

# 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
●	GNOME bug tracker statistics .....	15
●	System administration .....	16
●	GNOME Foundation finances 2012 .....	17
●	A conversation about The travelling GNOME .....	18
●	Friends of GNOME contributors .....	20
●	Advisory Board and hackfest sponsors .....	22
●	Annual report credits .....	23

# Letter from the GNOME Foundation Executive Director



This has been quite a year for GNOME! This report covers our fiscal year, which starts and ends in fall (at least in North America where the Foundation has its home). We're required by law to file an official form with the IRS in the United States but we also like to take the opportunity to put together something that's a lot more readable so that our volunteers, members, sponsors and the GNOME-using community can see what we've been working on and how we've been using our resources. We've made a point of highlighting certain facts for you as you read the report, to make reading this easier and more fun. It's especially gratifying for me to have the opportunity to recap what has been an amazing first full year as Executive Director. We're refining and furthering GNOME 3 and, as a foundation, making freedom and our nonprofit principles the central focus of everything that we do.

Perhaps the most striking fact that pops out from this year's report is the increased level of individual donations to GNOME. We received more during this year from personal givers than during any other year. Ever. While there have been negative reports of people decreasing their support of GNOME in the press, our numbers show the opposite trend. As of the time I'm writing this introduction, we have over 350 members and hundreds of additional volunteer contributors. People who have been committed to GNOME are still working hard.

There are exciting projects under development in the private sector with GNOME 3 at their center. Our distros are catching up to latest versions of GNOME, and their users are having a better experience for it. Technologically, we're starting to see the potential of GNOME 3, both as a user experience and as a platform from which companies and other nonprofits can build. It's good to see expanded interest in GNOME and GNOME technologies from others, and to see the nonprofit model of our collaboration steer our community.

We dubbed 2012 the "year of accessibility" and I'm proud of the successful accessibility campaign we ran during the fiscal year. We're using the money now to improve document accessibility in GNOME for those who are visually impaired, which perhaps makes 2013 the year of accessibility at GNOME instead. Focusing on making our software available to everyone is something that must remain an ongoing goal of GNOME. This is software in the public interest - we as a community can together work on what matters to make the world better through software.

In this vein, we also took steps to include more voices in the GNOME community and in free software generally. Our Outreach Program for Women has grown considerably, and during this year we became leaders in a new way by expanding OPW beyond GNOME and inviting other free software organizations to join us. The Software Freedom Conservancy partnered with us to pilot the program with multiple organizations. I'm happy to report that the experiment was a success, and GNOME has implemented infrastructure to invite even more projects to attract talented women to join us.

GNOME is an amazing community doing revolutionary work. We celebrated our 15th anniversary this year. We've kept happybirthdaygnome.org up while we celebrate the milestone so that you can see how far we've come. Looking retrospectively at our history, it's evident that sticking with our nonprofit model (with room for others to profit from our technologies) is the way to unite our principles and vision.

I look forward to another extraordinary year of GNOME: an independent alternative, crafted by hardworking idealists for a better world.

A handwritten signature in black ink that reads "Karen M Sandler".

Karen Sandler, GNOME Executive Director





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.



Winners of the Outreach Games at GUADEC

## Womens outreach program

### Participant

Marta Maria Casetti  
Taryn Fox  
Monica Kochofar  
Radina Matic  
Barbara Muraus  
Fabiana Simões  
Elena Petrevska  
Ana Risteska  
Riko Yamada  
Anna Zacchi

### Project

Developer Documentation for Python  
Developer Documentation for Javascript  
Developer Documentation for C  
Documentation  
Graphic Design  
UX Design  
Web Development  
GNOME Shell  
GUPnP  
GNOME Documents



The GNOME Project also participated in Google Summer of Code for the once again. 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 in Google Summer of Code, 6 of whom were women

## Google Summer of Code

<u>Participant</u>	<u>Project</u>
Pioneer Axon	Replace lex-bison based parser with handwritten parser in gcalctool
Baptiste Saleil	Integrate GTG to Gnome-Shell
Beth Hadley	Activity Development for GCompris, especially Music Education
Chris Baines	Completion of the Gnome Sudoku Vala Port
Emily Gonyer	GNOME Clocks implementation
Fabien Parent	Development of a graphical profiler for GNOME
Felipe Borges	Documents: Removable devices support
Fabiano Fidêncio	libosinfo-based express installation for major OSes in GNOME Boxes
Giovanni Campagna	GNOME Shell Lock Screen implementation
Gopal Krishnan	Proposal to upgrade the UI of Gcalctool
Izidor Matušov	Collaborative Getting Things GNOME!
Joost Verdoorn	Overhaul the Applications View in GNOME Shell
Jovanka Gulicoska	Ability to save and load virtual machines in GNOME Boxes
Laurent Contzen	Library providing models and widgets to display and choose contacts
Matilda Bernard	Integration of multiple theme based activities in the GCompris
Meg Ford	GNOME Documents UIs for Viewing and Editing of File Metadata
Moritz Lüdecke	Helping on anjuta makes everybody happy
Ngewi Fet	GNUCash Android Application
Richard Schwarting	GXml and GObject Serialisation
R dolfs Mazurs	Lockdown editor for GNOME
Steve Sscheel	Refactor and Rework the Task Editor of Getting Things Gnome
Stefano Candori	Revamp of the Activity Journal
Tanner Doshier	Smarter Searching in GNOME Shell
Timo Dörr	Improve overall Mac OS X port of Banshee
Udesh Liyanaarachchi	Voice Control For Banshee
Valentín Barros Puertas	Get an useful state to Shotwell Faces tool
Yann Soubeyrand	Anti malware and phishing daemon for the GNOME desktop
Žan Doberšek	Support for Gamepad API in WebKitGTK+ and general gamepad configuration options in System Settings

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



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.

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

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

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 Summit 2012

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.



The project has been gaining a creative momentum, not only because what we have accomplished thus far with GNOME 3, but also for what we must still do to deliver the best free and open desktop.

## GUADEC 2012

GUADEC is the largest annual conference for GNOME developers and users which is held annually in cities around Europe. In 2012, GUADEC was held in the city of A Coruña (Galicia, Spain) from July 26 to 1st August.

This conference had a very enthusiastic atmosphere and was very successful. There were close to 300 attendees from all around the world and a blend of old and new contributors. The project has been gaining a creative momentum, not only because what we have accomplished thus far with GNOME 3, but also for what we must still do to deliver the best free and open desktop. A complete program with more than forty presentations took part in the first core days. GSoC and OPW students participated actively in the conference, including a scavenger hunt type of contest designed to help the participants get to know the GNOME Community better, along with a series of lightning talks where they could present their work. The conference also included fun leisure activities that help the attendees get together and discover A Coruña and try culinary specialities from the region.

The keynotes were given by an interesting group of personalities that enriched the conference with several topics. Jacob Appelbaum, developer of the Tor Project, talked about privacy issues in computers. This talk was the seed of a new track of development in GNOME to protect users rights and subsequently a Friends of GNOME campaign was started in order to fundraise the development in this direction. Adam Dingle and Jim Nelson from Yorba gave a detailed analysis about how free and open applications can use crowdfunding. Alex "Skud" Bayley talked about ways of making contributing to free and open source projects more inclusive. Finally, because this year GNOME turned 15 years old, an special keynote about the early days of GNOME was given by three pioneers of the project, Federico Mena Quintero, Jonathan Blandford and Dave Mason.

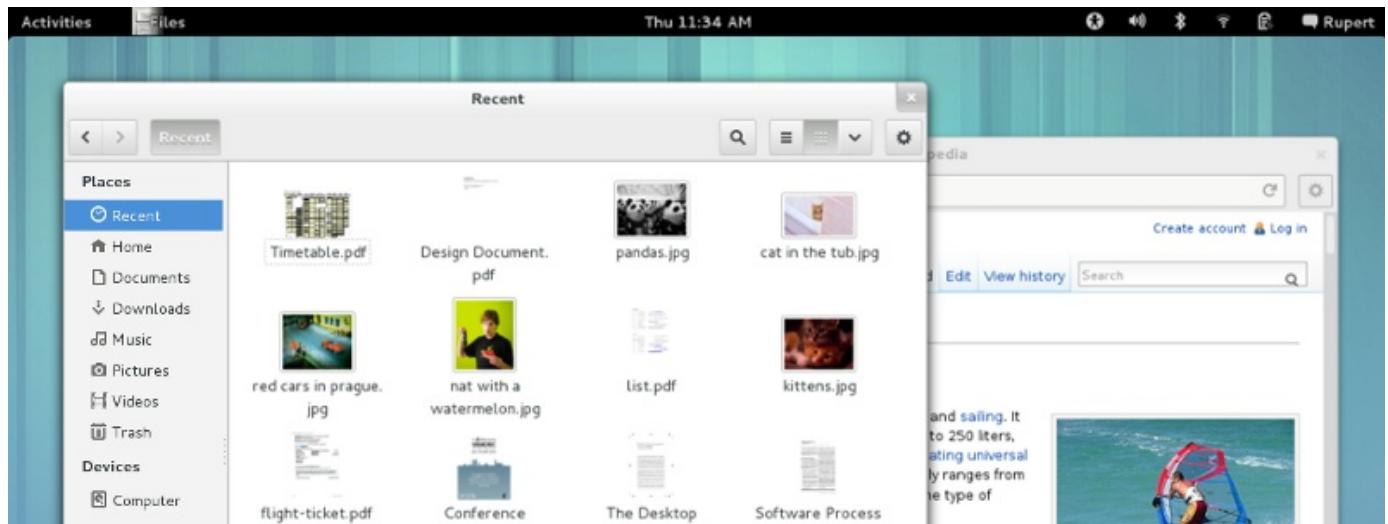
A highlight of the conference was a congratulations from the Galician government on the 15th year anniversary of GNOME. The regional government is using GNOME in the Abalar Project, set to reach 44,000 students and in the CEMIT Network, the galician Network for the Modernization and Inclusion Technology, which has over 14,000 users. Adrian Lence, director of the Infrastructure and Telecommunications Amtega "is a superb example of the virtues of free software".

The final days of the conference were very productive with several BoFs and Hackfests. GNOME Hispano also offered a Spanish speaking track in order to lower the language barrier for local people interested in GNOME.

The organization was led by the local associations GPUL and GHANDALF. The organizing team was fantastic. They had everything planned down to the smallest detail, including a rock solid network infrastructure. Facilities and infrastructure were provided by the University of A Coruña, which was actively collaborating with the organization of the meeting. The Faculty of Computer Science hosted the event and GNOME users and developers were kindly gifted by a excellent organization and resources to share experiences and new ideas about the future of GNOME.

The regional government of Galicia, Xunta de Galicia, supported this event in order to promote free software in the region. Thanks also to Canonical, Collabora, Google, Igalia, Red Hat, openshine, Open Invention Network, Mozilla, The Linux Foundation and Codethink for sponsoring this great event.

## GNOME 3.4 and GNOME 3.6



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 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:

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.

"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

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.

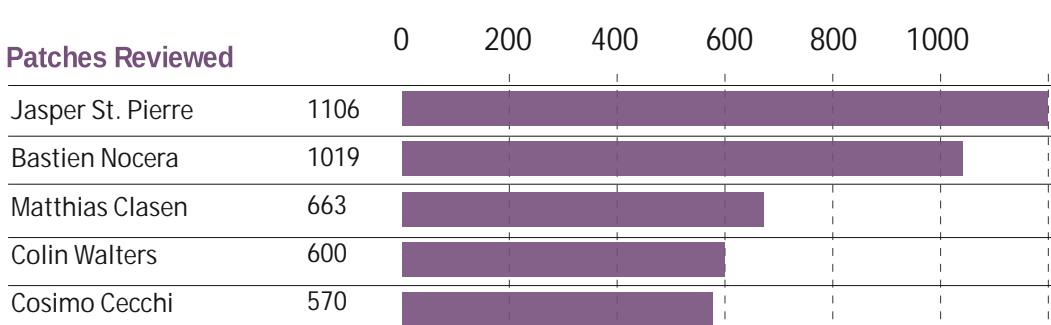
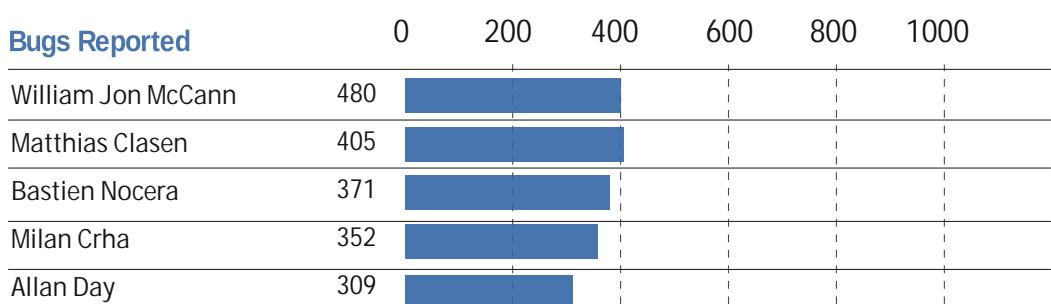
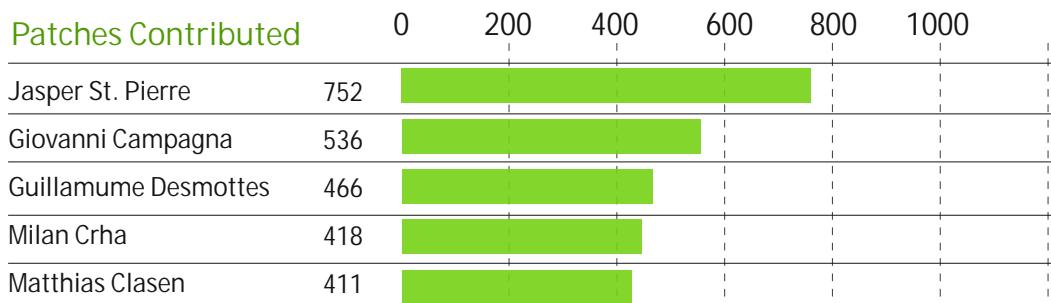
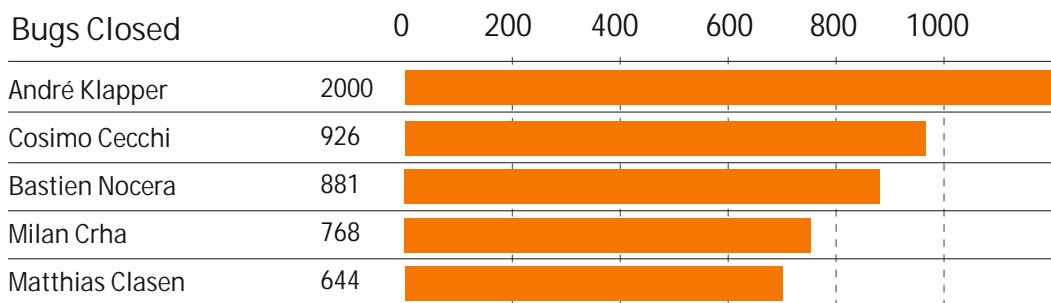
Marina is an essential member of the GNOME community. While a developer on the shell team at Red Hat, Marina has also made time to volunteer and develop GNOME's outreach programs. In particular, Marina picked up the work that was done from the 2006 Outreach Program for Women and made it into a groundbreaking 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
<b>Open Reports at the end</b>	43.298	44.003	42.828
<b>Opened in that year</b>	23.642	28.287	32.232
<b>Closed in that year</b>	24.093	27.552	30.534

(\*): Excludes reports marked as enhancements





The Sysadmin team worked hard on several fronts making sure several services were properly installed and configured for GNOME users. During this year the extensions.gnome.org website was launched, the sysadmins took care of it preparing a virtual machine which is currently hosted at the Phoenix's Red Hat datacenter.

The GNOME Infrastructure discussed and lately agreed on installing what will be the substitute of JHBuild, OSTree. The original proposal came from Colin Walters, who was given access to a virtual machine for starting his build tests.

A Piwik instance has been installed to track the statistics of multiple GNOME websites including www.gnome.org, planet.gnome.org, news.gnome.org and projects.gnome.org. Also the GNOME Sysadmin team received the Class 2 level SSL certificates from StartSSL, several GNOME services and websites were covered by SSL and the expired certificates were removed and replaced.

In regard to our Wiki, the machine that was hosting our MoinMoin instance became too old and many existing problems were found (including Out of Memory issues taking down the Wiki for several hours), live.gnome.org was then moved to its own virtual machine and assigned a good amount of CPU and RAM covering the present and future loads.

Two more virtual machines were created during this period: one (bugzilla-new) to start testing the latest Bugzilla 4.4 release and the other (restaurant) to replace our main Postfix host that was standing on a very old machine ready to be retired.

In addition to that the GNOME machines hosted by Canonical were moved to another datacenter and upgraded to the latest available Ubuntu's LTS release.

Lastly our main database host (drawable) had a RAID failure back in June 2012, the failed drive was replaced successfully and the databases were migrated back from the host where they were temporary hosted.



# GNOME Foundation finances 2012



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. Looking at previous records, this appears to be the highest amount of personal donations that the GNOME Foundation has ever received. Income from the annual advisory board fees, however, dropped by 21.1% to \$150,000. The decrease in advisory board fees is largely due to late payment of invoices and not reduced commitment by our advisory board members, although one member did step down.

The GNOME Foundation spent over \$201,900 on employees, a 55% increase from the previous year. This increase reflects the fact that in the previous year there was a long period of time where there was no Executive Director. 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 to improve GNOME for everyone.

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.

## Incomes, 2010 to 2012

	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% ▲

## Expenses, 2010 to 2012

	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% ▼

# A conversation about the travelling GNOME



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 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!



POWER  
AND  
MARK

HYDE & RE  
FISHERMAN  
WHARF



# Friends of GNOME contributors



Thank to all friends of GNOME that contributed in 2013!

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

# Friends of GNOME contributors



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

## Advisory Board and hackfest sponsors



The Advisory Board is made up of organizations and companies that support GNOME. The Advisory Board has no decision-making authority but provides a vehicle for its members to communicate with the Board of Directors and help the Directors guide the overall direction of GNOME and the GNOME Foundation.

The Advisory Board consists of representatives from the following GNOME Foundation member corporations and projects:

**CANONICAL**

**Collabora** The Collabora logo features the word "Collabora" in a bold, black, sans-serif font next to a blue graphic element consisting of three interconnected circles of varying sizes.

 **debian**

 **FREE SOFTWARE FOUNDATION**

 **Google** <sup>TM</sup>

 **IBM**

 **igalia**

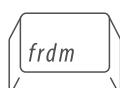
 **intel**

 **mozilla**

 **olpc**

 **openSUSE**

 **redhat**



**Software Freedom  
Law Center**

 **sugarlabs**

Without these companies and organizations our hackfest wouldn't have been possible.

 **CITY of  
LARGO**  
[WWW.LARGO.COM](http://WWW.LARGO.COM)

 **Collabora** 

 **igalia**

 **mozilla**

 **openSUSE**

 **redhat**



## Articles written by:

Emily Gonyer  
Karen Sandler  
Fabiana Simões  
Sriram Ramkrishna  
Brett Legree  
Juanjo Marin  
Dave Nearly  
Bastian IIsø

## Design by:

Daniel Galleguillos  
Andreas Nilsson

## Photos by:

Fill-me-in

