May 23: Training Day

Main Hall：
None

#5 Conference Room

14:00~14:45

A Beginner's Guide to GNOME 3 Application Development
David King

Writing applications for GNOME is now easier than ever before, with supported languages such as Python, JavaScript, C and Vala, and a variety of APIs to choose from. This presentation aims to guide the newcomer to GNOME on the best approaches to developing software for GNOME, looking at resources such as the Human Interface Guidelines (HIG), which will help your application fit with GNOME and its core applications.

As well as core parts of the GNOME development platform, including GTK+, GLib and GIO, other important application development topics will be introduced, including application testing and QA, translations of UIs, user documentation and accessibility.

14:45~15:30

GNOME Documentation: helping you learn and give back
Ekaterina Gerasimova

The Documentation Team is very welcoming to new contributors and many of the members enjoy helping newcomers. This presentation will be about what the documentation team does, how you can become part of the team and the opportunities that this will open up.

来自英国的Ekaterina Gerasimova将给大家带来"GNOME文档：帮助你学习和回馈"的演讲。她通过在OPW女性发展计划实习而开始了她为GNOME作贡献的生涯，后来成为了OPW的指导者和GSOC的行政人员，还同时是GNOME文档团队的领导者。文档团队非常欢迎新的贡献者的加入，成员们都很乐意去帮助新人。这是最容易加入的团队之一，过去四年里都一直有无偿或有偿的实习机会。这次演讲将会向我们阐释这个团队的工作，怎样加入以及会开放哪些机会。她会在展示后加一两个部分帮助人们做出第一份贡献。Andre Klapper 和David King会帮忙一起完成这部分，他们都是有经验的文档团队成员，并都会在这次峰会中演讲。

16:00~17:30

GNOME Documentation: make your first contribution
Ekaterina Gerasimova, Andre Klapper, David King

In this workshop, we will offer newcomers one-to-one help in getting their first contributions to the GNOME documentation.

May 24: Day 1 Saturday

8:30~9:00
  Reception

9:00~9:30
  Welcome Speech - Kate 10mins +Fedora 10mins+ Local team 10mins

  欢迎演讲- Kate 10分钟 +Fedora 10分钟+ 当地团地 10分钟

9:30~10:15
  Keynote - What's cooking in GNOME - 3.12 under the hood
  Tobias Mueller

  Tobias Mueller为大家带来主旨演讲：What's cooking in GNOME - 3.12 under the hood

10:15~11:00
  Keynote - Fedora.Next: Features and Friends
  Jiri Eischmann, Jaroslav Reznik

17:30~17:45
  闪电演讲

Main Hall

11:00~11:45
  Mozilla - Firefox OS 释放移动的未来
  赵博通

Abstract:
2014年2月底的巴塞罗那世界移动通信展上，Firefox OS 继续释放移动的未来，全新亮相七款移动设备，PhoneGap和 Cordova开发 工具支持Firefox OS平台，更多运营商宣布将要发售Firefox OS设备，更多市场蓄势待发。目前整个HTML5生态系统发展火 热，FirefoxOS中的应用和内容也在飞速增长，Web具备成为全球最大的应用市场的潜力。

Speaker bio:
姓名：赵博通
职位：火狐软件工程师
业界地位：Web开发专家

Outline:
Firefox OS 介绍
WebRTC介绍

11:45~12:30
  Bringing your GNOME application up-to-date
  David King

The GNOME development cycle of releases every 6 months brings a great deal of change to users and developers on a regular basis. It can be challenging to keep up with the changes in libraries such as GLib and GTK+, so this presentation aims to give an overview of improvements and new features from the last year, with examples from GNOME applications.

To improve integration with the rest of GNOME, developers should keep the Human Interface Guidelines (HIG) in mind, as a helpful guide of some common UI patterns and the interface elements that go along with them. While discussing new widgets and features, the HIG will be referenced to ensure a consistent approach.

来自英国的David　King将为我们带来"让你的GNOME应用与时俱进"的演讲和一些编程的例子。他是几个GNOME项目的维护人员，包括"芝士"（网络摄像头应用），GNOME日志（系统日志受众）和"轻松加标签"（音视频文件的标签）项目。他在GLib和GTK+方面都有经验，而这两个都是GNOME应用的核心组成。由于GNOME发展速度太迅猛，研发者保持与时俱进十分重要。GNOME每半年就会发布一个新版本，做出很多更新变化。要随时跟上例如在GLib和GTK+库里的变化的脚步是很具有挑战性的，所以这次演讲将通过回顾去年的一些改进和新特性，再附加一些应用的例子来说明。为了跟GNOME剩下的部分综合起来，研发者应该把HIG（人机界面指南）当做有用的UI图形和界面元素的指导。讨论到新的工具和特性时，HIG也是一个很好的参考工具。

14:00~14:45
How GNOME Works
Allan Day

Have you ever wondered how GNOME releases are created, how decisions are made, or how the project is organised? If you have, then this talk is for you. I will talk about the different teams, structures and process that keep the GNOME project ticking, and which enable us to create quality releases every six months. The talk will be relevant to those with an interest in GNOME and open source software, and will be helpful to anyone who might want to contribute to the project.

来自英国的Allan Day（http://t.cn/8sdfkLc）将带来题为"How GNOME Works"的演讲，介绍GNOME是如何运作的。凭借多年的观察和研究，Allan　　Day对项目制作相当有见地，任何对GNOME和开源感兴趣的人都不要错过这个非常有趣的演讲。如果您想知道GNOME发行版是怎么产生的，决策是怎么作出的，项目是怎么组织的？那么这就是为你准备的。Allan Day将讲到不同的团队，组织结构和工作流程保证GNOME项目的运作，使之能每6个月发行一次有质量的发行版。这个演讲有适当水平的详细内容和吸引观众眼球的主题，有助于想对项目作贡献的任何人。

14:45~15:30
Developing new element with GstCheck
Jeongseok Kim

Gstreamer in itself provides huge reference sets for developers. However, when building new element with various reasons, it's true that we hesitate to set starting point to implement. This kind of situation occurs very frequently for developers, especially, who work together. In this case, we usually set roles for each other; designer, implementer, and tester. It might be a good choice when developing something rapidly, but we all know that these roles can be spoiled as time goes on because it's based on implicit agreement.

However, if the roles are explicitly separated, and the constraints are provided for each developer, we can accomplish more clearly the goal to implement object what we want. To do this work, Gstreamer provides GstCheck as a methodology of development process, we usually call as Test-Driven Development, but it is not exactly same because the Gstreamer elements usually have more complex functions than something we call as unit.

In my small talk, I will introduce a scenario to play a content which feeds auido/video data separately as Element Stream. To handle this special requirement, I implemented new source element.

I want to share my approach to work with my colleagues based on GstCheck.

来自韩国的Jeongseok Kim将为大家带来演讲：GstCheck开发新组件。Gstreamer里提供大量参考给开发者。然而，当出于各种原因创建新组件时，我们确实犹豫从哪里开始。这种情况经常发生，特别是对于工作在一起的开发者们。在这种情况下，我们通常为各自设置角色，设计者，实现者和测试者。当快速开发时这可能是个好选择，但是由于这种安排基于默认惯例所以随着时间推移这些角色可能过分沉溺于自己的想法。

然而，如果这些角色是显式分配的并且约束每一个开发者，我们可以完成更清晰的目标来实现我们想要的对象。为此Gstreamer提供了GstCheck作为开发过程的一个方法论，我们通常称为测试驱动的开发。但是不完全一样因为Gstreamer组件通常比我们称为单元的有更复杂的函数。

我在的演讲中我将介绍分别传送音频和视频数据作为元素流(Element Stream)的场景。为了处理这种特殊要求，我实现了新的源元素(Source Element)。

我想和为Gstcheck一起工作的同事分享我的方法论。

16:00~16:45
wayland intro with i18n hacks
Peng Wu

As wayland plan to replace X.org as the default display server for gnome 3.
I will give an intro about wayland architecture,
plus some works I did for wayland i18n support.

16:45~17:30
Next Generation Input methods
Daiki Ueno,Anish Patil

Input methods are an important part of a desktop because writing text is one of the most important daily activities of any user.
The talk will focus on evolution/history of input frameworks and the future towards Wayland integration with GNOME.

Firstly, we will introduce a new library which provides a minimal core functions of input method frameworks. In general, input method frameworks with long history have many portability hacks to provide consistent user experience under different environments (X11, GTK+, Qt, etc.). The minial core library could make it easier to port input methods to new platform, like Wayland.

Secondly, we will talk about integration of text prediction features into input methods and desktop as a whole. Most of the input methods provides API's for text prediction and spell checking, so this talk would explain how we can improve text prediction and spell checking so that users will get native text prediction experience.

来自日本的Daiki Ueno和印度的Anish Patil将为大家带来演讲：输入法是桌面的一个重要部分，因为写文本是任何用户的最重要的日常活动之一。讲座将聚焦于输入框架的演进和历史以及未来走向与GNOME的Wayland整合。

首先，我将介绍一个新的提供输入法框架的最小核心功能的库。大体上，历史悠久的输入法框架有很多可移植性hacks，在不同的环境(X11, GTK+, Qt等)下提供一致的用户体验。最小核心库会使移植输入法到新的平台上更容易，如Wayland.

然后，我们将讨论把文本预测功能作为一个整体整合到输入法和桌面上。大多数输入法提供文体预测和拼写检查的API，所以这次讲座将介绍我们怎么提高文本预测和拼写检查使用户能感受本地文本预测体验。

项目源码地址：

https://gitorious.org/libtextinput

https://gitorious.org/libtextinput/libtextinput-plugins

https://gitorious.org/hunspell

https://gitorious.org/webwordedit

GNOME和Wayland的整合及强化用户体验是GNOME的一个重要目标。这个讲座将介绍我们达成这些目标的努力和问题。回溯到2008年GNOME亚洲峰会，我们进行了有关输入法的小组讨论，对于输入法框架那是非常有成效的。我们期待类似的讨论，使GNOME上的输入法体验更好。

#5 Conference Room

11:00~11:45
   Managing and triaging GNOME's bug reports
   Andre Klapper

   Every software has mistakes ("bugs"). In GNOME, everybody can report these bugs on the bugzilla.gnome.org website. The GNOME Bugsquad tries to bring those bug reports and feature requests into a good shape, so they have enough information to be actionable. This helps developers save time and concentrate on writing code.
The presentation describes how bug management works in GNOME, which common practices exist and how you can help making GNOME better without any coding skills or special requirements.

   Andre Klapper将为大家带来的演讲：每个软件都有错误。任何人都可以在bugailla.gnome.org上报告GNOME的bug，GNOME Bugsquad试图使这些bug报告和功能请求达到良好的状态，所以他们有足够的信息，使之可行。这会有助于开发者节省时间并专注于写代码。
   此介绍描述了GNOME上的bug管理是如何运作的，存在哪些常见的方法，以及在没有任何编程技能和特定条件的情况下你是如何帮助GNOME。
   优先分类GNOME的bug报告是开始为GNOME贡献的一个简单的方式。它是那些任务中不要求任何特殊技能的一个，就如最新GNOME版本，只要会英语和一些常识就可以了。许多开发者开启他们的GNOME之旅是从分类bug报告，采集软件问题的更深层理解，及在某些时候贡献简单的bug修复开始的。

11:45~12:30
   GStreamer, a state of the union
   Olivier Crête

   GStreamer is the Open Source multimedia framework, used in embedded, mobile, desktop, server and cloud environments. It is the media framework of the GNOME desktop, but is also used in many mobile and embedded platforms such as Tizen, GENIVI or the RDK. It is also powers countless embedded devices. In this presentation, Olivier Crête will present a short overview of GStreamer's capabilities, its history and will describe in more details the more recent additions. In particular, the last year saw significant improvement in the plug-ins supporting HTTP stream (HLS, DASH, MS Smooth Streaming), improved OpenGL support, standardized support for v4l2 access to hardware decoders, multimed ia device enumeration and more. A short presentation of key aspects being developed in the near future will also be presented.

   GStreamer联合的一个状态是开源多媒体框架，在嵌入式，移动设备，桌面，服务器和云环境中使用。它是GNOME桌面的媒体框架，也用在许多移动和嵌入式平台上如Tizen, GENIVI 或 the RDK。它也是万能的嵌入式设备。此演讲中Olivier Crête将呈现GStreamer的功能的简短概述和历史并更细致地描述更新加项。
   特别是，去年看到了支持HTTP流的插件的显著改善（HLS，DASH，MS Smooth），提高了OpenGL支持，标准化了对v4l2访问硬件解码器的支持，多媒体设备枚举和更多。不久的将来正在开发的关键方面的简介也将提交。

14:00~14:45
   GStreamer debugging with GstPadProbe
   Wonchul Lee

Various combination of plugins are using for constructing GStreamer pipeline. Therefore there are numerous plugins to support various medias. When developer solve the bugs, he may collect log, print dot-graph or use debugger. Finally he will find a plugin that has a problem. However, sometimes it takes a long time or it is inconvenient to find it. At this cases GstPadProbe can be a better approach because we do not need any modification on a plugin.

It helps to manipulate or to probe dataflow or event of pipeline on a specific point. It also helps to control pipeline for developer using block function.

I want to share some tips about GstPadProbe. These will be helpful ways developing GStreamer pipeline.

来自朝鲜的Wonchul Lee将为大家带来的演讲是：各种插件的组合使用都用于建设GStreamer管道。因此，有大量的插件来支持不同的媒体。当开发者解决bug，他可能会收集日志，打印点阵图或使用调试器。最后他找到一个插件有问题。然而，有时这需要很长时间或者很不方便。在本例GstPadProbe可以是一个不需要一个插件的任何修改的更好方法。

它有助于操纵、探针在一个特定的点的管道数据流或事件。它也有助于控制使用功能块开发管道。

接下来我想分享一些关于GstPadProbe技巧。这将是开发GStreamer管道的有益方式。

14:45~15:30

A Life of Translator

Tommy He

Reveal the life of a translator for Fedora Project, the surprise, the fun, the frustration and the future, in the background of China(zh_CN). Audience can know what benefit and challenge they will experience while deciding to involve localization work of Fedora Project.

16:00~16:45

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16:45~17:30

embed and embrace dconf in gnome software developing

Guo Jia

I'd give a brief introduction to gconf and dconf's history, and do a in depth description on dconf now a days in the gnome and downstream or derivative desktop environments,show examples on how dconf works and benefits to the Linux desktop software developing.

#4 Conference Room

11:00~11:45

Libreoffice - go hand in hand with Gnome
Yifan Jiang

After a brief talk with Michael and Cedric (whose work would be mainly referred), I decided to bring this topic showing some updated information:
 1. Updated people behind
 2. Updated new shining features
 3. Gnome related technique used by Libreoffice
   - telephony tube in Calc
   - usage of glade when designing Libreoffice
   - atk/a11y improvements
   - perhaps some explanation of Libreoffice integration with Gnome menu
   - probably the up-to-date news about libreoffice on gtk3 (which Caolan
    is working on)
      - and so on and so forth

与Michael 和 Cedric的短暂交谈后，（他们的工作将会被主要提及），我决定带来一些这个话题的更新信息：1.更新后的人 2.更新后的新亮点 3.使用LibreOffice的GNOME相关技术 -telephony tube in Calc -在设计中利用林间空地 -攻击力/ a11y改进 -也许解释一些LibreOffice整合与GNOME菜单 -可能是最新的新闻关于LibreOffice on gtk3（这是caolan所从事的）-等等。

11:45~12:30

Bringing Indonesian scripts and local languages to GNOME
Ahmad Haris

this talk about empowering local communities in Indonesia, translating many gnome application into their local language and supporting their local script.

提交者Ahmad Haris ：给GNOME带来印尼语文字及当地语言。此讲演内容关于印尼本地社区的建设，GNOME Apps的本地语言翻译及本地语言文字的支持。
印度尼西亚有超过10000个岛屿，300个拥有自己语言的部族。这是一个很好的机会，把GNOME带入到印尼当地的各语言和文字的环境中，同时提高农村地区的IT能力。
实现这一目标是一项非常具有挑战性的任务，因为他们地理上广泛分布，只有少数人有知识做本地化。这次演讲是关于如何帮助他们参与到社区中来。

14:00~14:45

GNOME/KDE on MIPS
Aron Xu

14:45~15:30

FOSS & Education in Taiwan with Ezilla project
Max Huang

In this presentation, I will show
* ezgo Linux and FOSS project status in Taiwan.
* Our challenge when we promote FOSS into campus.
* Introduce Ezilla Project ---- open souce project with VDI solution.
* What did we do with FOSS and Ezilla

16：00~16:45

openQA and Automated Desktop Testing

Weihua Du

openQA is an automatic desktop testing framework, which is being actively developed, and could take on all kind of testing works for desktop environment including GNOME. I would like to introduce this helpful tool to the people who are interested in the desktop testing.
In addition, I am also going to talk about the conception of automatic desktop testing, and my understanding of the difference between desktop testing and other testing works.

来自中国的杜伟华带来的演讲是：openQA是一个正在积极发展的自动桌面的测试框架，并可以在包括GNOME桌面的所有环境测试工作。我想介绍一下这个有用的工具给对台式测试感兴趣的人。 另外，我还想谈谈自动桌面测试的概念，桌面测试和其他测试的差异。

16：45~17:30
  Fedora on ARM
    Fu Wei

1,The importance of Linux on ARM
2, introduce the current state of Fedora on ARM(32 and 64),
3, Standard Boot Architecture for ARMv8
and so on

#8 Conference Room

11:00~11:45
  Building Orchestration and Configuration with Ansible at Fedora Project
  Aditya Patawari

  Ansible is a an agentless orchestration tool which does more or less what Puppet and Chef do. It relies on OpenSSH for transport and YAML for creating playbooks. Playbook is essentially a list of rules which are applied to a (set of) server to put them in desired configuration.
In this talk, I will show how to execute ad hoc commands on one or
more servers as well as create simple playbooks. I will talk about how we use it at Fedora project to manage different kinds of servers across different data centers.

11:45~12:30
  Brief Introduction to FirewallD
  Zamir SUN

Brief introduction to Firewalld
Comparison between FirewallD and lokkit
Some examples in using FirewallD

14:00~14:45
  Re-rolling Fedora with Conary
    Martin Bähr

Topic: Packaging, QA
  In this talk we will share the current work of the Foresight Linux project to rebase the Foresight distribution on top of Fedora.

Foresight is a distribution with rolling releases using the Conary packaging toolchain. In fl:1 and fl:2 we built the distribution on top of Rpath, who also developed Conary. For fl:3, the next major incarnation of Foresight we are rebasing on top of Fedora.

To do this, we are importing all of f20 into a Conary repository and we are then building our own distribution on top of this collection. This enables us to effectively use Fedora with our own packaging toolchain.

Having done this, we now have the opportunity to explore whether in doing so we have solved problems that some Fedora users have encountered. For example, while many people upgrade Fedora regularly without problems, there are also stories of fedup breaking people's systems. Many of the kinds of breakage that show up are things that Conary could address. Among those are more complete deps and dep-complete update jobs and groups allowing a more precise migration that avoids leaving straggling bits that create untested situations that break. We have not been the ones experiencing these problems, so we can't say for sure. We just know that we've been able to maintain a rolling distro across major updates for years and so it's worth trying. It might be that if people trusted Fedora updates more, they would update more, which would be good for Fedora. It's a distraction when people complain about the short maintenance lifetime.
Can we make that better?

Foresight becomes a rolling remix of Fedora, not only useful on its own, but an opportunity and context in which to demonstrate whether or not Conary can make the Fedora base bits roll forward with fewer update failures.

We've already found packaging bugs in the release just from trying to import into Conary. We expect to find more. That has typically happened during Conary imports of RPM distributions. If we import the beta releases of Fedora, we can find bugs before they hit users, and the kinds of bugs Conary finds are usually the ones that are easy to fix, "low hanging fruit" that can really contribute to fit and finish.The primary goal of this endeavor is to make it easier to keep Foresight uptodate and allow us to focus on the bits that interest us most, which is the user experience that we are able to create as a binary rolling release distribution with risk-free upgrade and downgrade support.

For Fedora these are more of possible improvements and we'd like to see whether Conary can bring these benefits; this is an experiment not a promise. Conary is already used to manage RHEL and CentOS in this way in the past few years, and it has worked there, so why not Fedora too?
Outline:
=====
* Short introduction to foresight and conary
* What are we doing with fedora?
* Why is this interesting for the fedora community?
* Enabling Fedora users to consume Fedora using a rolling model.
* Demonstrating a new way to build a Fedora remix, one that takes advantage of the rolling model and helps the remixes stay current.
* Contributing to upstream quality by catching certain classes of bugs prior to release.
* Using Conary's extensive package build automation to make it easier to build better packages for Fedora.

14:45~15:30
Fedora on Loongson, or MIPS
Rui-bin Li

Loongson is a family of general-purpose MIPS64 CPUs developed at the Institute of Computing Technology (ICT), Chinese Academy of Sciences (CAS). And since the available of Loongson-based PCs from the Lemote company, a few enthusiasts began to port Fedora to this platform.
Outline:
* MIPS, Loongson and Lemote
* History of Fedora MIPS
* Recent development of GNU/Linux on Loongson

16:00~16:45

Building Orchestration and Configuration with Ansible at Fedora Project
Aditya Patawari

Ansible is a an agentless orchestration tool which does more or less what Puppet and Chef do. It relies on OpenSSH for transport and YAML for creating playbooks. Playbook is essentially a list of rules which are applied to a (set of) server to put them in desired configuration.
In this talk, I will show how to execute ad hoc commands on one or
more servers as well as create simple playbooks. I will talk about how we use it at Fedora project to manage different kinds of servers across different data centers.

16:45~17:30
Hackfest: Packaging a ROS Groovy SCL for Fedora
Ankur Sinha

The robotics SIG has been working on packaging up the ROS robotics platform for Fedora. I'd like to sit down with any interested parties and package up as much of ROS groovy as possible as an SCL to a COPR repository.
I'll use the opportunity to teach people how SCLs work and even some packaging if there are new people looking to start with Fedora packaging.
Pre-requisites: A working Fedora 19/20 installation. Some knowledge of RPM packaging would be beneficial.

May 25: Day 2 Sunday

8:30~9:00
  Reception

9:00~10:00
  Keynote - A perspective for systemd: What has been achieved, and what lies ahead
  Lennart Poettering

10:00~10:15
  闪电演讲

10:30~12:00
  Keynote - Free Software and Your Freedom
  Richard Matthew Stallman

17:30~18:00
  Closing speech - Local organizer & GNOME.Asia & FUDcon Committee

Main Hall

14:00~14:45
  Workshop: A GPG key signing party
    Ankur Sinha

  The GPG key signing party helps to extend the web of trust to a great degree. I'll briefly introduce the web of trust, and then we'll go about signing each others GPG keys! We'll also discuss good practices about backing up one's keys etc. and how one can use GPG to sign other things, like e-mail, git commits or encrypt files.
Audience: anyone, but I'd like all Fedora contributors to attend it.
Pre-requisites: A working Fedora 19/20 installation. All attendees should have valid gpg keys, and photo ID card.

14:45~15:30

HackRF and GNURadio
Wang Kang

Introduction to GNURadio and HackRF.

GNURadio is a open-source signal process framework, which uses C++ as DSP code, and SWIG it as Python module. It provides lots of DSP modules such as OFDM/QAM/GMSK.

HackRF is a full open source SDR(Software Defined Radio) Peripheral for GNURadio. It covers 30MHz to 6GHz wide wireless spectrum, and has a low cost, which makes it possible for hackers from community to obtain one. And it will open a door to wireless world for more software engineer.

Outline:

1. Introduction to GNURadio and SDR
1.1 Introduction to radio frequency
1.2 Principle of SDR
1.3 Introduction to GNURadio

2. Introduction to HackRF Project
2.1 Foundation of HackRF
2.2 DARPA Funding and HackRF Jawbreaker
2.3 HackRF radio frequency performance
2.4 Hardware design of HackRF

3. Live Demo
3.1 FM Transmit / Receive
3.2 DAB Transmit
3.3 Remote Control Car using gr-remotecar
3.4 NOAA weather satellite image reception
3.5 ADS-B flight control data reception
3.6 AIS / automatic tracking system used on ships
3.7 Car keyfobs analysis
3.8 GSM spectrum analysis
3.9 TDD-LTE cell id analysis
3.10 OFDM / DRM / DVB
3.11 openmhz.com : a live trunk radio decoder in Washington D.C. using HackRF.

星天科技技术总监

Founder of Tsinghua University Network Administrators(TUNA, tuna.tsinghua.edu.cn)

Contributor of TDD-LTE USB Dongle Linux driver.
(https://www.kernel.org/pub/linux/kernel/v3.0/ChangeLog-3.11.5)

I think Open Source Software Defined Radio will be a new world for Linux users and hackers.
With GNURadio, we can operate RF waveforms directly, and do lots of things we could before.

16:00~16:45
What we do on promoting FOSS in China
Tong Hui

I work as a FOSS promoter in CSDN, so in my presentation, I will explain what I do on promoting
FOSS in China, and how to promoting as a promoter to push FOSS in this fantastic land. I will share
some experience and cases studies to explain it, and how CSDN performance a key role in this
movements.
It is a report on how we learnt from the previous years FOSS movements in China. it is a proposal
on how we will do in promoting FOSS in China. It also be a guideline to tell people how to promoting
FOSS in China.

我在CSDN作为一名自由开源软件(FOSS)的推动者，因此，在我的介绍中，我将向大家阐述我
为推进FOSS在中国的发展所做的工作，以及作为一名推动者该如何推进FOSS在中国的发展。我将
分享一些经验和案例来对此进行说明，同时向你们阐释CSDN在这场运动中扮演了如何关键的角
色。
这是一篇我们能从往年FOSS在中国的运动中能学到什么的报告；也是一篇我们将如何推进
FOSS在中国发展的提案；更是一篇告诉人们如何促进FOSS在中国发展的指导。
幻灯片和视频

作为一名基金会成员，我在过去三年里一直从事GNOME本地化的工作，因此对FOSS的推进作出了大量努力也积累了大量经验。作为一名CSDN的FOSS推动者和社区经理，我从大规模区域性社区中学到了很多经验和网络化信息，并且告诉社区成员我们应该如何努力才能推动FOSS更加普及和流行。

以上信息都将会呈现在我的介绍中。

16:45~17:30
Ramblings from the governing body of the GNOME Foundation
Tobias Mueller

#5 Conference Room

14:00~14:45
GNOME Archives Integration and FreeBSD porting
Ting-Wei Lan

GNOME Archives Integration was my Google Summer of Code project last year. I tried to integrate archives support (using libarchive) into usual GNOME applications such as Epiphany, Evolution, and Empathy. I built a new library called gnome-autoar to wrap libarchive and provide simple and safe GObject-based interfaces for applications. Although this work has not been merged to these applications, it already works with GNOME 3.10.
I still work on gnome-autoar library to improve GObject introspection support and make it usable without GTK+. Patches written in the summer needs some work to run on new version of gnome-autoar. I hope this project will be accepted in GNOME 3.14.
I also try to build GNOME on FreeBSD during the summer because FreeBSD still ships an outdated version (2.32) of GNOME. Instead of working after typing some simple commands, it turns out GNOME needs a large amount of patching to build and run on FreeBSD. I did not make it work during the summer.
I was surprised that I got an email from a member of FreeBSD GNOME team. I restart my work for GNOME on FreeBSD in this winter, and I start cooperate with people from GNOME and FreeBSD. We have reported and fixed more than 100 issues, and meta-gnome-core works with little patches now. Therefore, we can setup a JHBuild tinderbox in order to monitor the build status and fix issues without waiting for a release. We believe GNOME 3.12 will be much more easier to port to FreeBSD, and we hope most FreeBSD users can install GNOME 3.12 packages soon!
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来自台湾的Ting-Wei Lan将为大家带来的演讲是：GNOME的存档整合和FreeBSD移植。GNOME存档整合是我去年的GSoC项目。我试图把存档支持（使用libarchive）整合到通常的GNOME应用程序上如Epiphany, Evolution和Empathy。我建了一个叫gnome-autoar新库用来包装libarchive并为应用程序提供简单安全的基于GObject的接口。虽然这些工作还没有被合并到这些应用程序上，但已经在GNOME3.10上运行。
我仍然在做gnome-autoar库来提高GObject introspection支持，使之在没有GTK＋的条件下也可用。去年夏天写的一些补丁还需要做些工作来运行在gnome-autoar的新版上。我希望这个项目能被GNOME3.14接受。
我也尝试着在暑假期间构建FreeBSD上的GNOME，因为FreeBSD仍然运行着GNOME的过时版本2.32。移植GNOME的工作不是输入简单命令而是需要大量的补丁来构建和运行在FreeBSD上，我没有在暑期完成它。
我很惊喜收到一封来自FreeBSD GNOME团队的邮件。这个寒假我重新开始了我的工作，并开始和GNOME和FreeBSD的人合作。我们现在已经报告并修复100多个问题，meta-gnome-core需要较少的补丁就可工作了。因此我们可以建立一个JHBuild tinderbox以监视构建的状态并修复问题而不需要等待一个发布。我相信GNOME3.12将会更加容易移植到FreeBSD上，我希望FreeBSD用户都能尽早安装GNOME3.12！我的2013年Google Summer of Code项目在GNOME wiki上的页面：
https://wiki.gnome.org/Outreach/SummerOfCode/2013/Projects/TingWeiLan_GnomeArchives
设计页和whiteboard:

https://wiki.gnome.org/Design/OS/Archives
https://wiki.gnome.org/Design/Whiteboards/Archives
我的GNOME压缩文档整合库
https://git.gnome.org/gnome-autoar
我试图构建的GNOME3在FreeBSD（这个页面已过期）
https://wiki.gnome.org/TingweiLan/FreeBSD
FreeBSD上的JHBuild项目页：
https://wiki.gnome.org/Projects/Jhbuild/FreeBSD
　　存档整合是非常有用的，因为我们通常下载和上传存档来在网络上传输文件夹。通过提供简单的功能和GTK＋窗口小部件，开发者可以容易地整合存档支持到他们的应用程序上
FreeBSD移植不仅可以让GNOME在FreeBSD上开箱即用，也可以保持GNOME跨操作系统和编译器的可移植性。*BSD上的GNOME尽可能的保持最新，并且包维护者会及时的收到消息关于有问题的模块在提交之后。

14:45~15:30
　　An introduction to DBus
　　Aleksander Morgado

　　DBus is the system gluing together the whole GNOME desktop: e.g. the new application menu works with DBus under the hood, desktop notifications are fired from DBus, and every medium-to-complex application uses DBus to communicate with other applications either as a client or server.
This talk is an introduction to DBus, targeted to new contributors, and will explain what DBus is, and how it can be used in C, Python or JavaScript applications.

　　DBus是粘合整个GNOME桌面的系统，例如这个新的应用程序菜单和DBus通信，桌面通知从DBus中弹出来的 每一个中等到复杂的应用程序使用DBus作为客户端或者服务器与其它应用程序进行通信。
　　此演讲是旨在向新贡献者介绍DBus，将会介绍什么是DBus，它是如何用于C,Python,及JavaScript的应该程序的。
　　我将提供幻灯片和代码示例。
　　我已经在上次的GNOME-ES大会上用西班牙语进行了演讲。查看幻灯片在这
https://aleksander.es/data/GUADEC-ES2013%20-%20DBus.pdf
　　　吸引新的贡献者总是具有挑战的，特别是当他们不知道技术GNOME的使用时。这样的介绍性的讲演将完美地缩小想要贡献和实际贡献之间的距离。

16:00~16:45
　　GNOME Shell extensions
　　　BinLi

　　I would like provide a training which for gnome-shell extensions, which I've talked it in last year.
It depends on the situation, if there are so much training about it, just ignore my topic. :)

　　　我会提供一个GNOME-Shell扩展的培训，我曾在去年讲过。视情况而定，如果有很多培训，就忽略我的题目，稍后提供源码和幻灯片使更多的用户使用和深刻理解gnome-shell。

16:45~17:30
　　GNOME for Enterprise
　　　David Liang (Liang Chenye）

1. Talking about the difference between enterprise requirement and end-user requirement
2. What does enterprise users want
　　- strenght gnome for enterprise users
　　- Hacking gnome for enterprise users

3. What is not necessary for enterprise users
   - Hacking gnome
(the presentation is based on gnome-shell)

#4 Conference Room

14:00~14:45
Creating a Free World In Computer Classroom-- What We Learned From the NTPC Project
Franklin Weng

There's a very important milestone for promoting FOSS in Taiwan in 2013: NTPC project. The Education Ministry of New Taipei City decided that, in newly purchased 10,000 computers used in elementary schools and junior high schools, they would pre-install Linux as their one and only operation system. (That is, Microsoft was out -- for the first time.) From this victory of FOSS, we saw more needs and problems in building an appropriate environment for computer classrooms in schools. In this presentation we would discuss about: 1. what are needed in a computer classroom? 2. What problems we found and (probably) our workaround. 3. How European FOSS communities do?

以自由软件建置计算机教室 -- 从 NTPC 项目谈起
2013 年对台湾的自由软件推广而言有一个非常重要的里程碑：NTPC 项目。新北市新采购的一万台中小学计算机，选择预装自由软件单一作业系统。从 NTPC 项目，我们看到了更多需求，也看到了更多问题。建构一个中小学计算机教室，有哪些是必要的？自由软件要怎么满足这些需求？我们看到了哪些问题？在欧美，他们又是怎么做的？我们将做一个简单的比较与探讨。

14:45~15:30
How to ignore users' needs
Zhang Weiwu

Since it is something we do everyday in our community, the skill of ignoring user's needs has to be practised and refined. I would argue that the ability to ignore user's need plays a role as important as programming, version control and toolmanship. After all, you employ the skill exactly like others in order to concentrate on the task at hand, no matter how wrong is the direction and how noise are the outside comments. In order to make sure users are ignored, I'm going to show how others did it in the past years, real life stories. You will be surprised how you failed to notice these stories day to day.

虽然这是我们每天都在社区所做的，但是对用户需求的无视还需要练习和加强。 我认为，忽视用户的需求和编程能力，版本控制和toolmanship一样重要。 毕竟，你聘请一模一样技术的人是为了专注于手头的任务，无论方向多么错误和异议如何都是外在的评论。 为了确保用户是被忽略的，我要告诉别人在过去的几年中时如何做到，这些都是现实生活的故事。 你会惊奇地发现这些故事每天发生你却没有注意到。

16:00~16:45
Local weather information and GNOME shell extension
Sammy Fung

In this talk, we will go through gnome-shell-extension-weather widget, and then discuss possibility to display weather information from local observatory insteads of yahoo weather.

16:45~17:30

Integrating Open-source Hardware into School Curricula: The Community Development of Scratch and Sensors in Taiwan

Ms. Hui-mei Justina Hsu and Ms. Kai-ju Tsai

In this presentation, we are going to share our experiences and efforts of integrating open-source hardware into school curricula in Taiwan. Scratch, an open-source software program, is commonly taught in the elementary school and junior high school. Though Scratch is designed to be used with open-source hardware, such as PicoBoard and Arduino, schools in Taiwan rarely makes the connection between open-source software and hardware. The entry-level robotics lessons provide students with interactive programming experiences. Such an endeavor is easily achieved by Ezgo 9, based upon Gnome, and later versions. In addition to a friendly environment, the Scratch and sensor community in Taiwan is composed of various kinds of people including school teachers, hardware manufacturers, lesson plan writers and researchers, and maintains a sustainable eco-system. Last but not the least, student projects and interviews will be shown in the conference to demonstrate what they have learned.

来自台湾的台湾的许惠美和蔡凯如女士讲述整合开源硬件到学校课程：台湾的Scratch和Sensor社区发展。在这次的演讲中我们将分享台湾把开源硬件整合到学校课程中的经验和努力。Scratch一个开源软件项目，通常在小学和初中被教授。虽然Scratch被设计成被开源硬件使用，就像PicoBoard和Arduino，台湾的学校很少把开源软件和开源硬件联系在一起。入门级的机器人课程为学生提供交互式编程经验。这样的努力很容易被基于GNOME和更高版本的EZGO9实现。除了友好的环境，台湾的Scratch和Sensor社区是由各种各样的人，包括学校教师，硬件制造商，教案作家和研究人员，并保持可持续发展的生态系统。最后但并非不重要，学生项目和面试将在大会上展示和演示他们所学到的幻灯片，网站支持，Scratch和Sensor项目例子。整合开源软件和硬件到学校课程中提供了一种在学生生活中更早推动自由文化的途径。这样的学习经验鼓励他们调整软件和硬件，并探讨自由文化的精髓。这个社区建设模型可以用作其他地区的一个例子。

#8 Conference Room

14:00~14:45
Workshop: Fedora i18n and l10n
Tian Shixiong, Robert Lijun Li

Welcome to Fedora i18n-L10n test day & L10n on Transifex

Tian Shixiong: I am an active contributor of Fedora L10n project. Now I am also the coordinator of Fedora zh_CN team.

I'm Robert from Red Hat, leading the i18n QE team.
I'd like to introduce the basics about i18n/L10n, it's process and Fedora i18n/L10n test day, encouraging people to join the testing for community.

14:45~15:30
oVirt deep dive
李建盛

introduce of oVirt. The RHEV upstream project, The Virtualization management platform. many cool feature.many crazy technology point.

开源技术的布道者，从业linux十年，无所成。

讲稿英文，演讲中文。

16:00~16:45

Java ecosystem in Fedora
Jeff Zhang

Java ecosystem in Fedora

1. Openjdk in Fedora
2. Java developement tools: ant, maven, eclise, jenkins. Also help to other open source projects beside Java.
3. How to using yum to upgrade java web and application server(tomcat, jboss, hibernate)
4. Discussing a security case. Using package management tools is very useful to management java third-party jar package. It also help to DevOps.

Jeff Zhang
JBoss application server core team member, Senior software engineer of Redhat since 2008.
http://weibo.com/findapple

16:45~17:30
  Fedora Women
  Nitesh Narayan Lal

  Fedora Women is a project designed to connect and assist women who are interested in using and contributing to Fedora.
  Because it is estimated that only 1.5% of free and open source software (FOSS) developers are female, Fedora Women is crucial in both uniting and empowering women against gender-based stigmas, which are often considered detrimental to the success of female FOSS developers. Since being announced in July 2006,[2] Fedora Women has striven to raise awareness of the female community - along with the many roles women have as contributors and users - within the Fedora Project.
  This talk will be focusing on a general discussion to discuss the current state of Women involvement in Asia as well as discussing what else could be done for it's further growth.

#3 Conference Room

14:00~14:45
  Workshop: LaTeX Tips
  Alick Zhao

  LaTeX can create high quality outputs, but you need to be careful to avoid common errors. I want to do an interactive workshop/training to walk through common mistakes in LaTeX usage, and more importantly talk about the correct way. I will also talk about how to troubleshoot the "mysterious" LaTeX error log.

14:45~15:30
  'CD' using Docker
  Gerard Braad

  Talk about software development practice and automation using Docker/LXC and virtualization.

16:00~16:45

Batsh - A language that compiles to Bash and Windows Batch
Carbo Kuo

Batsh is a simple programming language that compiles to Bash and Windows Batch. It enables you to write your script once runs on all platforms without any additional dependency.
Both Bash and Batch are messy to read and tricky to write due to historical reasons. You have to spend a lot of time learning either of them and write platform-dependent code for each operating system. I have wasted lots of time in my life struggling with bizare syntaxes and unreasonable behaviors of them, and do not want to waste any more.
The speech will include:
1. The idea of Batsh and why I developed it
2. Brief introduction of Batsh's syntax
3. Several use cases
4. The underlying techniques
5. Possible improvements

16:45~17:30
Elvish, a new experimental Unix shell
Cheer Xiao

This speech will introduce Elvish[1], a new Unix shell I'm developing. A brief outline:
1. A look at existing shells
    1. "Mainstream": bourne sh, bash, zsh, fish
    2. The lesser known: rc[2], es[3], scsh[4], psh[5]...
2. What defines a shell?
    1. Interactive
    2. Easy manipulation of files and commands
3. Interactive features
    1. Syntax highlighting, completion, navigation mode
    2. (Plan) Interactive developing environment
4. Language features