

# GNOME Annual report 2012



## Table of Contents

● Letter from the GNOME Foundation Executive Director	3
● Google Summer of Code & Outreach Program for Women	5
● 15 Year Anniversary of the GNOME Project	6
● Hackfests and Conferences	8
● GNOME 3.4 & 3.6	11
● Friends of GNOME Accessibility Campaign	12
● Marina as winner of the pants award	14
● Bugsquad	15
● 2012 Budget	17
● The Travelling GNOME	18
● Friends of GNOME Contributors	20
● Report credits	22



needs photo

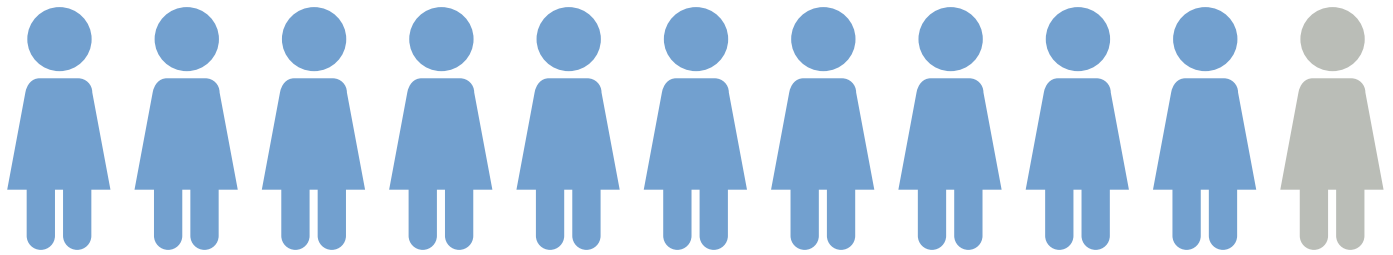
needs text







The GNOME Foundation had another very successful year of outreach programs in 2012. The GNOME Outreach Program for Women grew to 12 interns, sponsored by the GNOME Foundation, Google, Mozilla, in the third round, 11 of whom successfully completed the internship.



GUADEC featured 22 lightning talks from newcomers about their GSoC and OPW work

The GNOME Project also participated in Google Summer of Code for the X time. GNOME had a total of 29 participants, 6 of whom were women. Students worked on a variety of projects, and greatly improved GNOME in a variety of ways. Students added activities to Gcompris, overhauled the Applications View, added better synchronization to Epiphany, voice controls to Banshee and many others.

GNOME had a total of 29 participants,  
6 of whom were women

needs photo





It's exciting that we've reached this milestone. Fifteen years ago, GNOME was created under the umbrella of the GNU project by Miguel de Icaza and Federico Mena Quintero, then two students at the National Autonomous University of Mexico. The first five years, GNOME was a young project with very young members between the ages of 14 and 22. writing code with passion and a vision to create a free desktop for GNU/Linux enthusiasts. A desktop by hackers for hackers.

At our ten year mark we had grown, our code base had grown and we had as a community matured. We realized that our current model of development was unsustainable, and we wanted to be more than just a desktop for hackers, we wanted to write a desktop for everyone regardless of ability. Great changes took place. Our culture changed as we moved to a six month release model, the exuberant wish to code in features were replaced with thoughtful reflection on making a desktop that "just worked." Initially we were on a rocky road. There were many who were disappointed in the direction we had taken. Some of them did not continue the journey with us, others persevered and newcomers enthusiastically joined us. We lost old friends and gained new ones. During this time our community grew, the popularity of our desktop grew, and we had achieved the reputation of having a successful user experience.

We were the default desktop for many of the most popular distributions. As we approached our ten year mark, the world had changed around us. Hardware changed. For many, tablets and smart phones became the primary computing device for reading books, watching videos, and for social networking. Our desktop was modeled after an older computing paradigm. It was time to change the game. To chart a path independent from the other desktops and create a new model that was flexible to adapt to any hardware platform, mobile and desktop. To build upon our successes that we have already achieved with assistive technologies and "just works" design. So after nine years, a new release of GNOME was released. The new release featured a brand new look, integrated focused special effects, and a new mentality of staying out of your way - a distraction free desktop to help manage the many distractions in our Internet integrated life.

## We wanted to write a desktop for everyone regardless of ability

GNOME 2.0 was a radical departure from GNOME 1.0 in code development. The breakages of ABI/API became a thing of the past. A new six month release model that continues to this day provides steady releases. An achievement that is unusual not only in free software but in commercial software shops as well. For GNOME 3, while we continued to build on those successes, we changed the game again by being the first Free Software project to take a design focused approach to the traditional free software model. GNOME 3 focuses on the user experience, by creating a new suite of GNOME 3 applications collaboratively designed by package maintainers and UX designers. In the years ahead, the GNOME Project will continue to focus on creating a better user experience. We know that the desktop experience isn't entirely contained at the user space level but at the kernel and distribution level too. To creating a user experience from power up to shutdown. We'll be partnering with distributions, kernel developers, and users to create the finest experience out there. We are also changing our culture, by expanding our outreach programs. Community involvement will be stepped up, with an increased presence on social networking sites. We're focused on better volunteer management, to increase number of volunteers to our project so that we will continue to have a new generation of contributors. We'll expand the Women's Outreach program and increase not only the number of women in our project, but gender diversification in Free Software overall. The first 15 years of GNOME was a period of fun, experimentation, and maturation. We expect the next 15 years to be even better!

A Happy 15 Years, GNOME!





## Early days

On August 15, 1997 the development of GNOME was announced with the following: "We want to develop a free and complete set of user friendly applications and desktop tools, similar to CDE and KDE but based entirely on free software." by Miguel de Icaza & Federico Mena Quintero.

## GNOME 1.0

On March 3, 1999 the first major release of GNOME occurred with the release of GNOME 1.0. The GIMP ToolKit (GTK+) was chosen as the base for GNOME, with major effort devoted to offering a friendly platform for developers, supporting many programming languages. There were 3 subsequent releases over the next two years in the GNOME 1.x series. GNOME's libraries have been available for use in any application, with freedom and without fees, under the terms of the GNU Lesser General Public License ever since and GNOME's applications have been made available under the GNU General Public License with a commitment to software freedom.

## GUADEC in Paris

The first GUADEC was held in Paris in 2000 as a one-off event, and attracted around 70 GNOME contributors. For many it was the first time they'd met in-person and was judged a success. GUADEC has been held annually since then in cities around Europe, organized by local volunteers, and has grown fivefold in size. GUADEC 2012 was held in A Coruña, Spain with more than 300 participants.

## The Foundation

The GNOME Foundation was announced at the Linux World Expo in San Jose, CA in August of 2000. The Foundation provides organizational, financial and legal support to the GNOME project. Partnerships with companies were also announced, including Red Hat, Compaq, Eazel, Helix Code, IBM, Sun Microsystems and VA Linux Systems. The Foundation was ultimately incorporated as a membership-based, not-for-profit corporation.

## GNOME 2.0

On June 26, 2002 GNOME 2.0 was released, the culmination of major efforts with the dual objective of enhancing the user experience and dramatically improving developer productivity. GNOME 2.0 was the first release in the 2.x series, which saw 16 more releases over the next 9 years. The introduction of the Human Interface Guidelines (HIG), allowed for a more predictable and consistent interface for users. GNOME 2 also had a host of advanced accessibility features for users with disabilities along with a built-in accessibility framework for developers to meet Section 508 requirements. GNOME 2.x was widely adopted over its many iterations, though many were unhappy upon its introduction. Said one critic upon the release of GNOME 2.0: "I found this default configuration, bone-headed, at best."

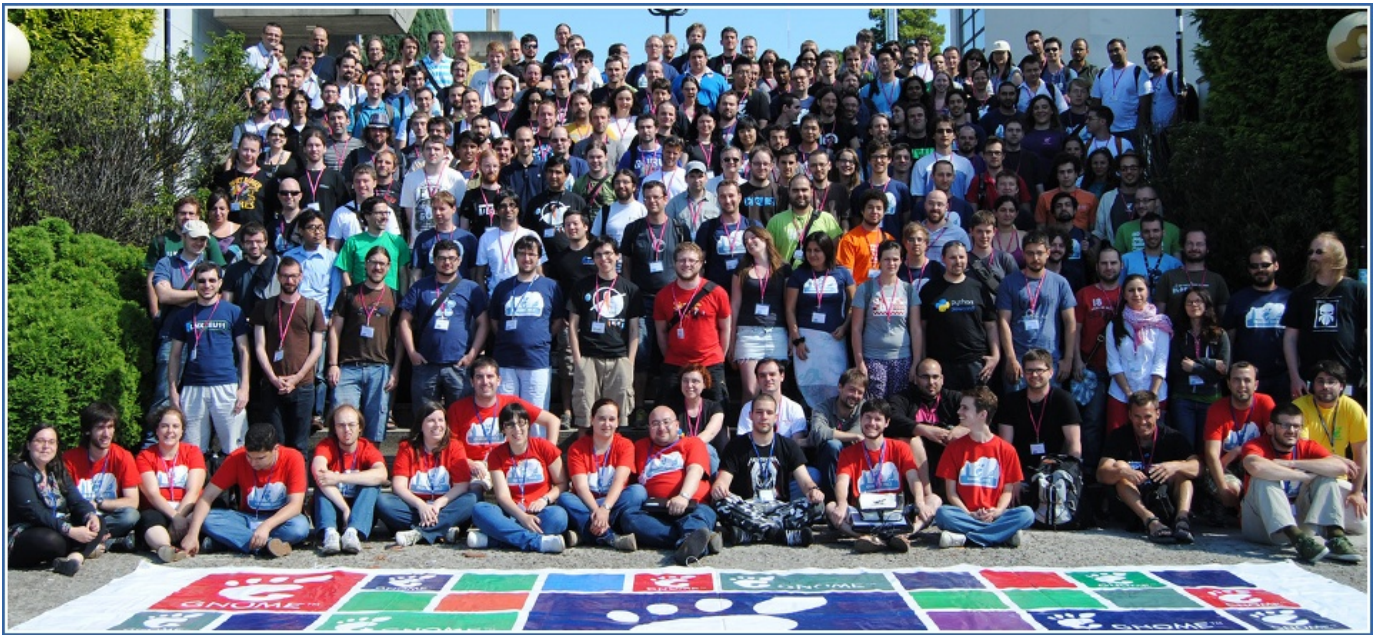
## GNOME 3.0

GNOME 3.0 was an exciting new desktop designed for today's users and which is suited to a range of modern computing devices. GNOME's developer technologies were substantially improved for 3.0. Modernised and streamlined, they enable developers to provide better user experiences with less time and effort. The most important goal of GNOME 3 was defined as the unification of the user experience. Many flaws were identified in the GNOME 2 desktop related to windows, workspaces and application launching, some of which were labor intensive and prone to errors. A much more holistic approach was needed to take it to the next level. GNOME 3 was met by some with very positive reactions. Said one detractor, "I forgot how beautiful and stable GNOME 2 was"

## Here's to the next 15 years!

The GNOME Project looks forward to many more years of development, with contributors old and new. We continue to be inspired by each other, and encourage you to join us in shaping the future of GNOME.





### User Observation Hackfest

In September, a group of GNOME hackers met in Florida for the User Observation Hackfest, which was held together with the 2012 OpenSUSE Summit. The central event of the hackfest was a visit to the city of Largo, home of a large GNOME deployment within its public sector. During the hackfest, the developers had the opportunity to talk to users that use GNOME in a day-to-day basis and hear about their goals, their tasks, their attitudes and about how they communicate with the software they use. Work was done on extracting user behavioral trends from the evidence collected during the visit to Largo. This material is one of the foundations that help shape our GNOME Pattern Language and the new version of the GNOME Human Interface Guidelines. Events like the User Observation Hackfest are crucial to GNOME in its mission: Design is part determining problems and part providing solutions, and the problems are out there to be observed. Good interface design starts with understanding people: who they are, why they use our software and how they communicate with it. The more we know about our users, the more effectively we can design for them. User observation is, among other tools, one of the ways we can understand our users' world.

### A Coruña UX Hackfest

With design taking a bigger role in the GNOME project, designers and developers decided to come together to refine what would become the GNOME 3.6 release at the UX Hackfest, just a few days before GUADEC. The event, kindly hosted by Igalia at their office in A Coruña, included the presence of some of our awesome Google Summer of Code and GNOME Outreach Program for Women interns, who contributed with a good deal of fresh ideas. Great collaboration came out of having core design contributors and hackers working together to ensure that our upcoming 3.6 release would be great. The group worked on several core pieces of the GNOME experience, including the lock screen, the new setup assistant, and the design updates for Nautilus, Documents and Contacts. Additionally, a set of design guidelines for search within GNOME applications was developed, drawing inspiration from a variety of previous search implementations in our project. The search pattern will be one of the pieces building up to new version of our Human Interface Guidelines. An impressive amount of progress was made during the event which helped make sure that our 3.6 release was a success!





### GNOME.Asia Conference

GNOME.Asia had in 2012 a quite varied type of attendees ranging from contributors and enthusiasts to students and other people who might want to participate in GNOME in the future. With help from hard working volunteers, the conference ran smoothly. There were over 175 registrants who attended across the two days of the conference. The conference was held in Hong Kong and there was strong local sponsorship of the event.

On the day before the event, the local team organized a Design Workshop and invited key GNOME designers to run it. Allan Day, Jakub Steiner and William Jon McCann explained the process they undertake to design for GNOME. The event was well attended by professionals and students alike.

### GNOME Boston Summit 2012

This year, the Boston Summit convened curious newcomers and experienced developers together to learn about GNOME and discuss the project's future. For the first time, organizers held a special event for newcomers and on Friday new faces were spotted everywhere while key contributors of GNOME provided lessons on how essential tools such as JHBuild, Bugzilla and Git can be used to participate in the GNOME Project. The new focus on introducing newcomers to GNOME at this year's Boston Summit was a big success and many aspiring contributors managed to fix their first bug in the "Fix-your-first-bug" mini-hackfest, which was held on Sunday. Meanwhile, developers gathered for useful discussions regarding future goals of GNOME and its many subsidiaries. Topics varied from being about methods in which you can maintain large amounts of code to how multi-monitor support could be implemented in an efficient way. Long lists of bugs and feature suggestions were created for libraries such as GTK+ and Glib and ideas for better communication were put on the table in a big marketing brainstorm. The Boston Summit lasted three days but the event left attendees with new insights, making new as well as experienced contributors ready to shape forthcoming GNOME releases.

### FOSDEM

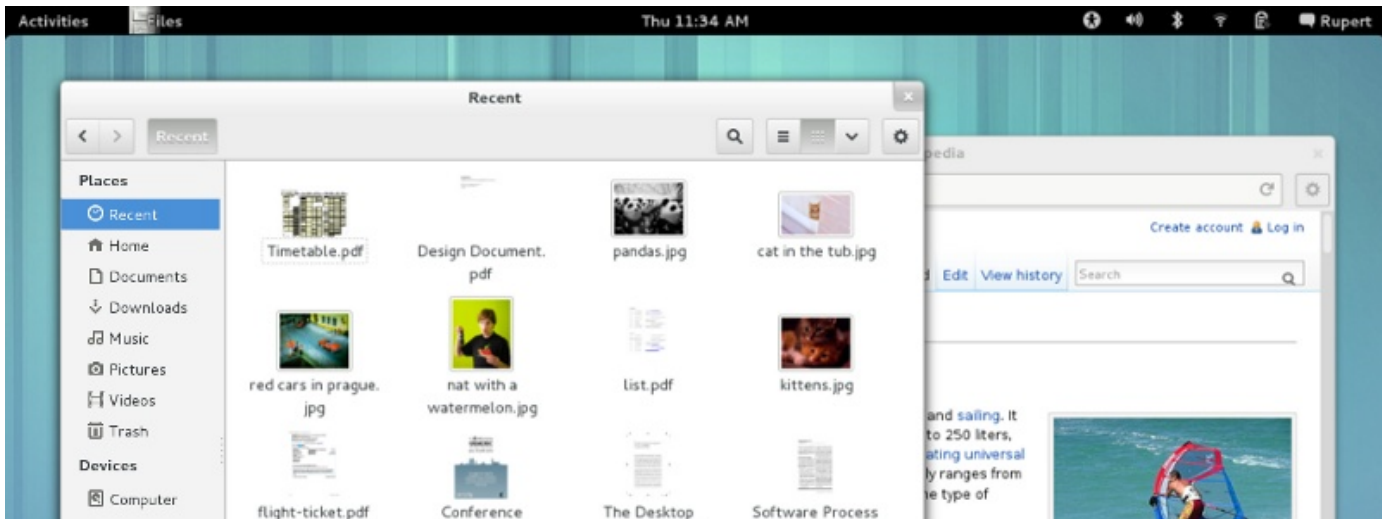
The GNOME Project had a strong showing at FOSDEM 2012. The booth was well-staffed throughout the weekend, allowing everyone a chance to see at least some of the talks they wanted to. The GNOME devroom was well received with a variety of talks on GNOME and related technologies. Highlights included Allan Day's talk on "Every Detail Matters", the status update and roadmap for WebKitGTK+ given by Mario Sanchez Prada and David King's "Getting into GNOME: Impressions of a new Maintainer". A few other GNOME-related talks and round tables were held in various other devrooms as well, including a round table on legal issues co-chaired by Karen Sandler.

Saturday night saw the annual GNOME Beer event held at La Bécasse, which was a success and allowed GNOME developers, contributors and users alike to interact in a relaxed environment.

### Ohio Linux Fest

The 9th annual Ohio Linux Fest took place in Columbus OH, September 28-30th, 2012, and for the first time in several years GNOME had a presence there. Emily Gonyer ran a booth for the GNOME Project on Saturday, where she demo'd GNOME 3.2 and the just-released GNOME 3.6. On Sunday she also participated in the Diversity in Open Source Workshop, sharing her experiences with free and open source software. Ohio Linux Fest has a long standing policy of openness and diversity which was readily apparent in the diversity of the attendees.





Two thousand and twelve brought many significant changes to GNOME.

Building on the solid foundation of GNOME 3.2, the community worked together to unleash GNOME 3.4 in March and GNOME 3.6 in September, maintaining the six-month cadence previously set by earlier releases. Matthias Clasen oversaw the completion of GNOME 3.4 and described it as "a great leap forward for GNOME 3 ... we hope that our users enjoy it."

GNOME 3.4 introduced a wealth of new features and improvements, including but not limited to beautiful new designs and interfaces for GNOME applications such as Web, Documents, Epiphany, and Contacts. The Activities overview was enhanced to allow users to search for documents and quickly access content stored locally and online. New application menus located on the top bar were introduced as a means to access options and actions for various applications.

Other enhancements to GNOME 3.4 included refreshed interface components, such as a new color picker, redesigned scrollbars, spin buttons and title bars, and smooth scrolling support. New animated backgrounds brought a nice touch of style.

Better hardware support, topic-oriented documentation, better accessibility and many other improvements made for a very solid release.

GNOME 3.6 focused on improving the experience that was developed in 3.4, refining the overall user interface and adding polish. Andreas Nilsson, President of the GNOME Foundation, described GNOME 3.6 as "an important milestone in our mission to bring a free and open computing environment to everyone." New features and enhancements to the interface included a new applications button and improved layout in the Activities Overview, a new login and lock screen, a redesigned Message Tray, smarter Notifications, improved System Settings and much more.

Accessibility became an always on feature in GNOME 3.6, enabling universal access to assistive technologies and settings such as brightness, contrast, inversion and greyscale, improved web navigation, and the Orca screen reader. Braille support was also improved in Orca.

Two new applications were included in the release. Boxes allows access and management of remote systems and virtual machines, and a preview of the new Clocks application was showcased.

Many other smaller enhancements rounded out the release to help make GNOME 3.6 the best one yet. Looking ahead to the future, GNOME will continue to deliver an effective and efficient workflow while keeping an eye on security. Planned features, refinements and usability enhancements will provide an even better user experience going forward.



GNOME has held accessibility amongst its core values from the project's inception. With the advent of GNOME 3, we have started down an exciting new path in terms of usability, which includes users of all ages and abilities. This drive is not only necessary for those with disabilities but is also increasingly needed for our devices to work for any user.

The GNOME accessibility team is working hard, but its resources are more limited than in the past. For this reason, the GNOME Foundation started a Friend of GNOME campaign to get funds for supporting development in this important area.

A Friends of GNOME campaign is a fundraising campaign for a particular cause through the GNOME donation page. Money collected from this page when the campaign is running is targeted to the specified cause.

The goal for the campaign was set to US \$20,000 when the campaign was launched on the December 16. With the help of many Friends of GNOME, the goal was reached on June 7. The campaign was helped by two GNOME users who generously shared their experiences about how the accessibility features of GNOME 3 impacted them:

"I'm happy because I can now use the computer in my classroom without any assistance. I could not imagine that I would only use a computer on my own."

Diego Sánchez

"For me, GNU/Linux and GNOME equal freedom, and without all of the hard work which has been put into all of this wonderful software, I would truly be at a loss. This is why further development and maintenance of accessible software is so important to me."

Robert Cole

Following our fundraising campaign through Friends of GNOME, the always supportive Mozilla Corporation joined the cause to improve accessibility and assigned US \$10,000 extra to this endeavor. So finally the money available for the project is US \$30,000.

The GNOME Board of Directors, with the advice of the GNOME Accessibility Team, decided to spend the money in several tasks to enhance the accessibility of documents within GNOME, such as PDFs, word processing documents and HTML content.

The non-exhaustive list of modules and software projects that could be involved in enhancing accessibility for GNOME is:

Poppler (PDF rendering library) libxps (XPS rendering library) evince (PDF and XPS reader for GNOME) WebKitGTK (HTML rendering library used in Web, Yelp, and Evolution amongst others) GNOME Documents (document viewer for local and remote documents in GNOME)

The bid selection will be made by a group including professional consultants with GNOME-related experience and GNOME Foundation Board members and will be accomplished in 2013.







The GNOME community gives the Thank You Pants as the annual award for outstanding service, to recognize a truly extraordinary contribution.

The tradition of the pants award is said to have originated with Jeff Waugh. Legend has it that when Jeff was the GNOME release manager he got a mysterious package in the mail. In it was a pair of pants and a letter that said "Hi Jeff and thank you for your amazing work on GNOME, here is a pair of pants." The Pants Award has since become an elite GNOME institution.

This year, the Pants were awarded to an extremely worth recipient: Marina Zhurakhinskaya.



Marina is an essential member of the GNOME community. While a developer on the shell team at Red Hat, Marina has also made time to volunteer and develop GNOME's outreach programs. In particular, Marina picked up the work that was done from the 2006 Outreach Program for Women and made it into a groundbreaking program for free software. As you can read in another section of the report, the OPW gives women a chance to participate in our community who might not have otherwise been able to. In the course of the program thus far, the representation of talented women in the GNOME community has vastly improved. Marina has worked hard to understand the obstacles that might prevent women from participating and set up mechanisms to remove them. Always looking to improve how things are, Marina took many of those lessons from the OPW and helped improve our other outreach programs too, like GNOME's participation in Google's Summer of Code. For example, through Marina's work we learned that all new contributors can benefit from improved mentorship structures and support infrastructure.

Marina is the most exceptional type of contributor - the kind that inspires others to want to contribute. Because of Marina's talent, drive, advocacy and consideration for other points of view, the GNOME community is bigger, stronger and more diverse. Thank you, Marina!

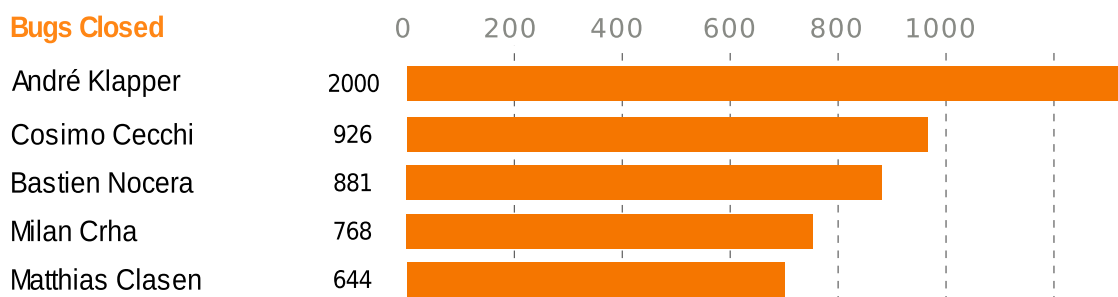




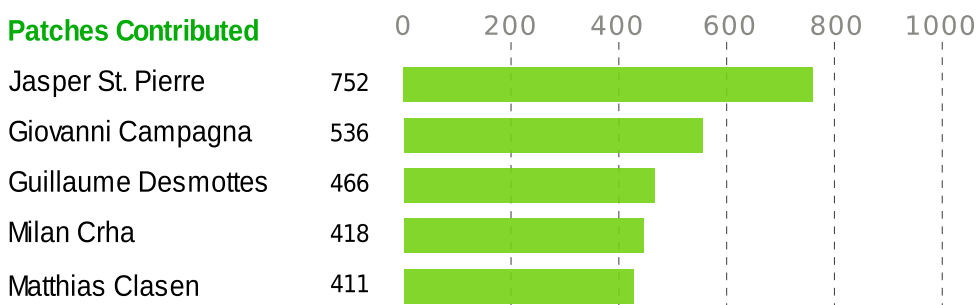
Overall Statistics	2012	2011	2010
Open Reports at the end	43.298	44.003	42.828
Opened in that year	23.642	28.287	32.232
Closed in that year	24.093	27.552	30.534

(\*): Excludes reports marked as enhancements

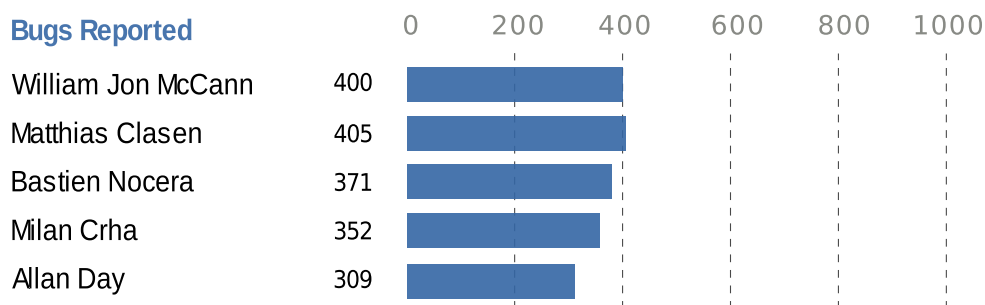
### Bugs Closed



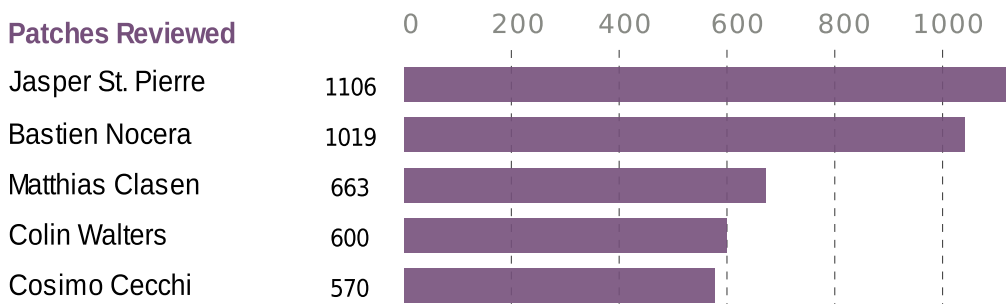
### Patches Contributed



### Bugs Reported



### Patches Reviewed



needs photo



In the 2012 fiscal year, the GNOME Foundation raised approximately \$418,600 and spent approximately \$409,000. The previous year saw a substantial deficit. Our small surplus in 2012 reflects an increase in corporate sponsorship and personal donations, despite some increased expenses.

Corporate sponsorship accounted for \$121,600 of our income, up 41.6% from the previous year. This includes sponsorship money for outreach programs and for events excluding GUADEC. Personal donations through programs like Friends of GNOME rose by 45.4% to over \$53,600. Income from the annual advisory board fees, however, dropped by 21.1% to \$150,000.

The GNOME Foundation spent over \$201,900 on employees, a 55% increase from the previous year. We also increased spending on the Outreach Program for Women, although those expenses were balanced by sponsorship income. We have a year-after-year decreasing trend in hackfest expenses. Although we need to be conscious of our expenses, we encourage members to organize more hackfests.

The GNOME Foundation currently has approximately \$274,000 in cash.

The 2013 budget closely reflects the 2012 income and expenses. Our expenses all help further our free software mission. Our corporate sponsors are critical to our success as an organization. If your company benefits from the work we do, please consider joining our advisory board and sponsoring our many great programs and events.

	2010	2011		2012	
Advisory Board	\$160,000	\$190,000	18.8% ▲	\$150,000	21.1% ▼
Sponsorship	\$198,300	\$85,889	56.7% ▼	\$121,584	41.6% ▲
Donations	\$39,766	\$36,892	7.2% ▼	\$53,649	45.4% ▲
GUADEC	\$162,811	\$15,600	90.4% ▼	\$84,269	440.2% ▲
Royalties	\$1,904	\$12,347	548.5% ▲	\$8,395	32.0% ▼
Training	\$17,060	\$0		\$751	
Other	\$1,517	\$893	41.1% ▼	\$418,648	15.9% ▼
TOTAL	\$581,358	\$341,621	41.2% ▼		22.5% ▲

	2010	2011		2012	
Administration	\$10,037	\$26,664	165.7% ▲	\$11,210	58.0% ▼
Employees	\$158,510	\$130,279	17.8% ▼	\$201,934	55.0% ▲
GUADEC	\$65,439	\$50,897	22.2% ▼	\$29,953	41.1% ▼
Hackfests	\$82,681	\$51,661	37.5% ▼	\$21,932	57.5% ▼
Other Events	\$45,431	\$31,238	31.2% ▼	\$34,587	10.7% ▲
Marketing	\$3,657	\$18,064	394.0% ▲	\$1,117	93.8% ▼
Contracts	\$6,000	\$50,000	733.3% ▲	\$1,530	96.9% ▼
Women's Outreach	\$0	\$76,572		\$106,741	39.4% ▲
TOTAL	\$371,755	\$435,375	17.1% ▲	\$409,004	6.1% ▼



Dave Neary: Hi Daniel, I would like to do a biography of the traveling GNOME for the annual report this year. I hear you know him better than anyone! I wonder if you could help me with some background information?

Daniel Siegel: Well, around the time of gnome 2.22, while preparing release notes for Cheese, I felt the gnome community had seen my handsome face on Cheese screenshots often enough. So, I asked around and, while getting some more or less useful hints, I had an unexpected guest visiting me in my apartment...

Dave: Where was the Traveling GNOME born?

Daniel: Unfortunately, little is known about that.

Dave: When did you discover his love of traveling?

Daniel: He always seemed to be very adventurous and, ultimately, isn't "traveling" in his name?

Dave: Which side is the front, and which is the back?

Daniel: As you can tell from the many photos, he seems to be fine showing both sides. But, to be honest, he tells more jokes and is funnier on his green side.

Dave: The GNOME disappeared for several months (years?) at one point. Has he ever told you what happened in that time? Was he kidnapped, or did he just need some space?

Daniel: All I got was a short note with the following:

we got him, give us lots of ice cream or you will regret it.

- love, the swedish conspiracy

Fortunately, Eric discovered his hideout and they spent some lovely days in San Francisco.

Dave: What's the most interesting place he's been so far?

Daniel: Well, he has been to several continents so far, but why don't you have a look for yourself?

<https://live.gnome.org/TravellingGnome>. But, if you ask me, he met a very special girl in Florence, Italy...

Dave: How does the GNOME decide the next place he wants to go?

Daniel: He seems to prefer the company of awesome gnome hackers and he usually does not visit the same hacker twice. Then, there is a ruleset he brings along on how to take care of the traveling gnome:

- \* add a photo of the traveling gnome and yourself to <https://live.gnome.org/TravellingGnome>
- \* get a present and put it into a box along with the traveling gnome and the instructions
- \* send it to your favorite gnome hacker

Dave: Thanks Daniel! I have tried [travelinggnome@gnome.org](mailto:travelinggnome@gnome.org) but it bounced - I don't think he ever asked for his foundation membership (we should change that!)

Daniel: I don't think this is a valid mail address, so far we only have that wiki page ;) But, yeah, he is definitely a good candidate for foundation membership. I even would vouch for him!







Aaron Bertrand	Ben Kelsey	Einar J Haraldseid	Jan-Hendrik Dankowski
Aaron Honeycut	Benoit Puel	Elias Junior	Jan Slesinger
Abdul Sabur Pallares Calvi	Bernd Schlapsi	Elisabet Lökvist	Jan Szpuk
Adam Miller	Borut Hadzialic	Emanuele Gissi	Jan van Doorn
Adam Stovicek		Emily Gonyer	Jari Havanto
Aditya Naga Hemanth	Boyd Jeffery	Enric Günther	Jean Francois Ouellette
Kumar Veluguri	Brock McLellan	Enrico Bastelli	Jean-Peer Lorenz
Adrian Spirgi	Bruce Reimel	Eran Finkle	Jeremie Laval
Ahmad Mouri Sardarabadi	Carlos sepulveda mancill	Erick Lopez	Jesús Espino García
Albert Gasset Romo	Carl Simpson		Jim Patterson
Alberto Caso	Carsten Olsen	Eric Phetteplace	Jochen Kirchner
Alberto Cayazzo Suarez	Cedric Martinez Campos	Eric Wilson	Jochen Temmen
Alberto Salmerón Moreno	Chase Crawford	Ernesto Gutierrez	Joel Zamboni
Alejandro G Gomez	Christian Hergert	Ethan Isaacson	John Abbott
Alessandro Mecca	Christian soidet	Evan Derickson	
Alessio Dessi	Christoph Berliner	Fabio Castelli	John Lang
Alexander Bandukwala	Christophe Perez	Fabio Moriondo	Jonathan Barnoud
Alexander Hunziker	Christopher Astfalk	Fanen Ahua	Joone Hur
Alexandre Mazari	Christopher Bates	Francisco de la Peña Fernández	Jorge castro
Alex Converse	Christopher Blizzard	Frank Groeneveld	Jorge Gallegos
Alex G Doll Consulting Ltd	Christopher Goddard	Frederic Boulet	Jose daLuz
Alex Martin	Christopher Meiklejohn	Frederik Vanrenterghem	Jose Luis Lopez De Ciordia
Alicia Simonsson	Christos Stentoumis	Fred Okuma	Jose Maria Casanova Crespo
Ali Ikinci	Cleancode.org	FreeWear.org	Joseph Braddock
Alishams Hassam	Clément F	Gandi Sas	Jose rojas echenique
Alistair Sutton	Colin Stubbs	Geert Schuring	Jose Velez
Almametov Ilya	Cornelius Schumacher	George Claudiu Panainte	Josmar Dias
Alon Levy	Craig Keogh	Gerold Ludwig	Josue mendes
Andrea Brugiolo	Cristóbal Tapia Camú	Gerrit-Jahn Damen	Juan Antonio Suarez Romero
Andreas Altergott	Cryptocat	Gerry Ferdinandus	Juan Jose Marin Martinez
Andreas Nilsson	Cyrille Volclair	Gianluigi Calcaterra	Julien Leicher
Andreas Rugtved Neumann	Daevel Sarl	Gibald Villemin	Julien Thuillier
Andreas Skyman	Dagfinn Reiakvam	GII Forcada	Julien Vastenaekels
Andrei Petcu	Damian Krzeminski	G Michael Carter	Julie Pichon
Andre Massing	Daniel Aleksandersen	G.premper S.A. de C.V.	JumpStart Views
Andre Matuch	Daniel Glassey	Greg Wilson	Kalle Gustafsson
Andrew Barnett	Daniel Hogan	Grégoire Seux	Kaloian Doganov
Andrew Lindley	Daniel Thompson	Guido Köhler	Kapil Vyas
Andrew Potter	Daniil Ustinov	Hajime Mizuno	Karthikeyan Ramaswamy
Andrey Kutejko	David Balogh	Heiko Gerstung	Kenichiro Matohara
Archangel Vicary Eirikr	Davide Bisaschi	Hektor Gibson	Kenneth Nielsen
Arief budiman	David Mason	Henry-Nicolas Tourneur	Ken Tan
Arief Mulya Utama	David Norman	Hiperia Tech	Kerrick Staley
Arnaud Mounier	Diego Toral	Hubert Iósarski	Kerry Chhim
Artur Utrata-Scholl	Dillon Gilmore	Hwang Soon Chan	Kevin Anderson
Ashley	Dimitrios Sarlis	Igor Tarasov	Kobbe Sun
Atli Pétur Óðinsson	Dirk Böttger	Ilja Sekler	Konstantin Vinogradov
Aurimas Fiseras	Dirk raith	Ilya Ryabinkin	Kootenay Networks I.T.
Baptiste Mille-Mathias	DJeedJee	Imran Chaudhry	Krzysztof Krzyzaniak
Baron Schwartz	Dmitry Stropaloff	Iván dominguez martin	Kurian John
Bart Ratgers	Dominik Wujastyk	Jaime Velázquez Sánchez	Kuznetsov Oleg
Bastian Hougaard	Dumitru Frunza	James Campbell	Lars Brunke
Bastian Ilsø Hougaard	Dyatko Marat	James Cape	Laurent Goujon
bear454.com	Edward Jakus	James Radtke	Leano Benefico
Behdad Esfahbod	Edward Tirado	Jan Heitkötter	Leif Gruenewoldt
			Lennart Reuther





Levis Kimotho	Naruhiko Ogasawara	Robert Smol	Tarun Khanna
Lezhenin Llia	Nathan Dyer	Robert Taylor	Teemu Vartiainen
Lilianne Dupuis	Nathan Erickson	Robin Peters	Terrall R Salentine
Loren Gil Sánchez	Neal Pitts	Robinson P Tryon	Thomas Bollmeier
Louis Larsen	Necolas Hamwi	Robin Stocker	Thomas Jenkins
Luigi Maselli	Nicholas Danes	Rob McKeown	Thomas Repetti
Luis Villa	Nicholas Richards	Rob Middleton	Thomas Wheeler
Luis Vinay	Nick Glynn	Roland Jentsch	Tiffany Antopolski
Luiz Fernando Silva	Nicola Jelmorini	Rob McKeown	Tijn Schuurmans
Luke Benstead	Nicolas bernaerts	Rob Middleton	Tim Anderson
Mahendra Tallur	Nicolas Chauvin	Roland Jentsch	Tiffany Antopolski
Manuel Perez Monis	Nicolas Duhil	Romain Doumenc	Tijn Schuurmans
Marc-Antoine Perennou	Nicolas Silva	Romain Failliot	Tim Anderson
Marc Milian Sanguesa	Nik Henry	Rudieri Turchiello Colbek	Timothy Hartlage
Marco Bollero	Niklas Rosenqvist	Rudolf Berger	Tobias Hesse
Marcos Cobeña Morián	Nikolai Neff	Rui Gouveia	Tomas Östlund
Marc parronchi	Oleksandr Sheremet	Russell Sim	Torsti Schulz
Marina Zhurakhinskaya	Oliver Propst	Russel Taylor	Travis Freeman
Mario Gervais	Ondrej Balaz	Rutsky Vladimir	Tsugio Sase
Mario Lang	Orpheas Kypris	Ryan Corder	Turkin Maksim
Marius Gedminas	Pablo Estigarribia Davyt	Samuel Bressi	Ukasz Jerna
Marius Rieder	Pascal Ferreira	Sascha Zinke	Ulf Jachimsky
Mark Hoschek	Pascal Terjan	Savvas Papaioannou	Umarzuki Mochlis
Mark Lee	Pat Benson	Sean Brady	Valentin Brault
Markus Näsman	Patrick Klingemann	Sedov Georgy	Valery Levchenko
Marky Goldstein	Patrick Weber	Segaud Mathieu	Vasily Kotikov
Marshall Barker	Patrizio Bruno	Seppo Pakonen	Verkhuturov Dmitry
Martin Bachem	Paul Bryan	Sergio Costas Rodriguez	Vincent Untz
Martin Braure de Calignon	Paul Cooper	Shane Wims	Vinicius Seixas
Martin Monroe	Paulino Pardo	Shibanov Walery	Vlad Pescaru
Martin Owens	Paul Strzelczyk	Shwan Ciyako	Vítzslav Vojtchovský
Martin Pecina	Pavel Fischer	Siegfried Gevatter	Waldemar WebWare
Marvin Rabe	PB Web Development	Sigurd Gartmann	White Wind Zen Community
Mathias Nicolajsen Kjaergaard	Pedro de Medeiros	Simone De Dominicis	William Samuels
Mathieu Sabourin	Petrinin Maxim	Simon Engelbert	William Söderberg
Mats Sjöberg	Petter Johansson	Simon Mitzlaff	Yijun Yuan
Matteo Settenvini	Petter Johansson	Soltan Maksim	ZaReason, Inc.
Matt Hall	Philippe Gauthier	Simon Engelbert	ZHU XUN
Matthew McKennirey	Philippe Scoffoni	Simon Mitzlaff	Zolotorev Sergey
Matthias Meger	Philomena Athanasiadou	Soltan Maksim	Zongyuan He
Matthieu Paindavoine	Piotr Kazmierczak	Srinivasa Chekuri	Zwahlen Joël
Matt Piermarini	Pomerantsev Dmitriy	Stefan Dietrich	Yijun Yuan
Max Ehrlich	Pozzi Diego	Stefan Elser	ZaReason, Inc.
Michael Beer	Qi Bu	Stefan Lehmann	Zhu Xun
Michael Blennerhassett	Quincy Glenn	Stefan Lithén	Zolotorev Sergey
Michael Catanzaro	Rahul Kumar	Stefano Zamuner	Zongyuan He
Michael Lange	Ralph Plawetzki	Stefan Schindler	Zwahlen Joël
Michael Linksvayer	RaversNET Underground	Stefan Tirel	
Michael Orr	Rene Hytting	Stef de Zeeuw	
Michael Pacey	Ricardo Flores	Stephan Hooft	
Michael Schmid	Riccardo Colamatteo	Steve Burdine	
Michel Machado	Richard Schwarting	Steven Thwaites	
Mikel Olasagasti Uranga	Richard Wurth	Stéphane Démurget	
Mike Williamson	Robert Emerson	Stéphane Laurière	
Mikita Hradovich	Robert Jackson	Sven Meier	
Mirsal ENNAIME	Roberto Revelli	Sven Pilz	



Articles written by:

Emily Gonyer  
Karen Sandler  
Fabiana Simoes  
Sriram Ramkrishna  
Brett Legree  
Juanjo Marin  
Dave Neary  
Bastian Ilsø

Design by:

Daniel Galleguillos  
Andreas Nilsson

Photos by:

Fill-me-in





