Iteration's what you need
Release 4.7 - New Features, Improved Stability and Performance

By: Sebastian Kügler

KDE is delighted to announce its latest releases—Version 4.7—providing major updates to the KDE Plasma Workspaces, KDE Applications, and the KDE Platform. Check out the highlights below, or read the full announcement.

Plasma Workspaces Are More Portable

With extensive work on KDE's compositing window manager, KWin, and new Qt technologies such as Qt Quick, the most advanced user interface is available in more places and on more kinds of devices. Read more...
Designer
Demands
You can't say no all the time
You want to say yes
So, onwards!
GNOME 2 was great (but it got there over 9 years)
Water on Mars
Attack of the Clones
GNOME 3 is great (and it'll get better)
How do we get to awesome?
Do we listen to this guy?
Do we listen to this guy?

Jon Masters - +Linus Torvalds  Strongly agree with you (personally) on GNOME Shell (not the whole of GNOME 3.x). It finally pushed me over the edge and I'm now using XFCE with a config that looks exactly like GNOME 2.x. Disruptions like GNOME Shell should be reserved for tablets and other "new" devices, keeping what finally works quite well for those of us who are sick and tired of wheel re-invention just when things are basically good enough. Things like the GNOME Shell switch are why my girlfriend isn't going to be pryed away from her Mac.

Jul 28, 2011  +14
Maybe we already did?
GNOME
OS X
Bite that Apple.

Do we listen to this guy?
Welcome to Mac OS X

Appearance: Blue
for the overall look of buttons, menus, and menus

Highlight color: Graphite
for selected text and lists

Click in the scroll bar to:
○ Jump to next page
○ Scroll to here

Dock Preferences...
how do designers iterate?
here's a cool thing
Designers don't scale
A surfeit of opportunity
Iteration isn't a rewrite from scratch
Design principles

**GNOME Shell Design Principles**

- **Take responsibility for the user's experience**
  - Design with understanding that a user's needs change frequently while they work and play.

- **Principle of non-preemption**
  - "Individual interactive programs operate in a non-intrusive manner with respect to the user's activities. The system does not usurp the attention and prerogatives of the user. A program responds to the user's stimuli, but then quietly retains its context and logical state until the user elects to interact with the program again..." - From Deutsch & Taft 1980 "Requirements for an experimental programming environment"

- **Principle of Least Astonishment**
  - Or "uniformity in command interface" - From Deutsch & Taft 1980 Requirements for an experimental programming environment

- **Design a self-teaching interface for beginners, and an efficient interface for advanced users, but optimize for intermediates**
  - Balance learnability and discoverability with utility

- **Don't unnecessarily rely on metaphor**
  - Especially mechanical-age, which may be antiquated to many users, and eventually all users.

- **Less is More**
  - Reduce visual, memory, intellectual, and motor work (and complexity)

- **Be considerate and forgiving**
  - It is better to offer to undo a mistake than to ask a user if they are "sure."

- **The technology should act as a mediator**
  - Be the vehicle, not the destination
  - Strive for transparency
Tools to build your own
Firefox with Twitter

Mozilla Firefox with Twitter instantly connects you to what’s happening in the world. Search people and topics on Twitter using @ and # from the address bar.

Get Firefox with Twitter
The adaptive interface
What screen?
What devices?
What context?
Be the vehicle, not the destination
A structured process of play
Review process
Feedback
Ship it!
Now, a story
y'know, pinpoint
The same thing, 30 times
This is not iteration
Because it rocked
He got some friends
And they added a load of features
But still, it's remained simple
Pinpoint - a tool for making hackers do excellent presentations

Pinpoint is a simple presentation tool that hopes to avoid audience death by bullet point and instead encourage presentations containing beautiful images and small amounts of concise text in slides.

Features

- Text position
- Styling of font, text-color, contrast background and text positioning for global default and per slide overrides.
- Image backgrounds
- Video backgrounds
- Pango markup inside slides
- Transitions, extendable through json
- PDF export
- Embedding commands to run for demos in slides, with editable commandline during presentation.
- Monitoring of source file with live updates of changed slide for authoring

The following illustrates what a pinpoint presentation looks like, for a more exhaustive overview of pinpoint's features see the simple presentation.

```plaintext
# the 0th "slide" provides default styling for the presentation
bottom] # position of text
slide-bg.jpg] # default slide background
--- [black] [center] # override background and text position

A presentation

--------- # lines starting with hyphens separate slides
```

The format is meant to be `<u>simple</u>`
So...
Have a strong identity
Have a strong identity
Adapt around that core
Have a strong identity
Adapt around that core
Share those changes
Thanks
Nick Richards
nick@linux.intel.com