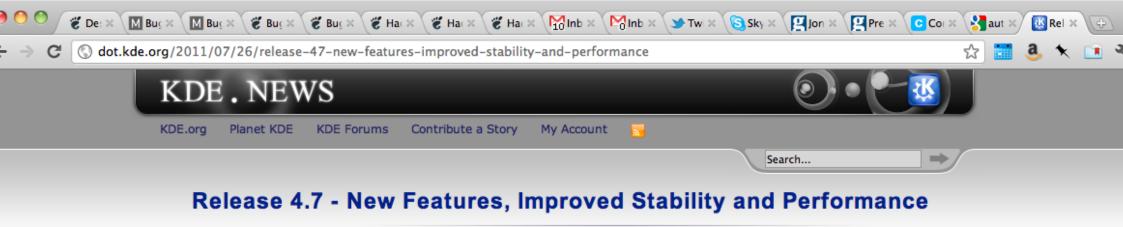


#### Iteration's what you need





#### 2011 26 Jul

#### By: Sebastian Kügler

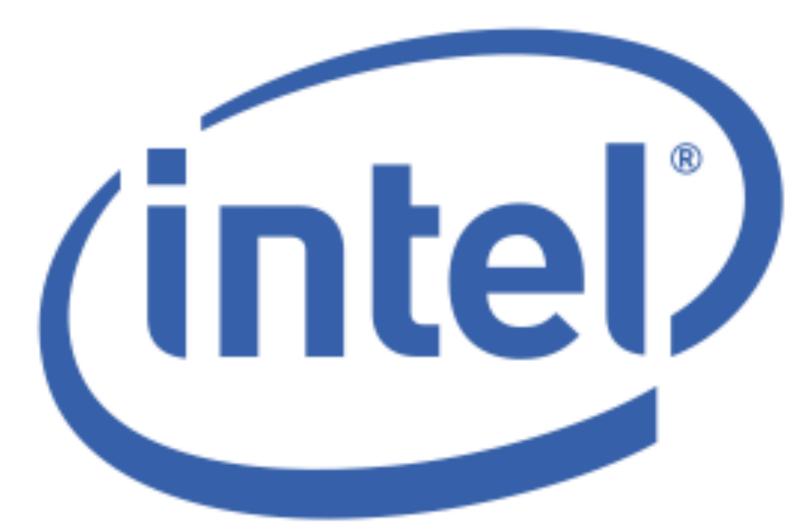
KDE is delighted to announce its latest releases—Version 4.7—providing major updates to the KDE Plasma Workspaces, KDE Applications, and the KDE Platform. Check out the highlights below, or read the full announcement.





#### 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...





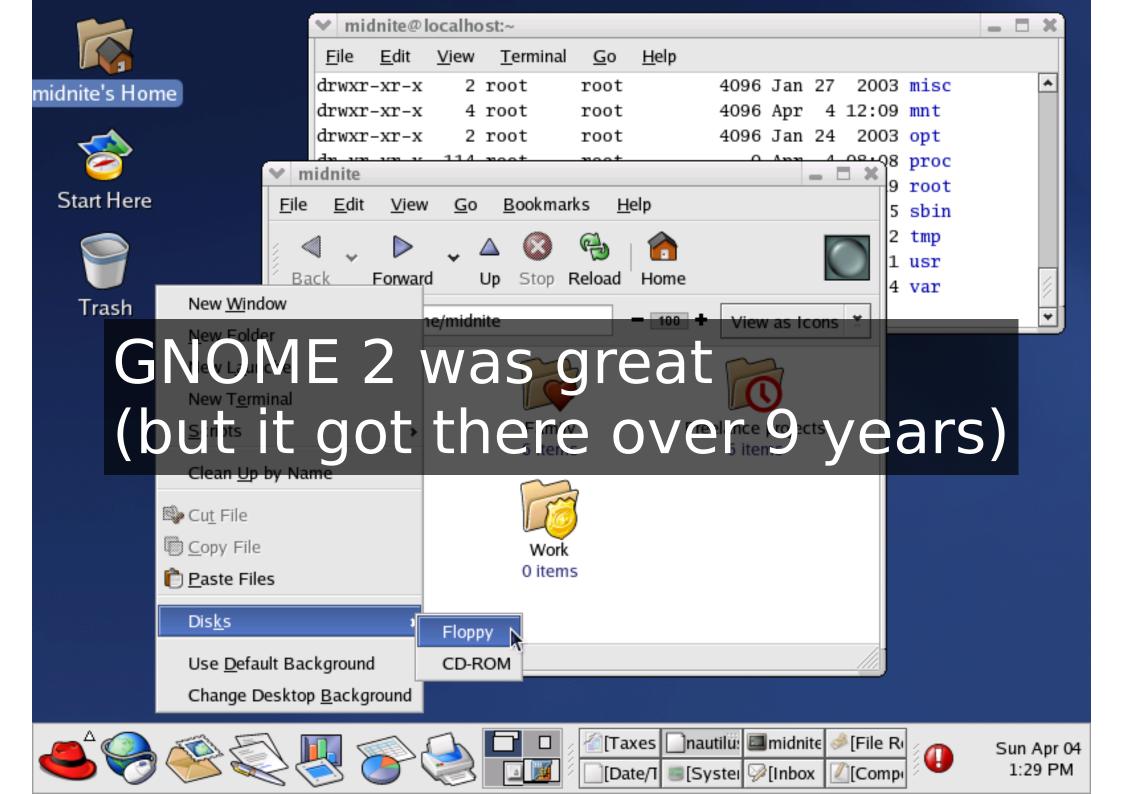






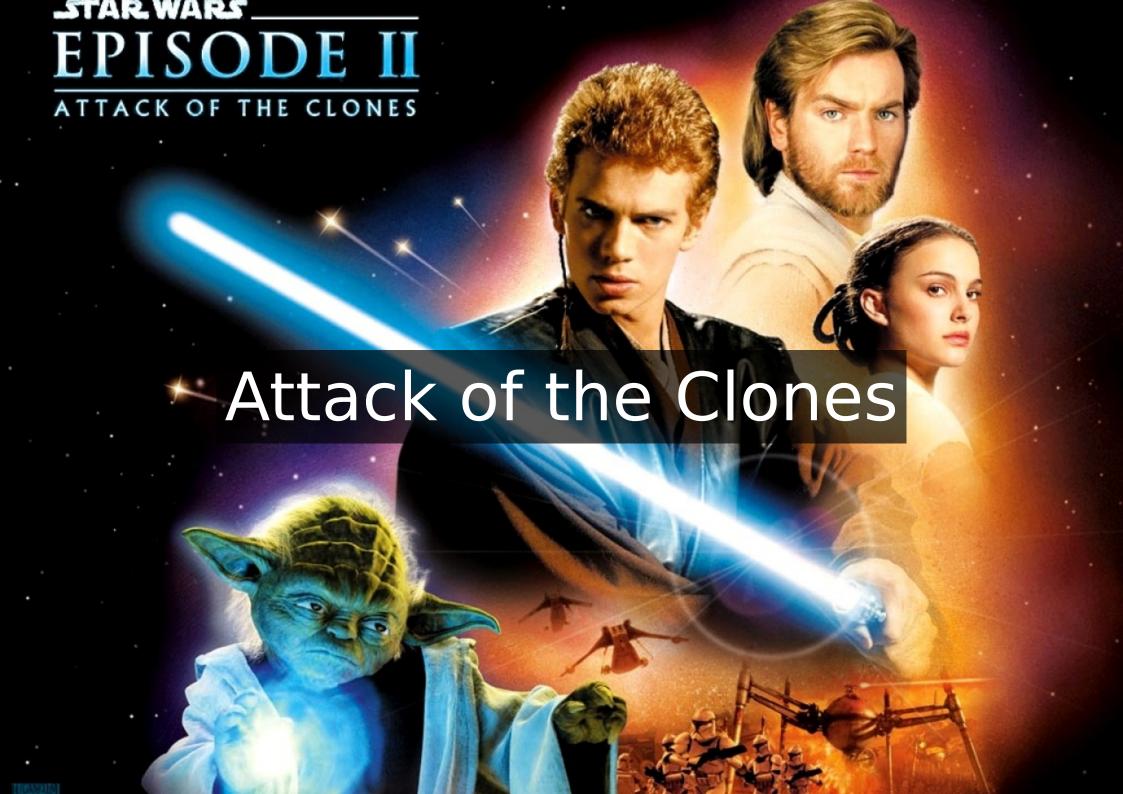


## So, onwards!







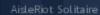






Applications









Audio CD Extractor



Automatic Bug Reporti...



Configuration Editor









# GNOME 3 is great (and it'll get better)

Déjà Dup

Devhelp

Dictionary

Disk Usage Analyzer



Disk Utility



Document Viewer



Dolphin



Empathy



Epiphany

Type to search...

ΑII

Accessories

Games

Graphics

Internet

Office

Other

Programming

Sound & Vide

System Tools



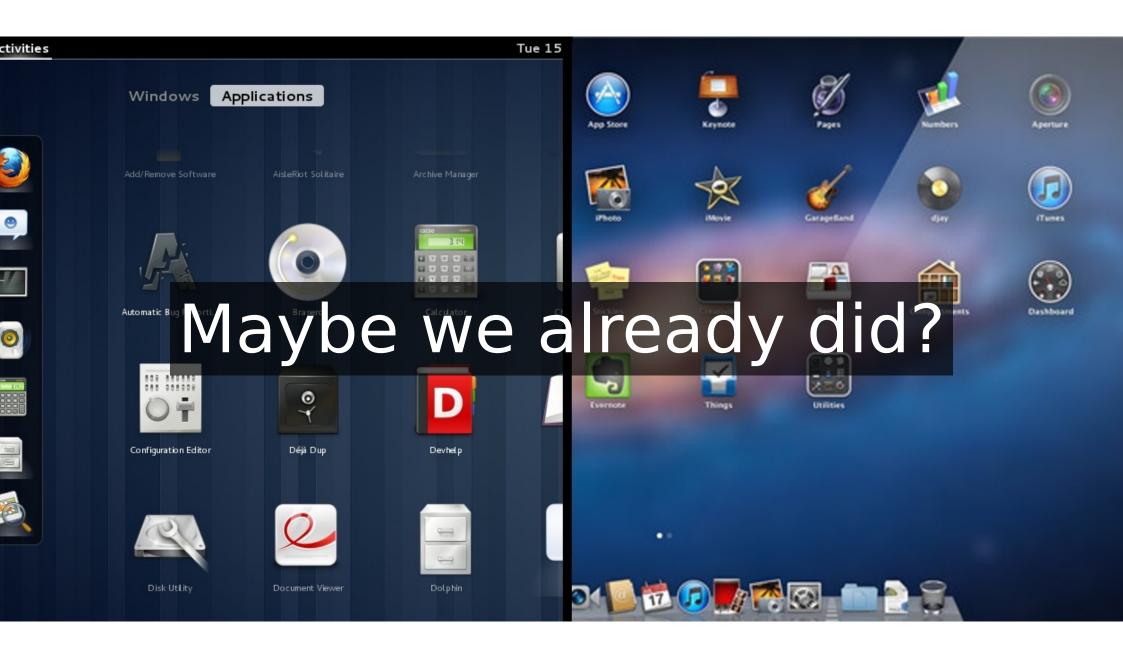


### Do we listen to this guy?



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 preed away from her Mac.

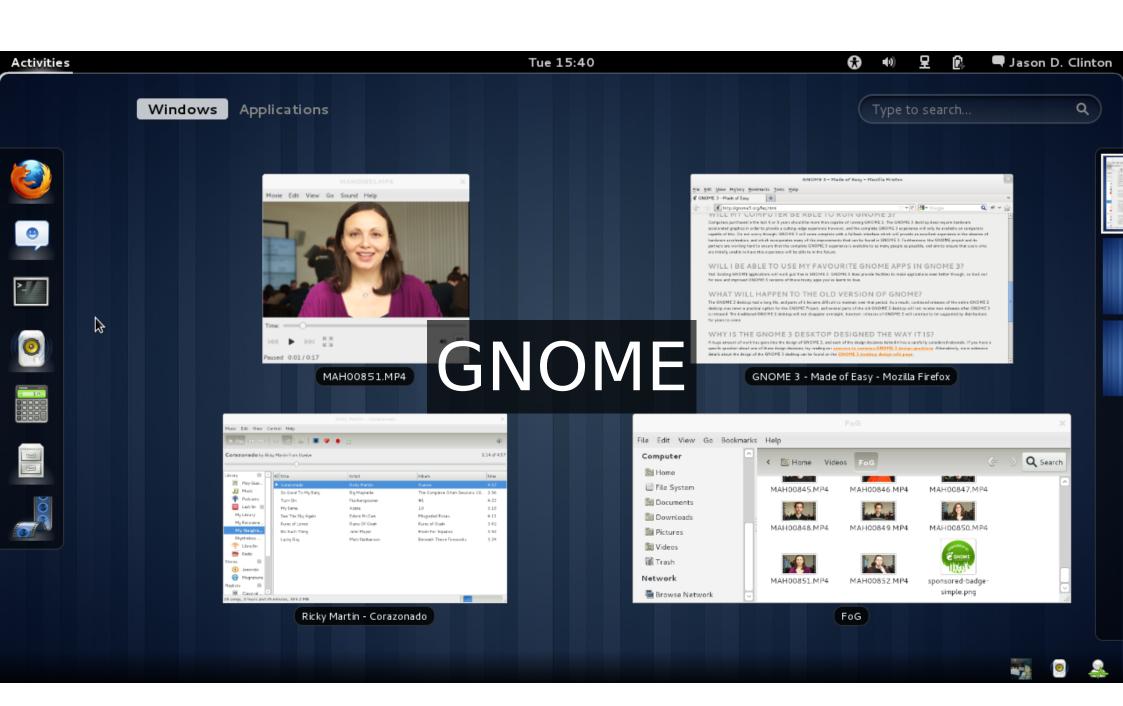
Jul 28, 2011 +14







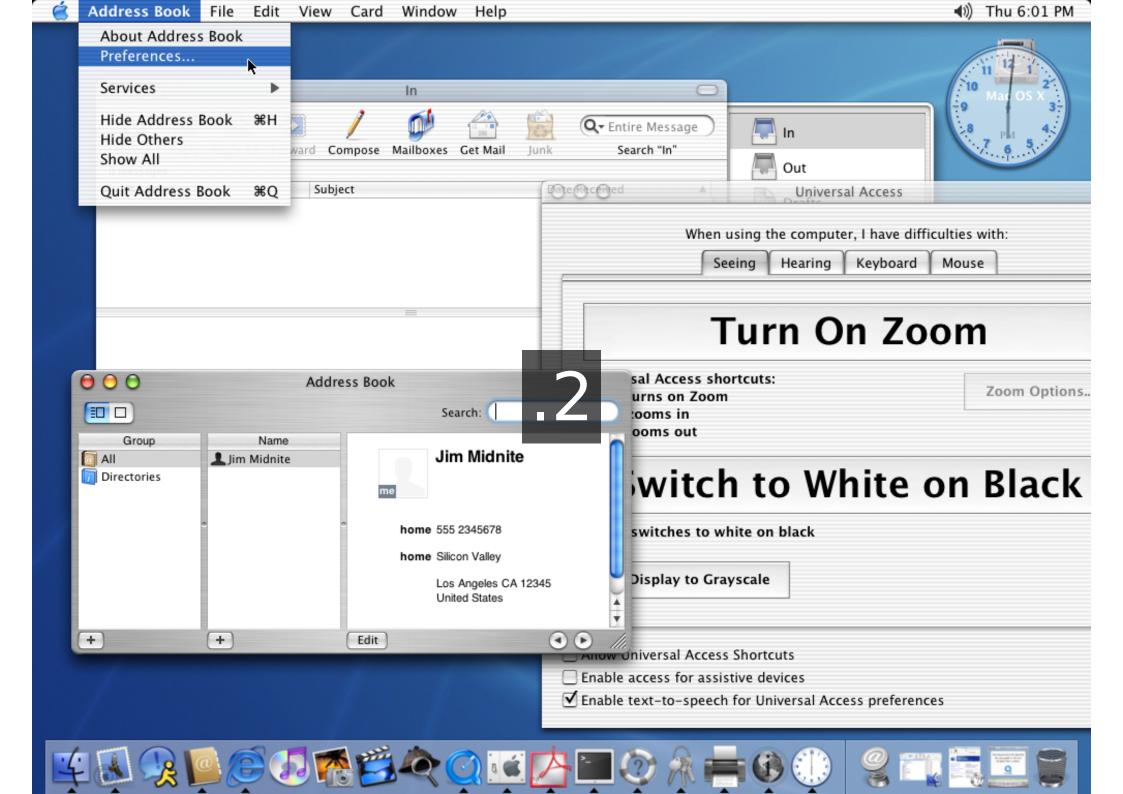




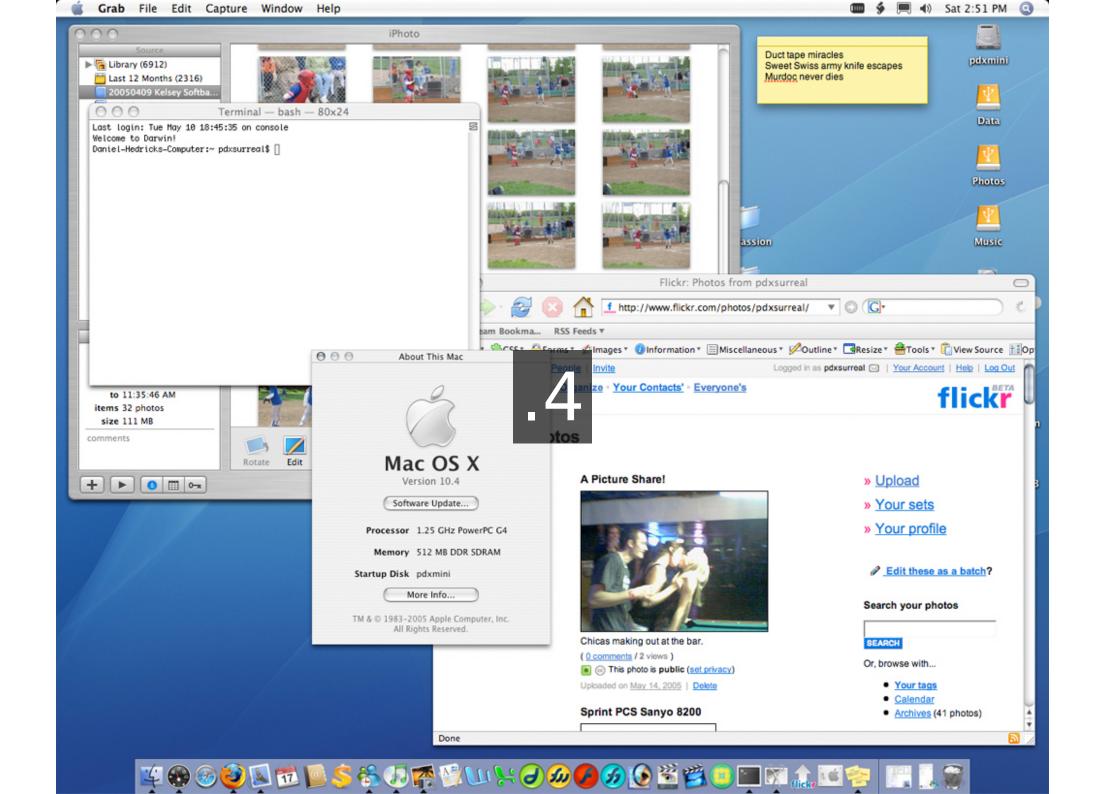


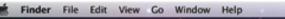






































Samantha's Journal





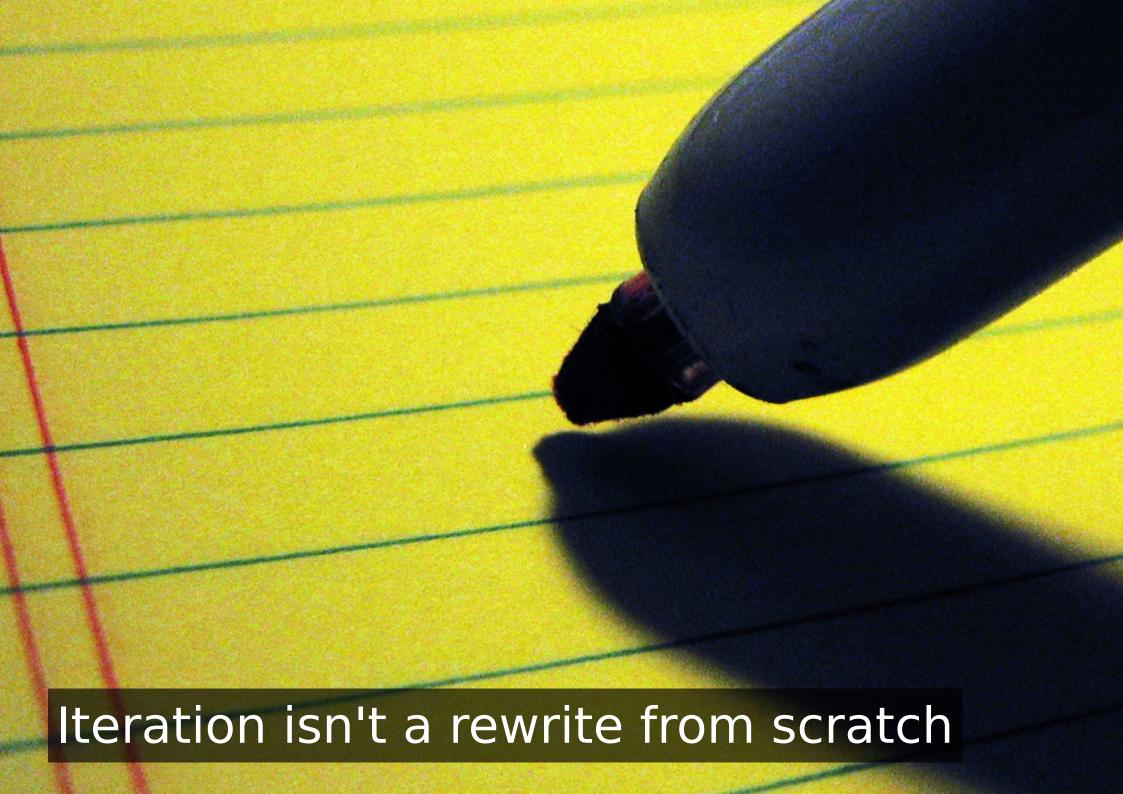


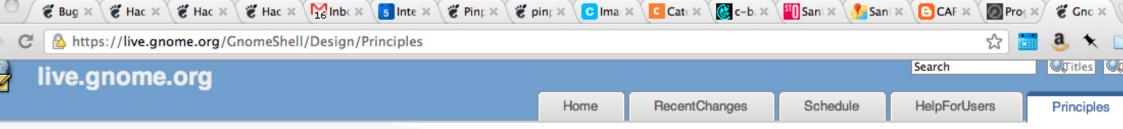


# here's a cool thing







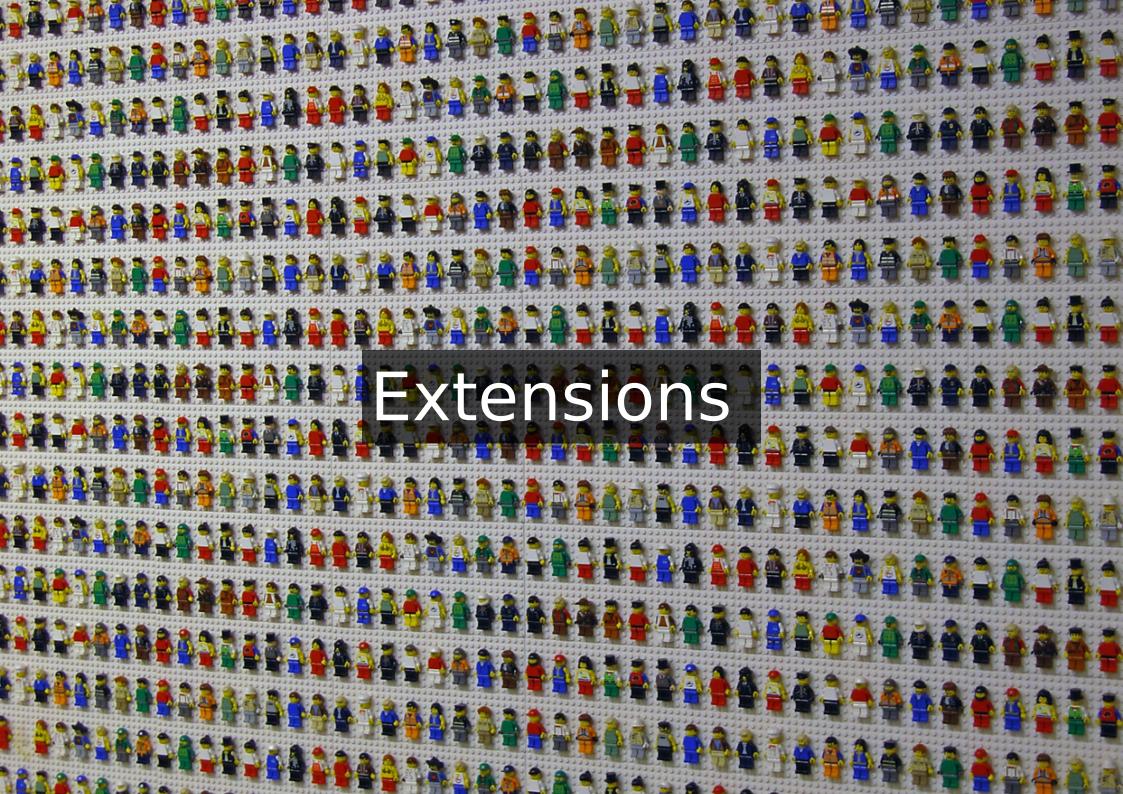


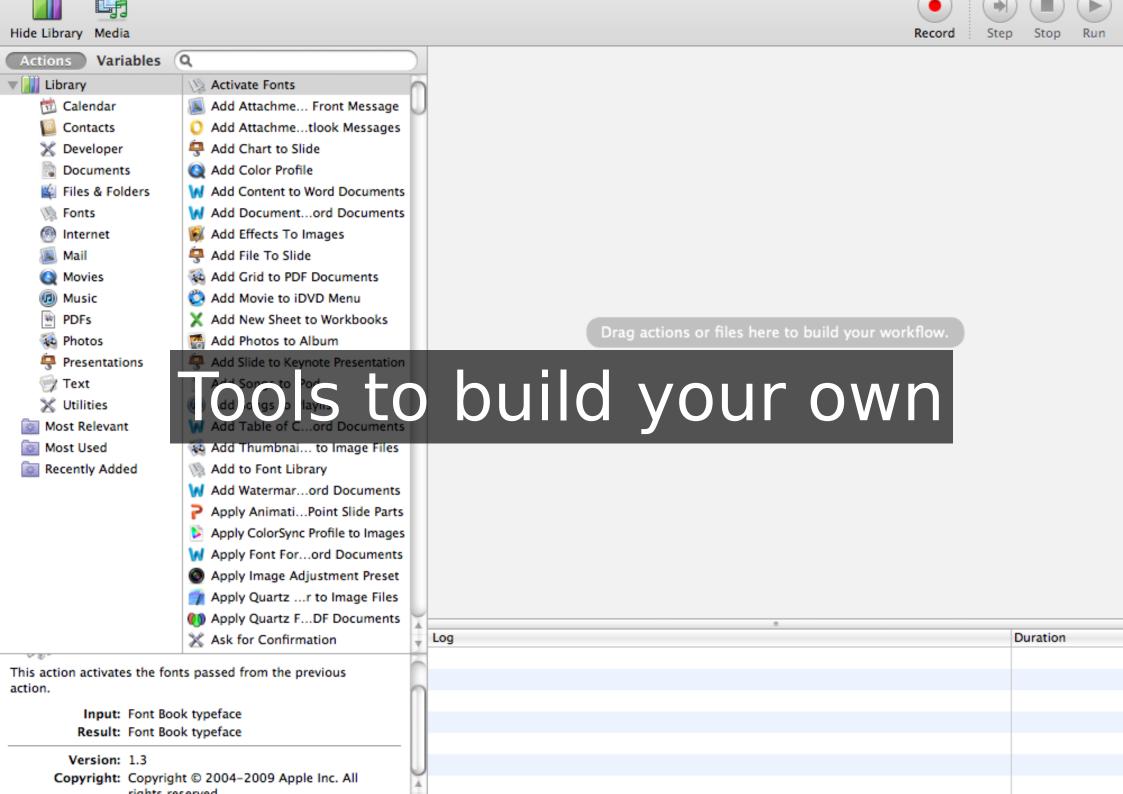
#### NOME Shell Design Principles

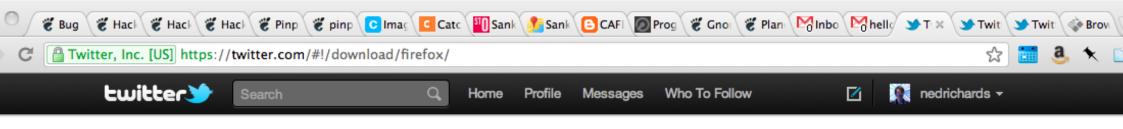
- Take responsibility for the user's experience
  - Design with understanding that a user's needs change frequently while they work and play.
- Principle of non-preemption
  - "Individual interactive programs operate in a non-intrusive manner with respect to the user's activities. The system
    does 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"
- "...Human attention is the most vable and scarcest commodity in human computer interaction." From Horvitz, Jacobs, Hovel Attention-Sensitive ISION ON CIOCES

   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
  - o 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
  - o Be the vehicle, not the destination
  - Strive for transparency









#### 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

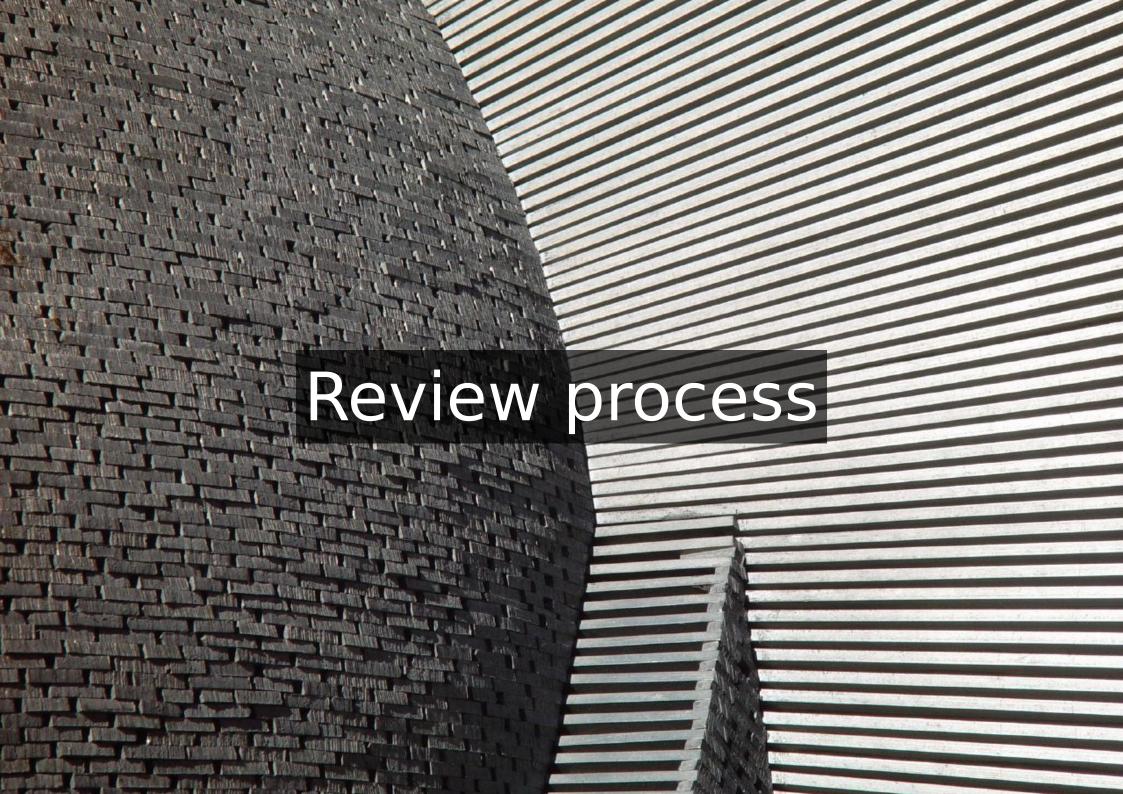
### What screen?

### What devices?

### What context?











## Now, a story







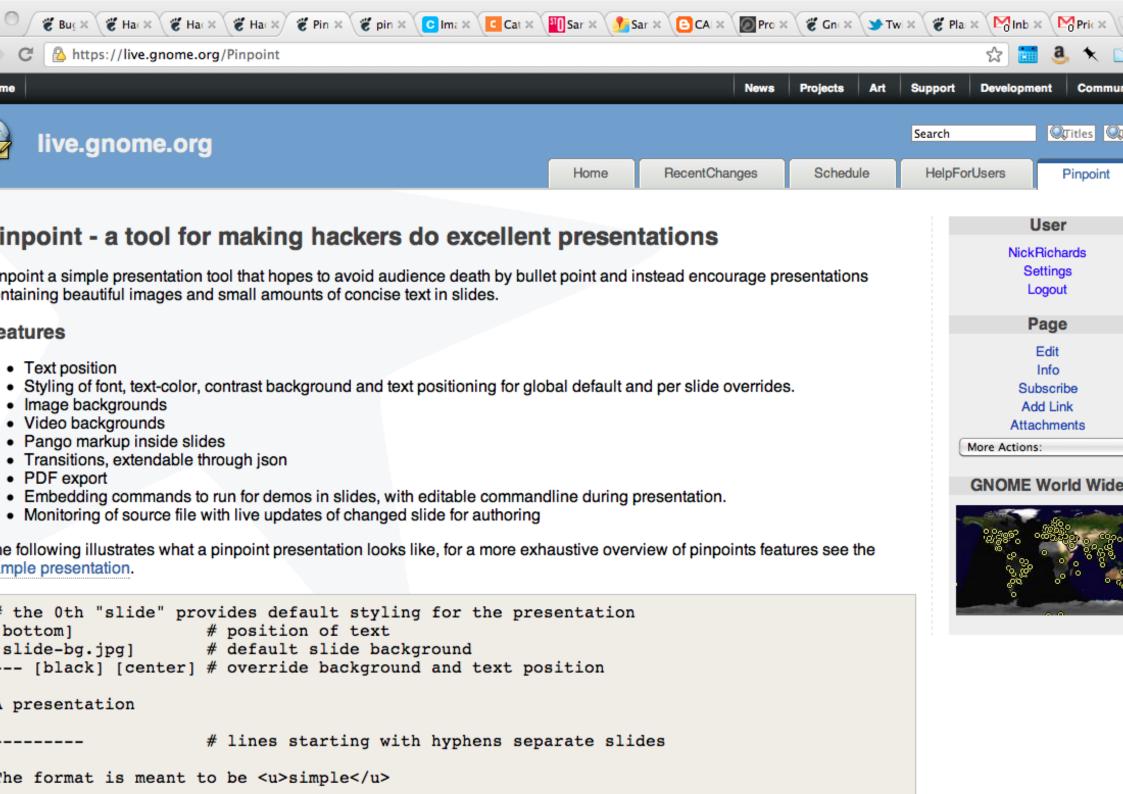








## But still, it's remained simple



So...

# Have a strong identity



