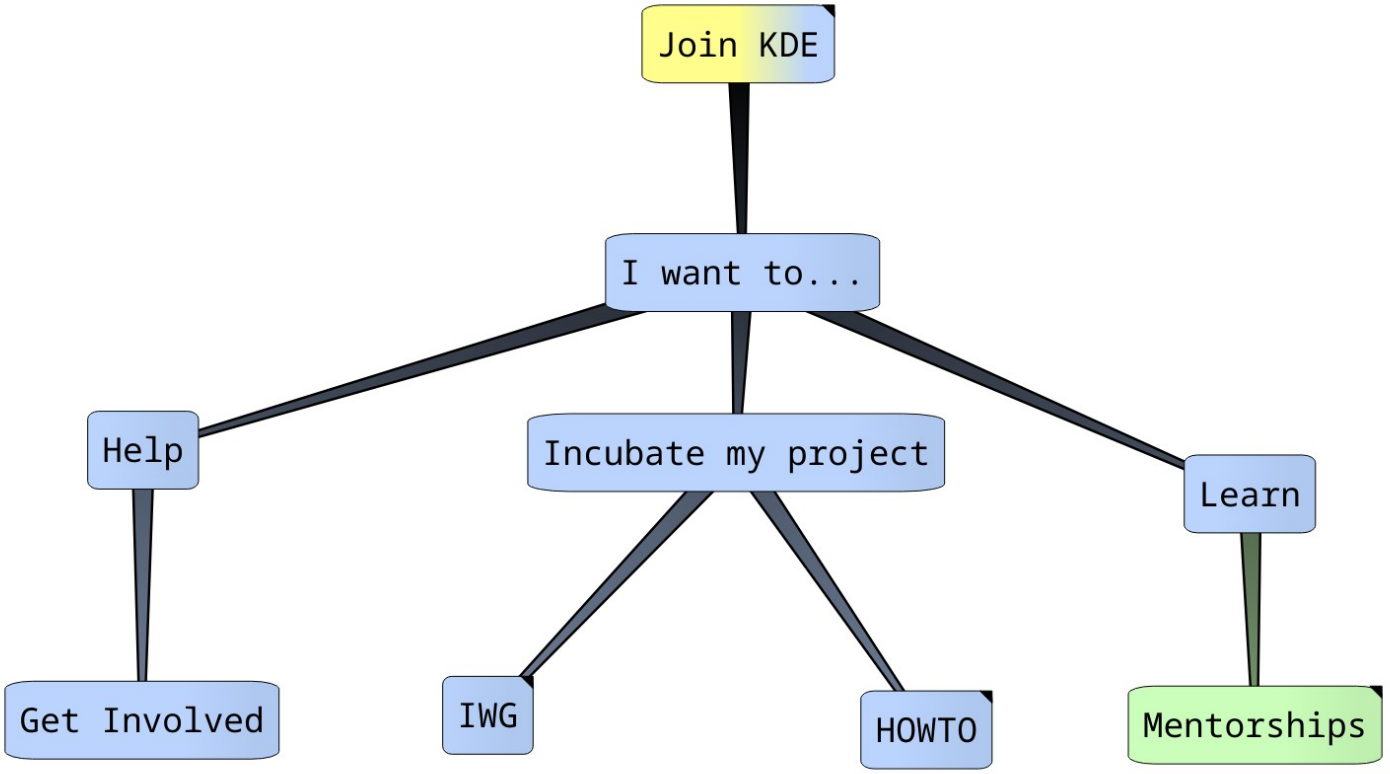
Documentation

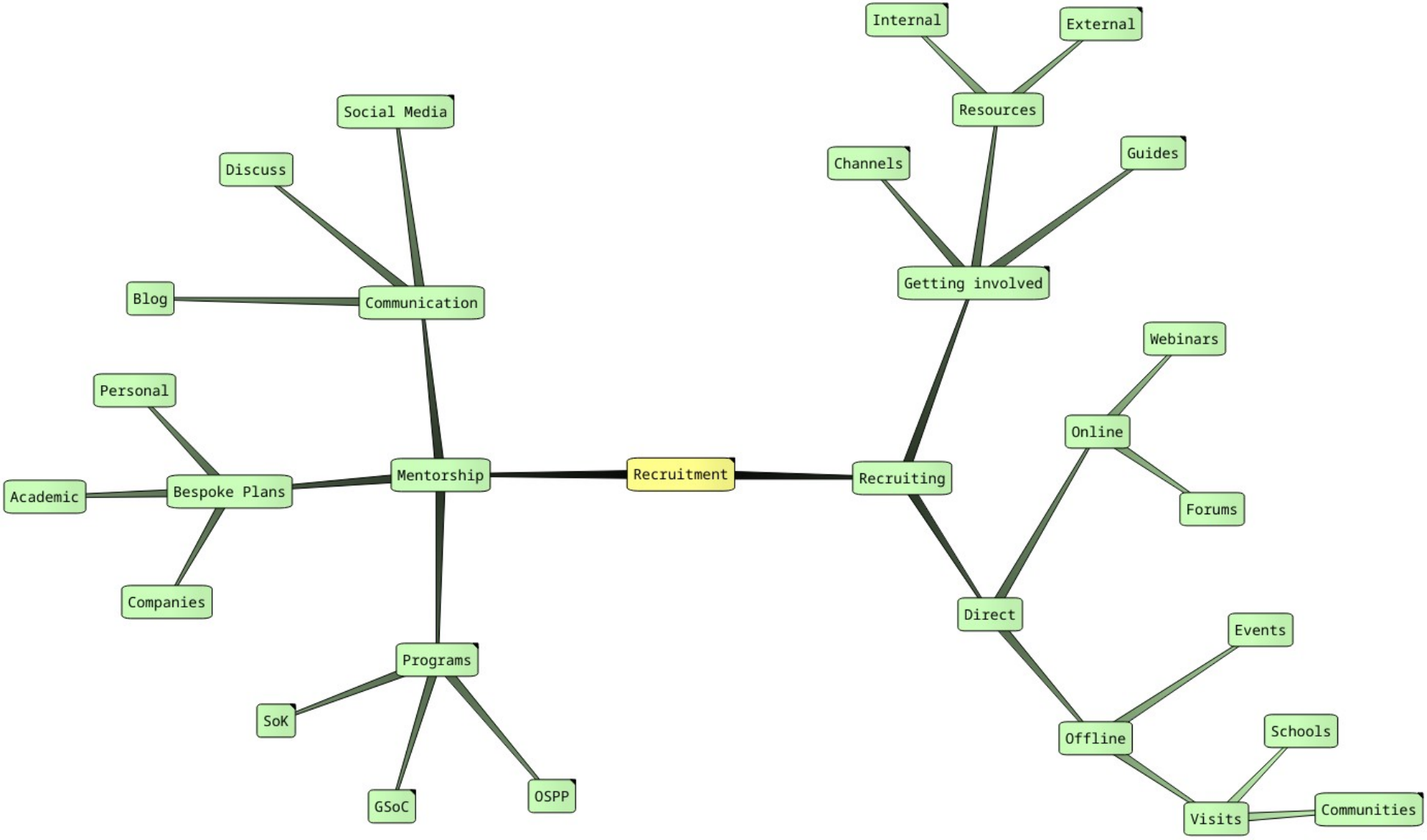
- Main focus: new api.kde.org
- New and improved tutorials on develop.kde.org
- Missing: Update old documentation
- Missing: Fill missing content
- Wanted: One-page landing page for full app dev cycle

Community

- Our community is awesome as ever
- Welcome and guide new people
- Extend outward: Qt, portals, systemd, …
- Attend Events: Qt Contributor Summit, LAS, Oxidize, All Systems Go, …
- Enjoy Akademy

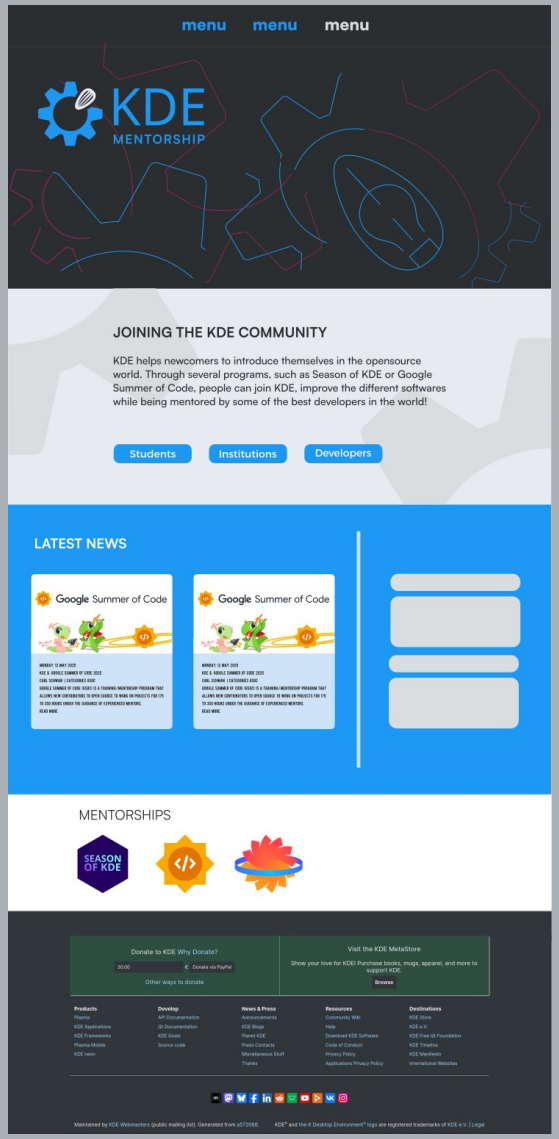
KDE Needs You


Join KDE
I want to...
Help
Incubate my project
Learn
Get Involved
IWG
HOWTO
Mentorships


Recruitment
Mentorship
Communication
Social Media
Discuss
Blog
Bespoke Plans
Personal
Academic
Companies
Programs
SoK
GSoC
OSPP
Recruiting
Getting involved
Resources
Internal
External
Channels
Guides
Direct
Online
Webinars
Forums
Offline
Events
Visits
Schools
Communities

KDE

MENTORSHIP



Google Summer of Code

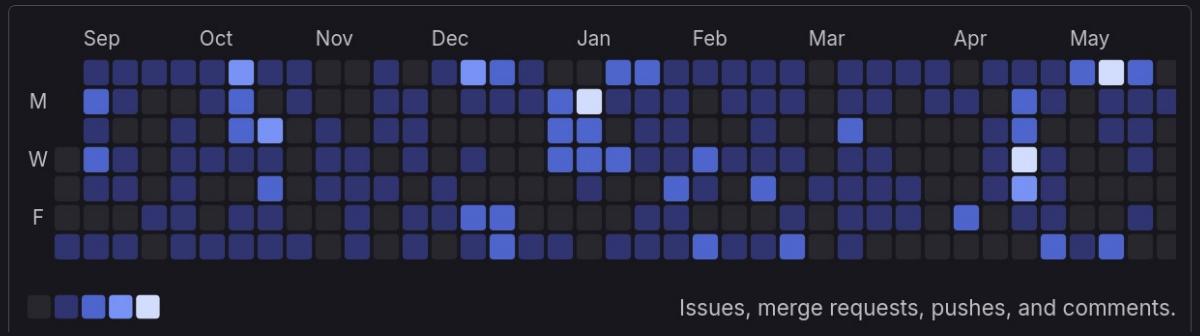
BADGES

Johnny Jazeix
@jjazeix

Follow

Activity

View all



Achievements

Info

10:14 PM

Member since February 15, 2019

OUTREACH

- Universities
- Highschools
- Technical schools
- Corporations
- KDE Network
- Join our BoF!!

WE CARE ABOUT YOUR INPUT

GOAL PROPOSAL & TOC

- Drawing Tablet
- Mouse and Touchpad
- Keyboard
- Virtual Keyboard
- Better IME support
- Game Controllers
- Miscellaneous

KDE GOALS

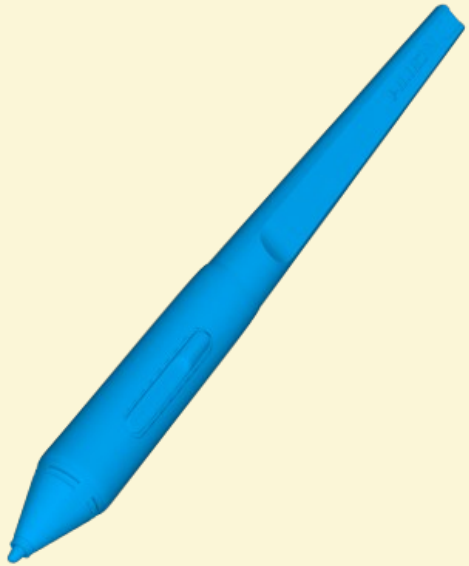
DRAWING TABLET

Status:
Merged upstream *- a few more features coming*

Shoutout:
Joshua Goins, Nicolas Fella

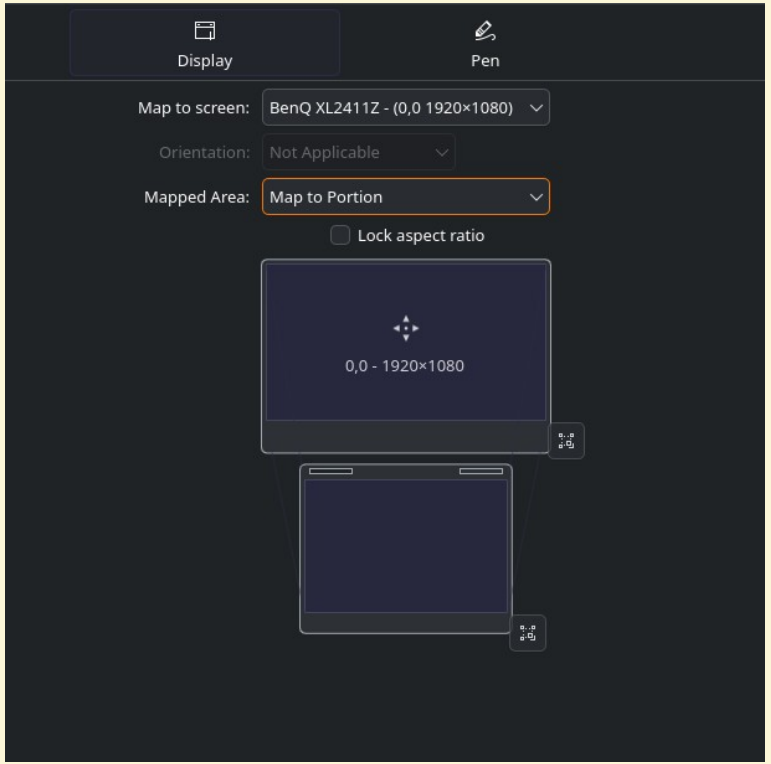
DRAWING TABLET

- Wayland support
- Shipped by default
- Tablet tester, calibration, CLI
- New design



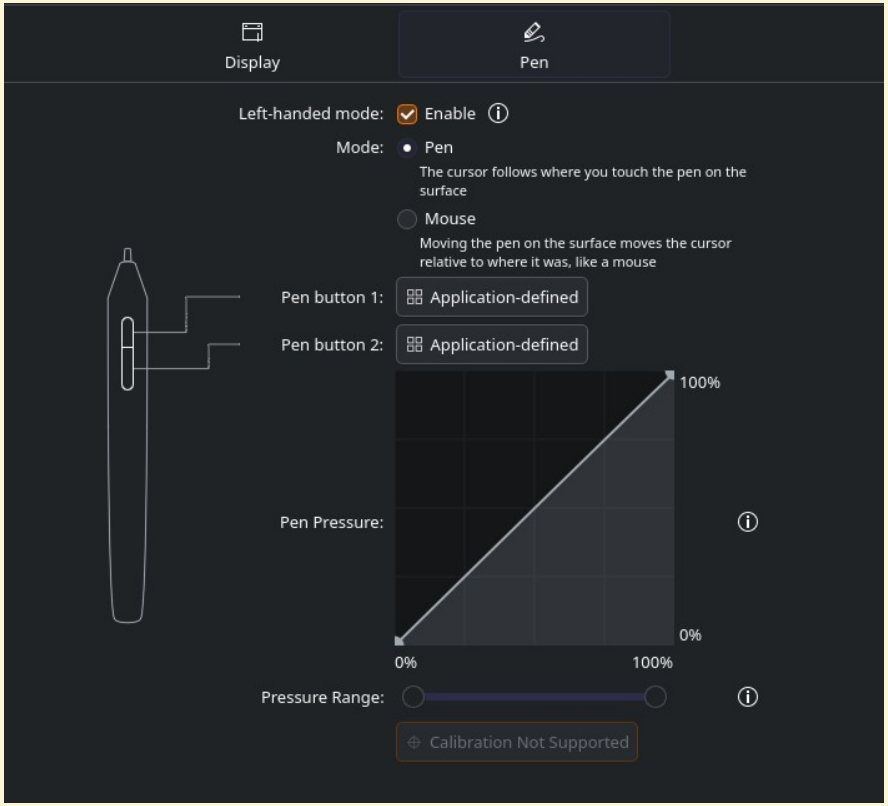
DRAWING TABLET

- Map tablet to screen
  - Entire screen
  - Regions
  - Input area
- Tablet orientation



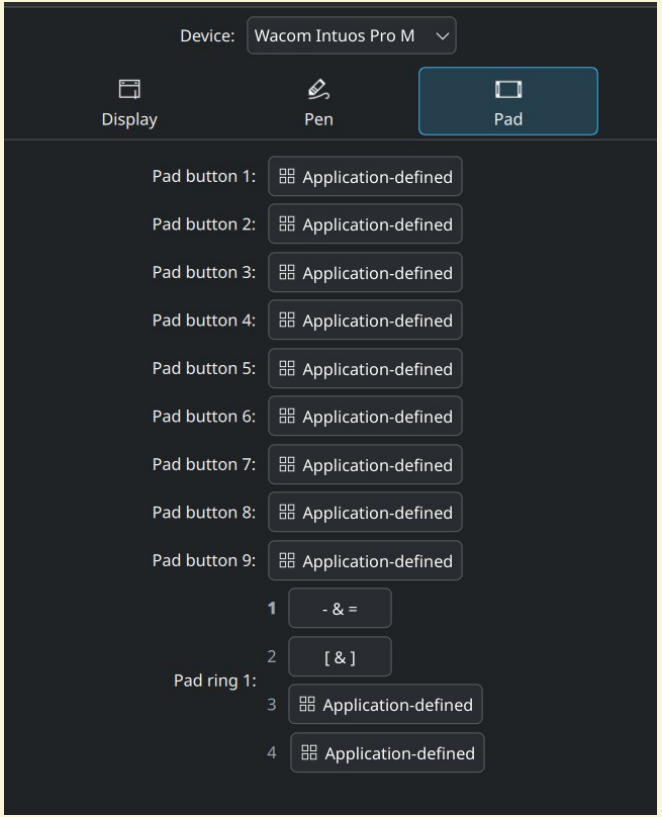
DRAWING TABLET

- Remap stylus buttons
- Stylus pressure curve & range
- Relative mode (Mouse mode)



DRAWING TABLET

- Remap pad buttons
- Remap pad rings



LEARN MORE

Bridging the Gap: Artists and Wayland

- Sunday, 17:10 to 17:50 CEST

https://artonwayland.redstrate.com/

https://nicolasfella.de/posts/qt-wayland-tablet-improvements/

MOUSE AND TOUCHPAD

Status:
In progress

Shoutout:
KWin team (DND fixes), taj-ny

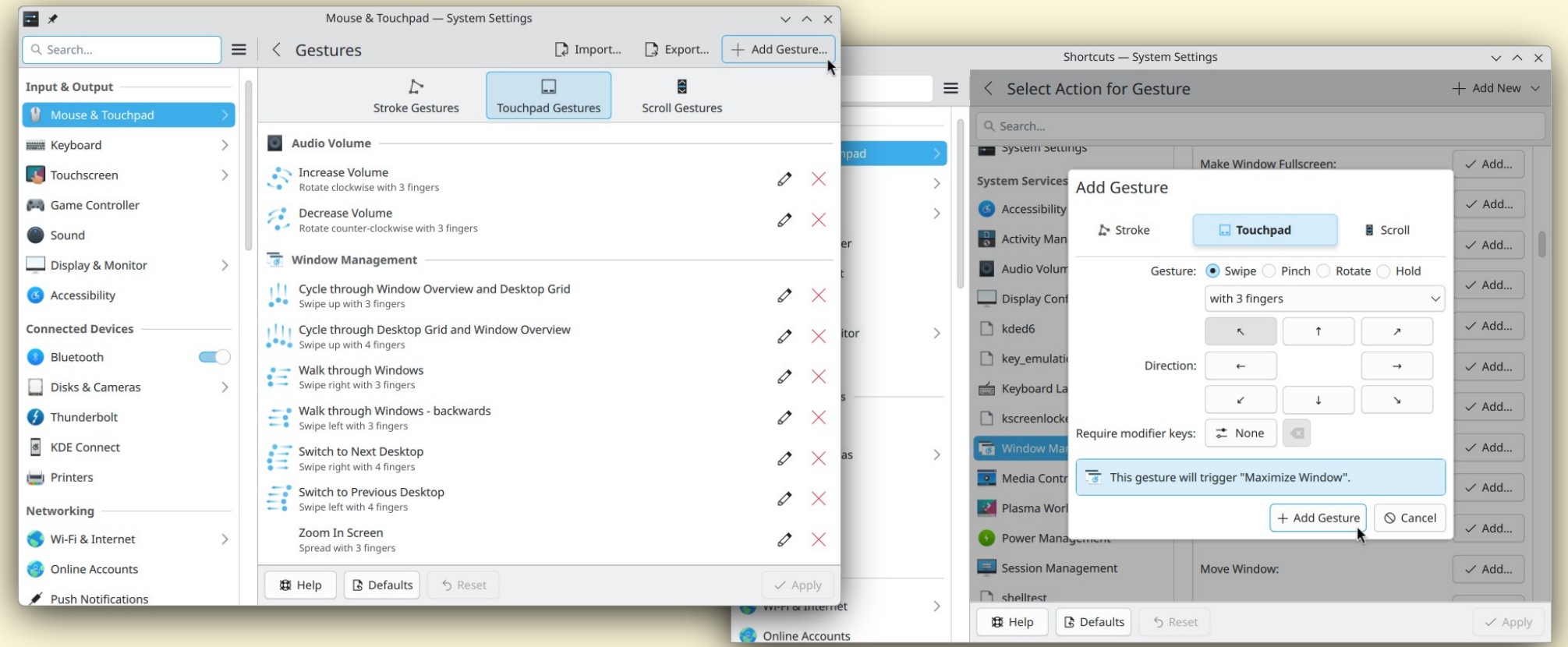
MOUSE AND TOUCHPAD

- Support missing libinput features
  - disable touchpad when mouse plugged in *(done)*
  - custom acceleration profiles *(pending)*
  - 3-finger drag *(pending)*
- Touchpad gesture customization
- ~~Mouse gestures~~ Stroke gestures
- Per-device mouse button rebinding

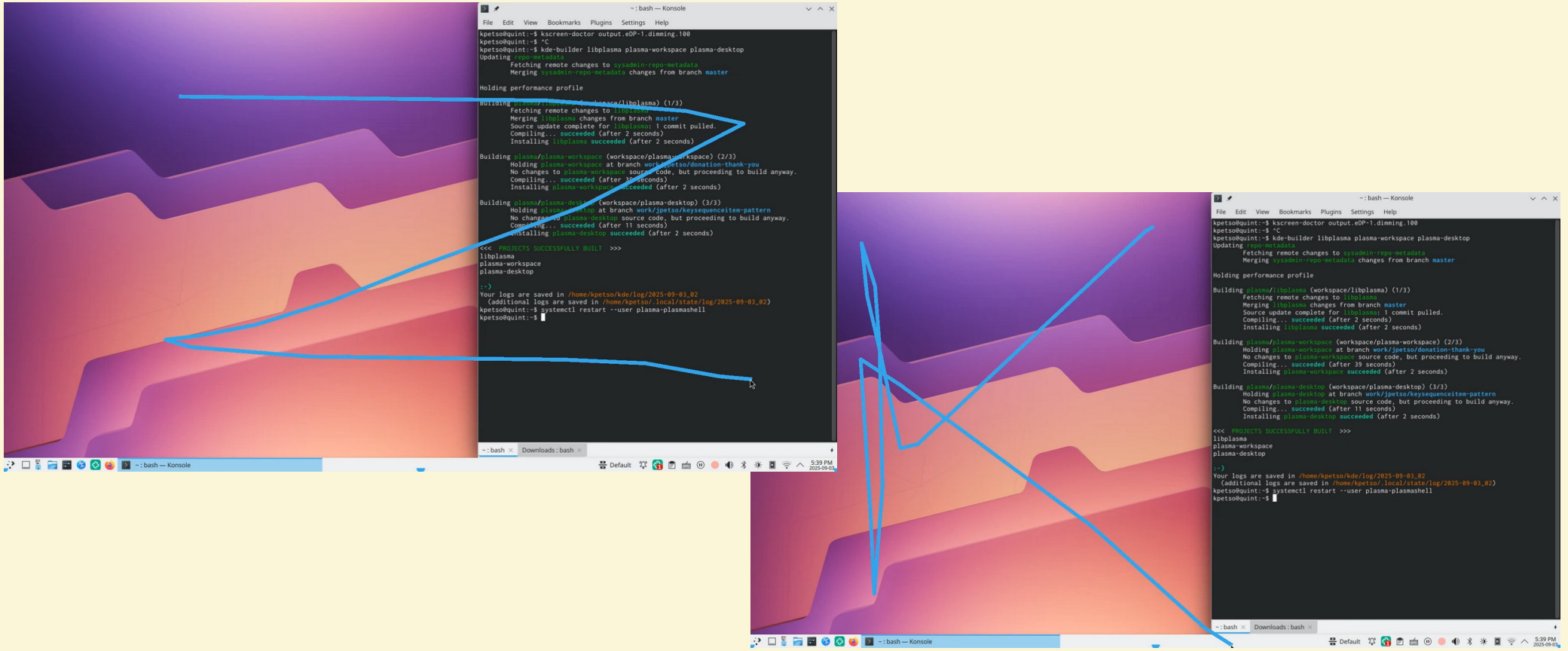
MOUSE AND TOUCHPAD - GESTURES

- Third-party KWin plugin taj-ny/InputActions
- NLnet grant applied, approved & ongoing
- Gestures mini-sprint UX design & architecture
- App-specific gesture shortcuts?

MOUSE AND TOUCHPAD - GESTURES PREVIEW



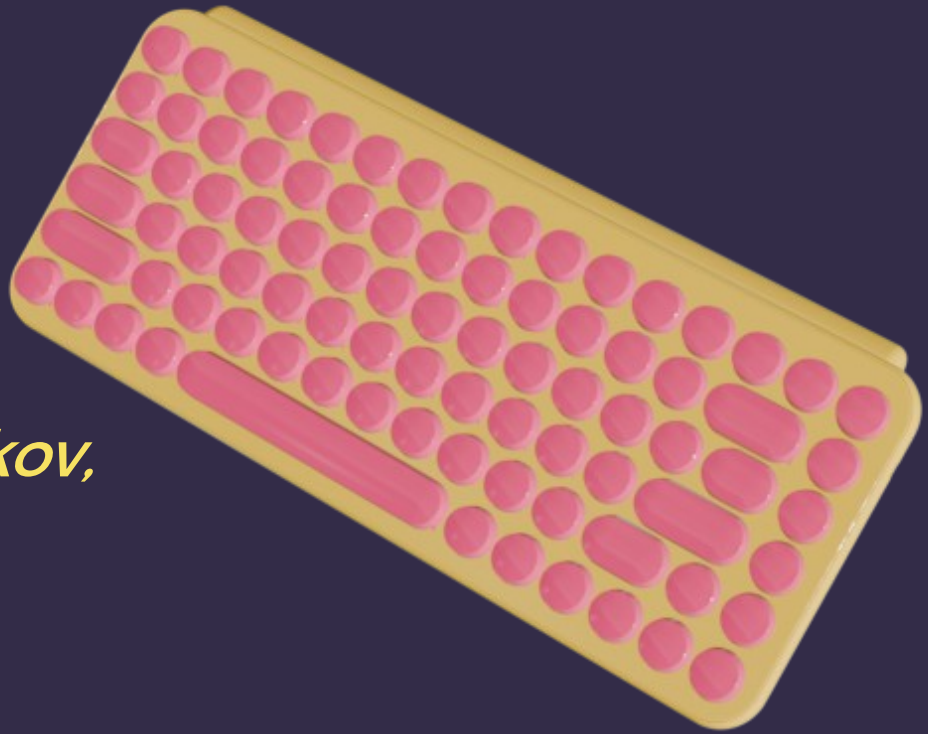
MOUSE AND TOUCHPAD - GESTURES PREVIEW



KEYBOARD

Status:
Many improvements merged

Shoutout:
Christoph Wolk, Nicolas Fella, Bharadwaj Raju, Evgeny Chesnokov, Ismael Asensio



KEYBOARD

DONE

- Keyboard-only navigation fixes
- Sticky Keys on Wayland
- MouseKeys on Wayland (move pointer w/ numpad keys)
- Keyboard settings port to QML

WIP

- Re-bind keys globally (e.g. "Copilot" key)

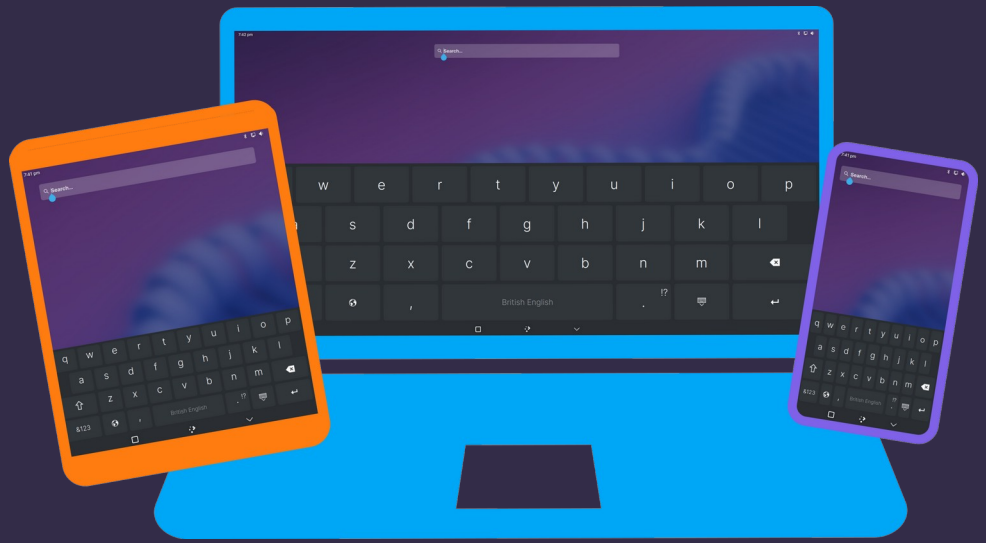
KEYBOARD - FUTURE WORK

- Slow Keys on Wayland
- Spare Layouts on Wayland
- Shortcuts to insert text snippets

VIRTUAL KEYBOARD

Status:
Getting ready for release

Shoutout:
Devin Lin, Aleix Pol



PLASMA KEYBOARD

- Built with Qt 6 and Qt Virtual Keyboard
- Layouts & autocomplete from upstream
- Wayland input method protocol
- Mouse/touchpad support
- Customizeable layouts and interactions
- Modifier keys

PLASMA KEYBOARD – FUTURE WORK

- Fixes & polish
- Manual hide & show
- Physical keyboard emulation layout
- Floating mode
- Emoji
- Swipe support

BETTER IME SUPPORT (EXCL. ON-SCREEN KEYBOARD)

Status:
Contributions needed

Shoutout:
Xuetian Weng, Dorota C.

BETTER IME SUPPORT – GOALS

- Select more than one input method (e.g. Plasma Keyboard & fcitx5)
- Unified settings for keyboard and input method
- input-method-v3 Wayland protocol (MR !433 ff.)
- Productionize one additional input method
- Speech to text / dictation / voice actions

GAME CONTROLLERS

Status:
More contributions needed

Shoutout:
Jeremy Whiting, Arthur Kasimov, Oliver Beard, Joshua Goins, Yelsin Sepulveda

GAME CONTROLLERS - GOALS

- Pass controller events through KWin
  - Don’t break games for users
- Inhibit sleep when controller is in use
- Remap buttons, calibrate deadzone
- Mouse emulation
- Handle quirks of Steam Controller
- Navigate Plasma with controller only

GAME CONTROLLERS - GSOC

- Stack: libev, uinput, Linux force feedback, inotify
- API viability verified
- No KWin integration yet

MISCELLANEOUS

- Input Capture portal (Shoutout: David Redondo)
- Deskflow (Shoutout: Chris Rizzitello)
- Plasma Mobile, Plasma Bigscreen
- Improve use of input APIs in apps
- Something we may have missed entirely?

THANK YOU!

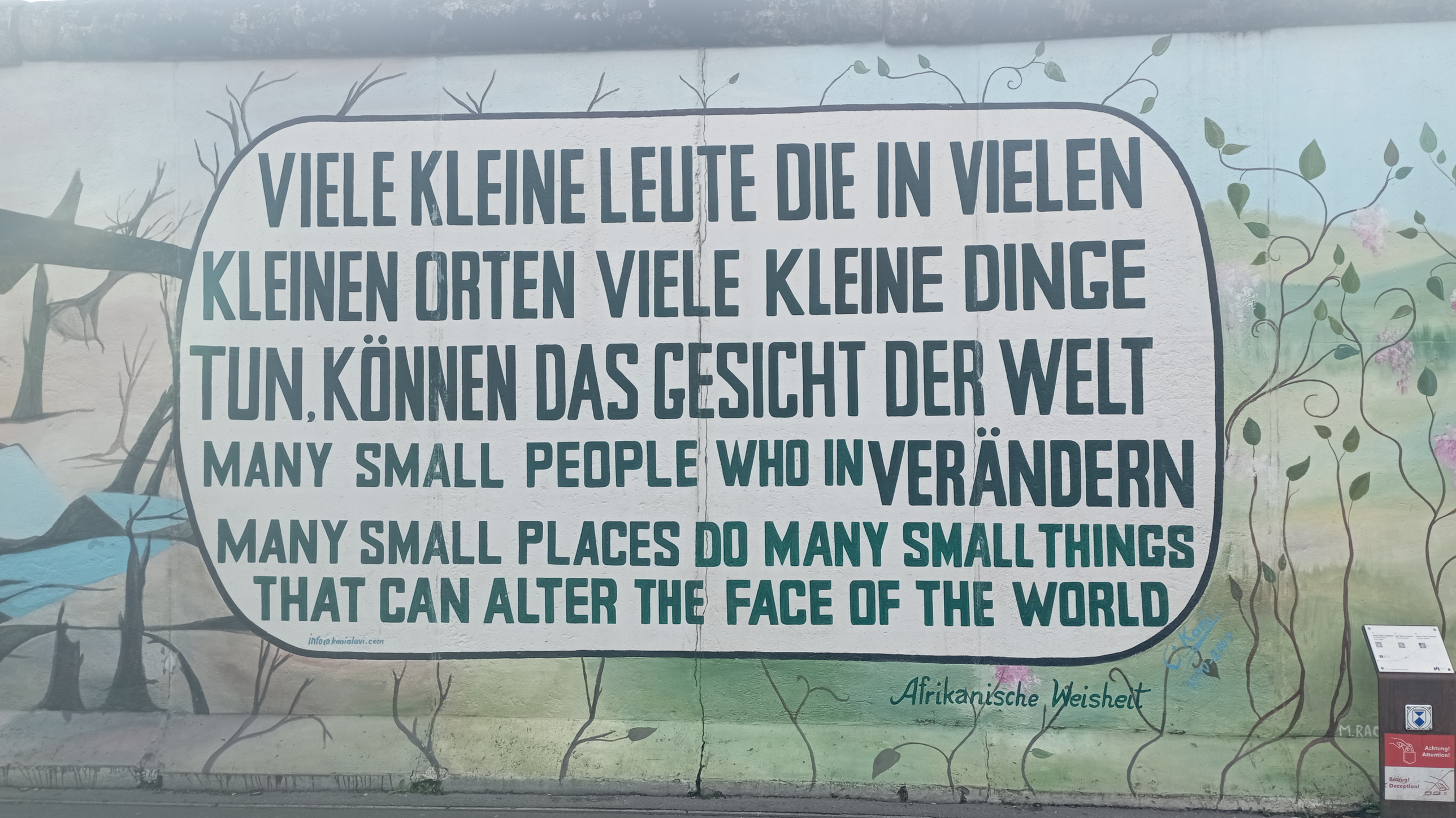
Contribute

- File bug reports
- Fix your favorite apps & features
- Tell us in Matrix: *#kde-input:kde.org*

Come to our Input BoFs!

- Monday, 15:00 CEST - Plasma Keyboard
- Monday, 16:00 CEST - General topics

KDE GOALS


VIELE KLEINE LEUTE DIE IN VIELEN
KLEINEN ORTEN VIELE KLEINE DINGE
TUN, KÖNNEN DAS GESICHT DER WELT
MANY SMALL PEOPLE WHO IN VERÄNDERN
MANY SMALL PLACES DO MANY SMALL THINGS
THAT CAN ALTER THE FACE OF THE WORLD
info@kenialavi.com
Afrikanische Weisheit
Achtung!
Attention!
Betrug!
Deception!