# GNOME 3 Design Principles for the Next Generation Desktop

## Sriram Ramkrishna Adam Williamson

more and delete more and plate to the first the more and a second and the first the fi



### Introduction

GNOME 3 — how we developed GNOME 3 using a design focused process









## What are our design goals?

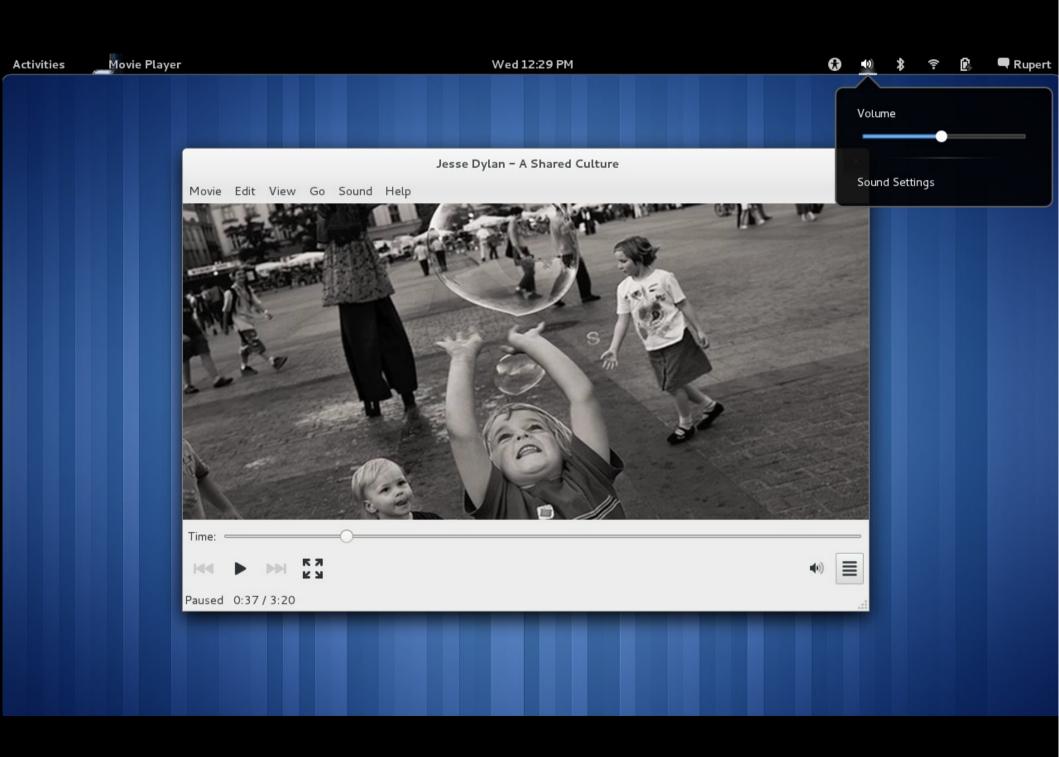
- Forward thinking
- Coping with our digital world
- a high quality technical platform





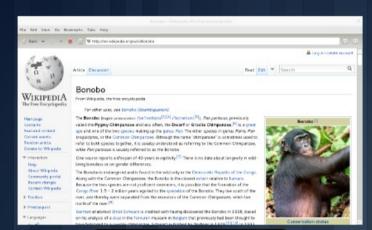






#### Windows

#### Applications



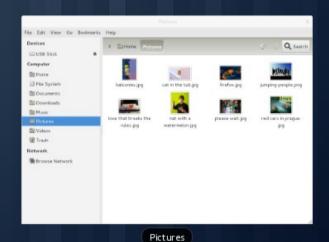
#### Bonobo - Wikipedia, the free encyclopedia



jumping-people.png



#### Jesse Dylan - A Shared Culture





























à

Character Map











Cheese

































Disk Utility









All

Accessories

Games

Graphics

Internet

Office

Other

Sound & Video

System Tools







Calculator

Disk Usage Analyzer





















## Community Reaction (in pictures)





"I have yet to meet anybody who likes the unholy mess that is GNOME-3." - Linus Torvalds



"Despite some of the gaps in the feature set, I think that the environment and the new shell is a good starting point for building something even better." - Ryan Paul



"GNOME 3 is quickly becoming one of my favorite desktops." - Jack Wallen

## Dealing with Advanced Users

- Finding a design that works for everyone is a hard problem. Requirements that users have can frequently contradict each other.
- Define a platform that works for most people while providing extensions for advanced users

a some manufacture and state the manufacture and the



## **GNOME** Development

- Fewer libraries
- Gobject introspection
- **Gsettings** replaces Gconf
- Xinput2 support multi-touch/tablet ready
- Theming system uses CSS both in GTK+ and in the Shell
- Top tier accessibility



### Let's talk about extensions

- JavaScript
- **CSS**
- **USON**







## GNOME development (3.2)

Future libraries will have methods to integrated with cloud and social networking sites like Facebook.

For more information see:

https://live.gnome.org/ThreePointOne/Features



## My concluding remarks



