

# NEXT GENERATION APPS FOR THE NEXT GENERATION DESKTOP

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- Awesome New Desktop Platform
- Evolving App Game
- Tightening Platform Integration



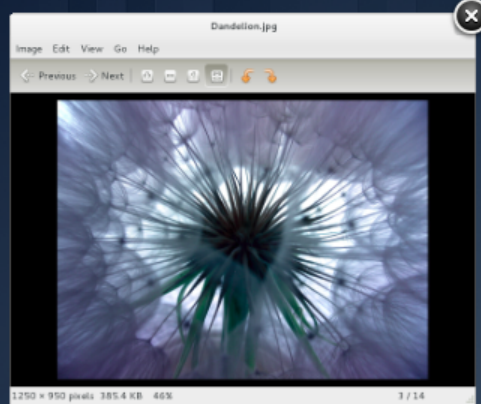
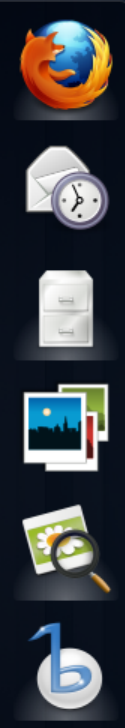
The GNOME 3.0 Desktop

# **AWESOME NEW DESKTOP PLATFORM**

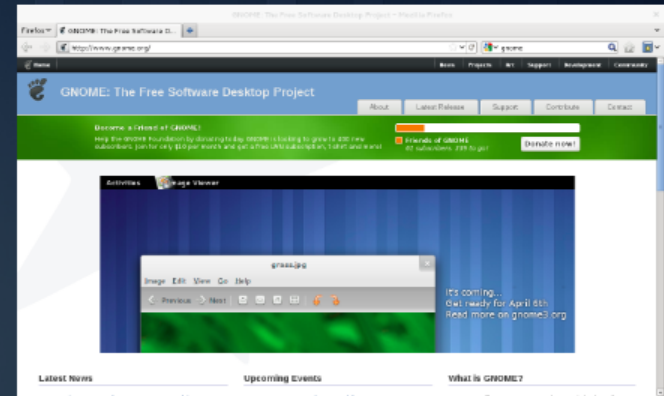


Windows Applications

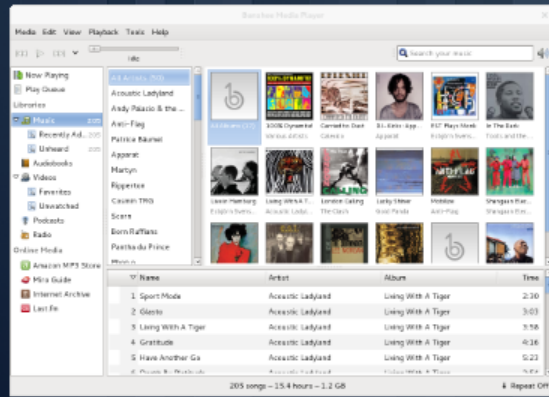
Type to search...



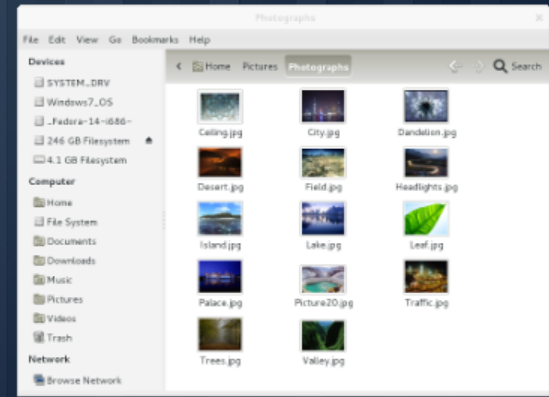
Dandelion.jpg



GNOME: The Free Software Desktop Project - Mozilla Firefox



Banshee Media Player



Photographs



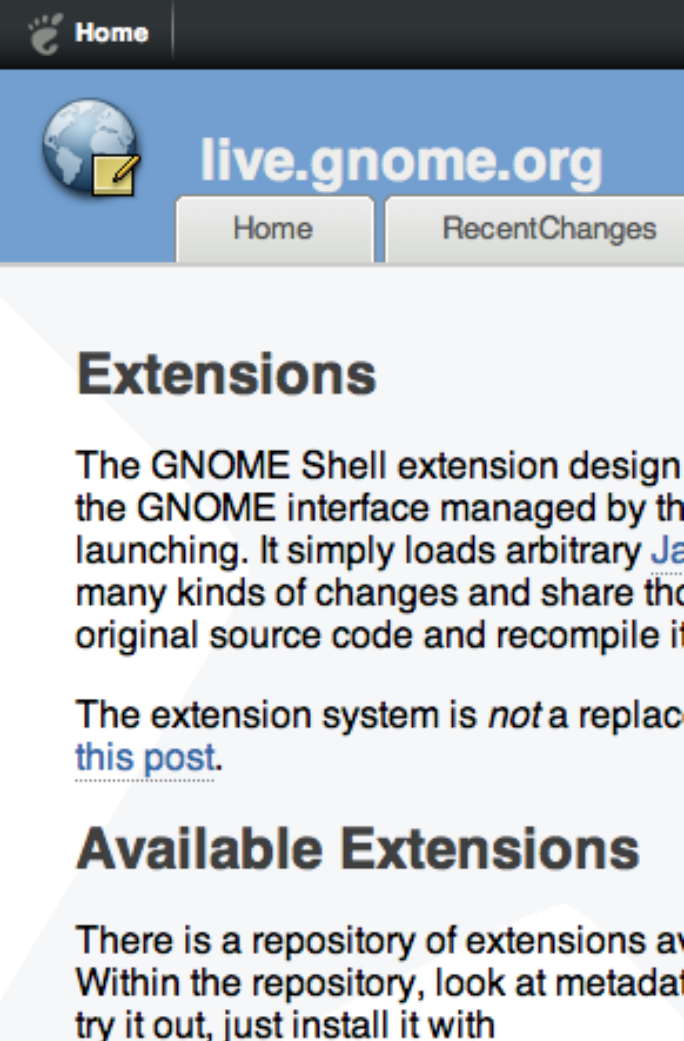
# Capitalize on New Tech

- Javascript Extensibility
- Notifications
- Settings
- Search



# Javascript Extensibility

- High degree of power to the parts of the desktop
- Simply loads arbitrary JavaScript and CSS.
- Changes can be made and shared without having to patch and recompile original source code



The screenshot shows the top navigation bar of the live.gnome.org website. It includes a 'Home' link, a globe icon with a notepad, and the site name 'live.gnome.org'. Below the navigation bar, there are two buttons: 'Home' and 'RecentChanges'. The main content area features a section titled 'Extensions' with the following text: 'The GNOME Shell extension design the GNOME interface managed by the launching. It simply loads arbitrary JavaScript and CSS. It allows many kinds of changes and share the original source code and recompile it'. Below this, there is a link to 'this post'. The section is followed by 'Available Extensions' with the text: 'There is a repository of extensions available. Within the repository, look at metadata and try it out, just install it with'.

<https://live.gnome.org/GnomeShell/Extensions>



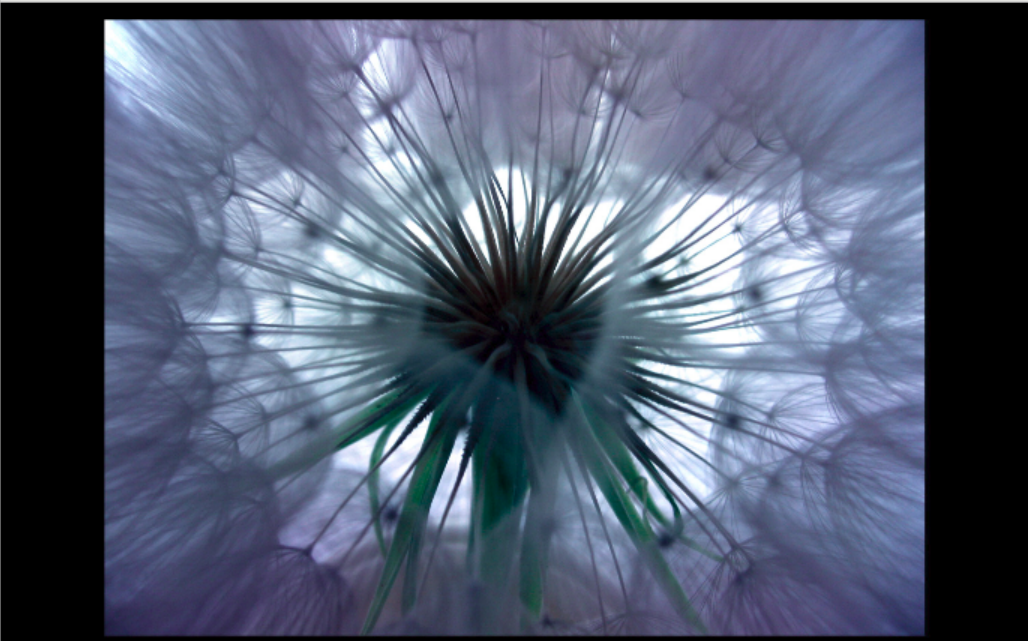
# Notifications

Activities Image Viewer Wed 22:38 GBr Alln

Dandelion.jpg

Image Edit View Go Help

Previous Next



1250 × 950 pixels 385.4 KB 46%

Network Trees.jpg

Browse Network

Delaina Haslam

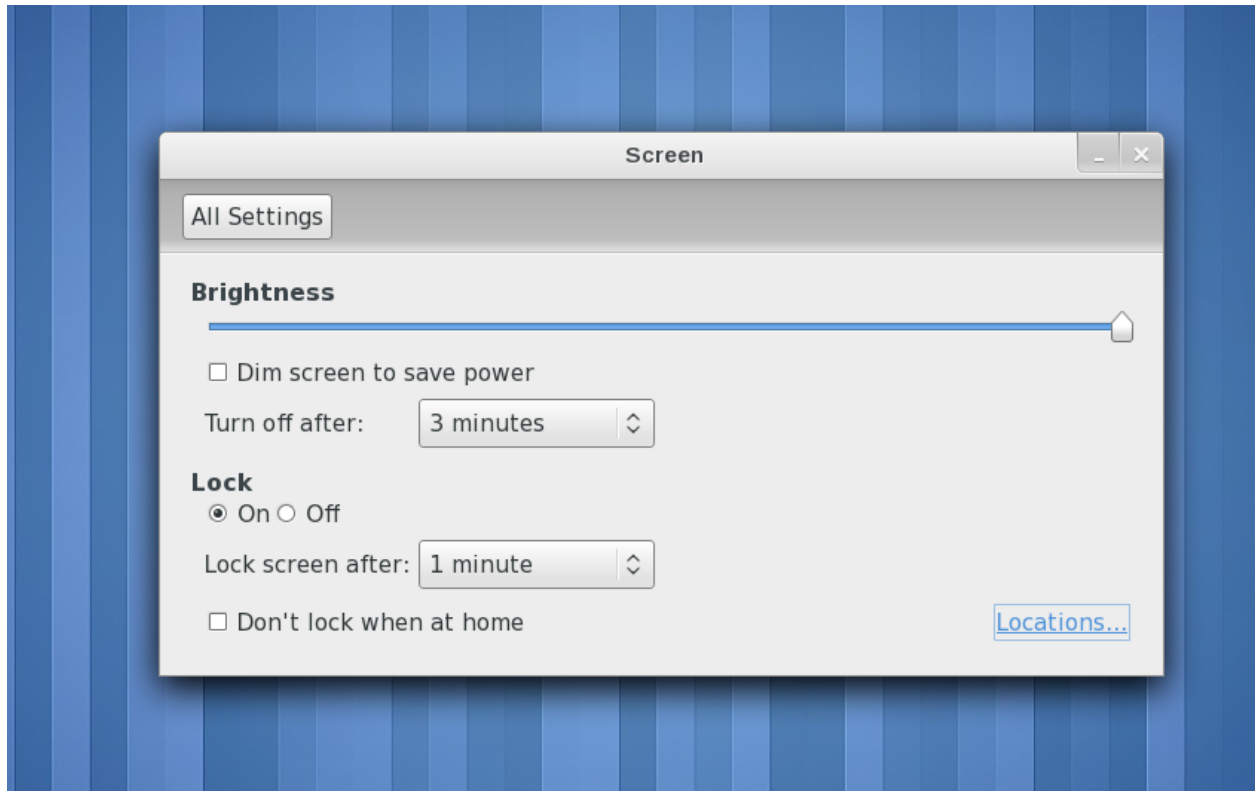
what are you doing on saturday, al? shall we meet up?

yeah! how about we go to the cinema?

Delaina Haslam TM

The image shows a Linux desktop environment with a blue background. In the foreground, an 'Image Viewer' window displays a dandelion seed head. To its right, a file manager window shows a directory of images, including 'Dandelion.jpg', 'Headlights.jpg', 'Leaf.jpg', and 'Traffic.jpg'. At the bottom, a notification bubble from 'Delaina Haslam' contains a conversation about meeting up on Saturday and going to the cinema. The system tray at the top right shows icons for network, battery, and volume, along with the name 'Alln'.

# Settings



From <http://blogs.gnome.org/hughsie/2010/11/22/gnome-control-center-in-gnome-3/>



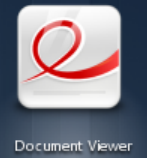
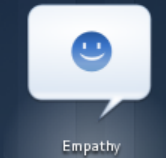


# Search

Windows Applications

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APPLICATIONS



SETTINGS



Wikipedia

Google

Competitive Analysis and Opportunities

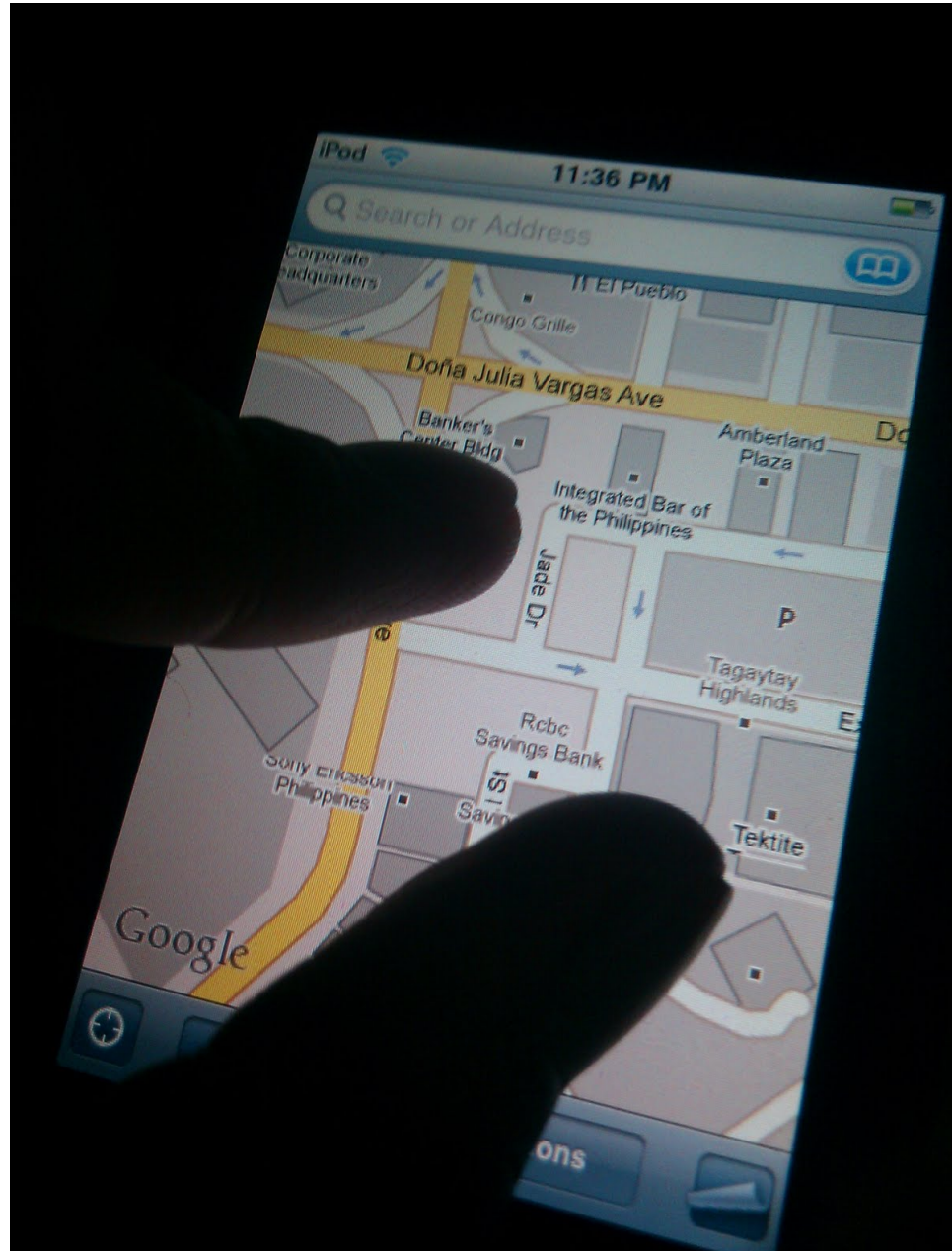
# EVOLVING APP GAME



# New Form Factors



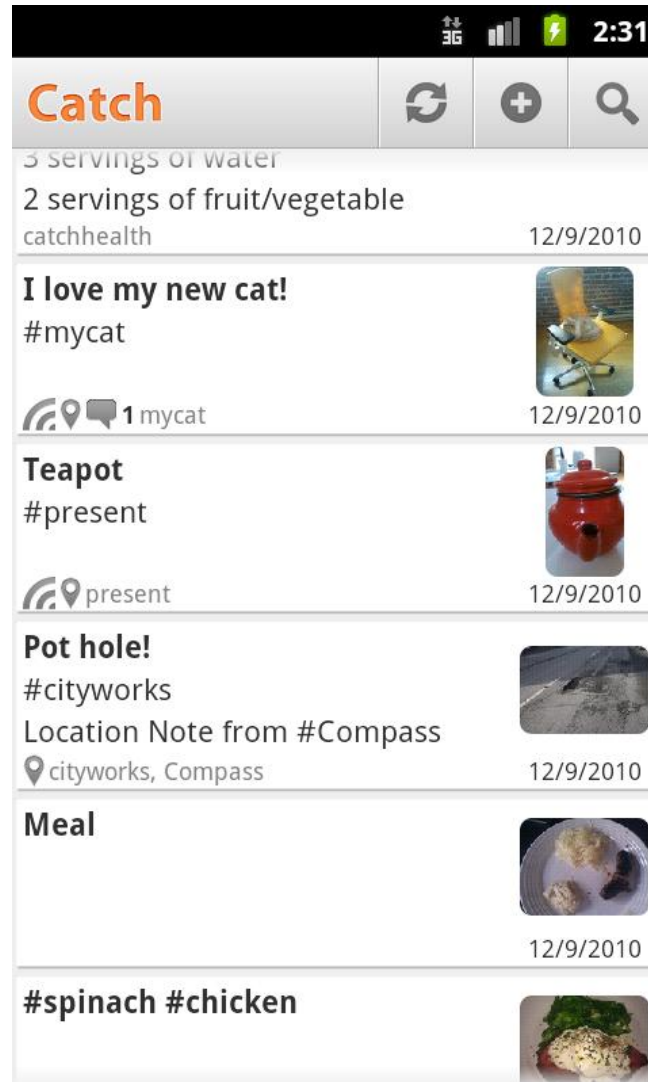
# Multitouch



# Scaling from Mobiles to Desktop



# Fullscreen Apps



# Web, Social and Cloud Computing



Fitting Apps in GNOME

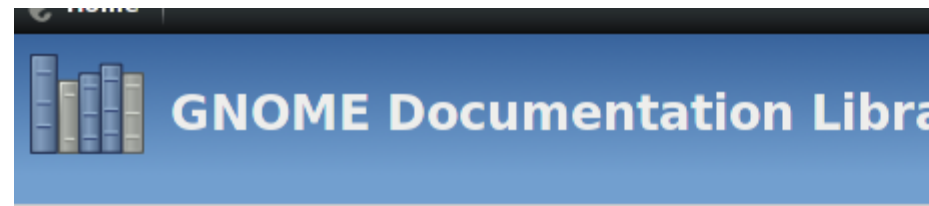
# TIGHTEN PLATFORM INTEGRATION





# HIG Compliance

Follow standards set  
by the GNOME  
Human Interface  
Guidelines



## GNOME Human Interface Guidelines

What's new?

Introduction

### 1. Usability Principles

1.1. Design for People

1.2. Don't Limit Your User Base

1.3. Create a Match Between Your Application and the User

1.4. Make Your Application Consistent

1.5. Keep the User Informed

1.6. Keep It Simple and Pretty

1.7. Put the User in Control



# Accessibility



# Internationalization



# Infrastructure

- Mailing List
- Issue Tracker
- Website



**But wait... there's more**

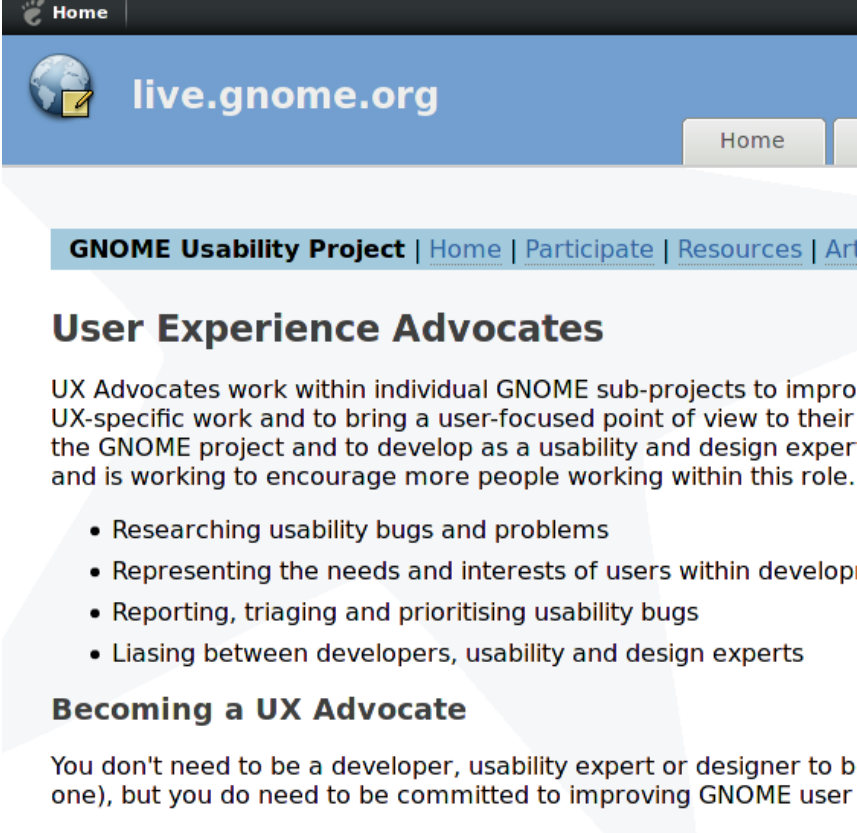


**IDEAS ON MAKING IT  
HAPPEN**



# UX Advocates

People serving as User Centered Design advocates for different projects concerning GNOME



The screenshot shows the top navigation bar of the live.gnome.org website. It includes a 'Home' link, a globe icon with a checkmark, and the URL 'live.gnome.org'. Below the navigation bar is a breadcrumb trail: 'GNOME Usability Project | Home | Participate | Resources | Art'. The main heading is 'User Experience Advocates'. The text below explains that UX Advocates work within individual GNOME sub-projects to improve UX-specific work and bring a user-focused point of view to the GNOME project. A bulleted list of responsibilities is provided, followed by a section titled 'Becoming a UX Advocate' which states that one does not need to be a developer, usability expert, or designer to become an advocate, but must be committed to improving GNOME user experience.

Home

live.gnome.org

Home

GNOME Usability Project | [Home](#) | [Participate](#) | [Resources](#) | [Art](#)

## User Experience Advocates

UX Advocates work within individual GNOME sub-projects to improve UX-specific work and to bring a user-focused point of view to their work within the GNOME project and to develop as a usability and design expert. The role of a UX Advocate is to represent the needs and interests of users and is working to encourage more people working within this role.

- Researching usability bugs and problems
- Representing the needs and interests of users within development
- Reporting, triaging and prioritising usability bugs
- Liasing between developers, usability and design experts

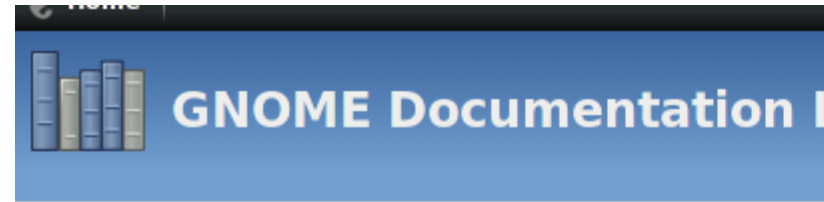
### Becoming a UX Advocate

You don't need to be a developer, usability expert or designer to become a UX Advocate (you can be a developer, usability expert or designer, but one), but you do need to be committed to improving GNOME user experience.



# Human Interface Guidelines

Develop the HIG with new and emerging technologies in mind



## GNOME Human Interface

What's new?

Introduction

1. Usability Principles
  - 1.1. Design for People
  - 1.2. Don't Limit Your User Base
  - 1.3. Create a Match Between Your App
  - 1.4. Make Your Application Consistent
  - 1.5. Keep the User Informed
  - 1.6. Keep It Simple and Pretty
  - 1.7. Put the User in Control





# Recognizing Great Apps

- App Certification
- App Store



# Thank You

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