GNOME

ANNUAL REPORT
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Table of contents

Foreword

GNOME 3

Two years in review

Foundation development

Letter from the GNOME Foundation Executive Director

The publication date of this biannual report is roughly one year from when I started as Executive Director of the GNOME Foundation. Most of the period it covers is before I joined, and a discussion of the accomplishments of this period needs a big acknowledgement and thank you to the folks that drove the organization during this time. In fact, it's because of the amazing work that you'll read about in this report that I knew it was the right decision to come and work for GNOME. During the first part of this time, Stormy Peters held the role of Executive Director and worked hard to steer the Foundation. I personally have learned a great deal from her and I think the organization benefited greatly from her dedication and hard work!

The second-most significant period of time represented in this report was the ten month period after Stormy left the GNOME Foundation but before I was hired. During this time, all of the affairs and activities of the GNOME community and Foundation were steered by volunteers. I find this incredibly inspiring. Not only did things keep running smoothly during this time, but GNOME released GNOME 3.0 - one of the most major releases in many years! The love of the project by its community, the boldness of the new design and the forward looking nature of the rewrite inspired me about the possible future of free software. GNOME 3.0 and the commitment of the GNOME community were just about the only thing that could get me to think about leaving a job I loved at the Software Freedom Law Center.

At SFLC, I'd been advocating for software freedom by using my personal experience as a person with a heart condition and implanted heart device to demonstrate how much we rely on our software and how important it is that all of our society and life critical software be available for review. This message has a lot of resonance - afterall, my message comes from the heart and my life depends on software that I'm not allowed to even look at - but invariably when the message gets abstracted beyond medical devices, usability becomes the main obstacle. How can we expect ordinary people to choose freedom if the software that is available isn't something they can use right away? How can we get ordinary people to even start thinking about ethics and equality in technology if there are basic barriers to entry?

The volunteer community and the companies that work with us are helping to shape an extraordinary desktop that makes computers accessible to all, without any compromise regarding freedom. As you read about the two years that this report focuses on, you'll learn about the great initiatives accomplished by this inspiring group of people. I'd like to thank our foundation members, advisory board members, event sponsors, board of directors, Friends of GNOME donors and of course all of the tireless volunteers who make GNOME so special. And, knowing the great work that's already been accomplished during the current year - I already can't wait to see next year's report!

Karen Sandler, GNOME Executive Director

A review of the GNOME 3 Platform

The GNOME development model relies on a powerful platform that comes with a stability API/ABI compromise. API stands for Application Programming Interface - it is what a compiler uses to build your application and ABI is the Application Binary Interface - it is what an application uses at runtime. This API /ABI stability compromise means backward compatibility in terms of source code and binary that not only benefits application developers, but also distributors and users.

Since GNOME 2.0 was released in 2002, new APIs have landed and some other APIs have been deprecated (though still available for old applications which require them). This model of iterative evolution of adding new features, libraries and technologies without breaking backward compatibility reached its limit because there were some platform libraries that were nearly unused. It was time to deprecate some modules and consolidate the new APIs and technologies: it was time for the GNOME 3 platform. For GNOME 3, the entire development platform has been revamped, consolidated and streamlined. This way, many libraries which had become antiquated were replaced by new superior ones, and still others were simplified to ease development.

On the side of deprecations we have libglade, gnomemeui, libsexy, gnome-vfs and libidl, ORBit2, libbonobo, libbonoboui, libgnome-print, libgnome-print-ui, libgnomecanvas. The functionalities that these libraries offered in the past are now included in other libraries like GTK+ or GLib.

GTK+ has been one of the components of the platform that has received the most attention in the transition to GNOME 3, with many changes large and small, including various improvements in its overall performance:

• GTK+3 made a complete break from the old drawing X11-based API's, and now uses modern graphics facilities like Cairo which are both faster and more portable.

• GTK+ 3 includes a new capacity to easily support multiple backends (these can be built against simultaneously and selected at run time). This will make make the transition to new backends, such as Wayland, much easier.

• A new visual theming system was introduced using CSS syntax with a greater range of effects such as curves, gradients and alpha colors, implicit animations and RGBA colors. Using a language that designers understand eases the creation of new themes, and reduces the developers role to a supporting one in the process.

• GTK+3 now also supports Xinput2 where applicable, allowing input device hot-plugging and support for complex input devices such as tablets. By enabling handling of multiple pointers it makes GTK+ ready for multitouch.

• Several new classes and widgets were added to GTK+3 including the GtkApplication class which takes care of many basic application tasks, by ensuring uniqueness, keeping track of windows, and exporting actions, among others.

• New widgets were introduced like GtkLockButton for privileged operations and GtkFontChooserDialog which simplifies font selection.

Clutter has consolidated as the software library of choice for creating fast, compelling, portable, and dynamic graphical user interfaces. The GNOME Shell, responsible for the new user experience in GNOME 3, runs as a plugin for Mutter. Started as a fork of Metacity, the default window manager of GNOME 2, Mutter uses the Clutter toolkit. The GNOME Shell extensions have turned into a popular developer resource for customization.

The low-level library GLib has seen numerous improvements as well to support GNOME 3 features. Possibly the most remarkable change is the addition of GVariant, a flexible and powerful datatype that stores a value along with information about the type of that value. GDBus is the new GLib implementation of D-Bus in GNOME 3, relies on GIO streams as transport layer and on the GVariant type system which is explicitly designed to match D-Bus types. GVariant also is the stone corner of the new the configuration interface GSettings. Dconf is the new high performance configuration system of GNOME that provides a backend to GSettings. It is optimised for reading by
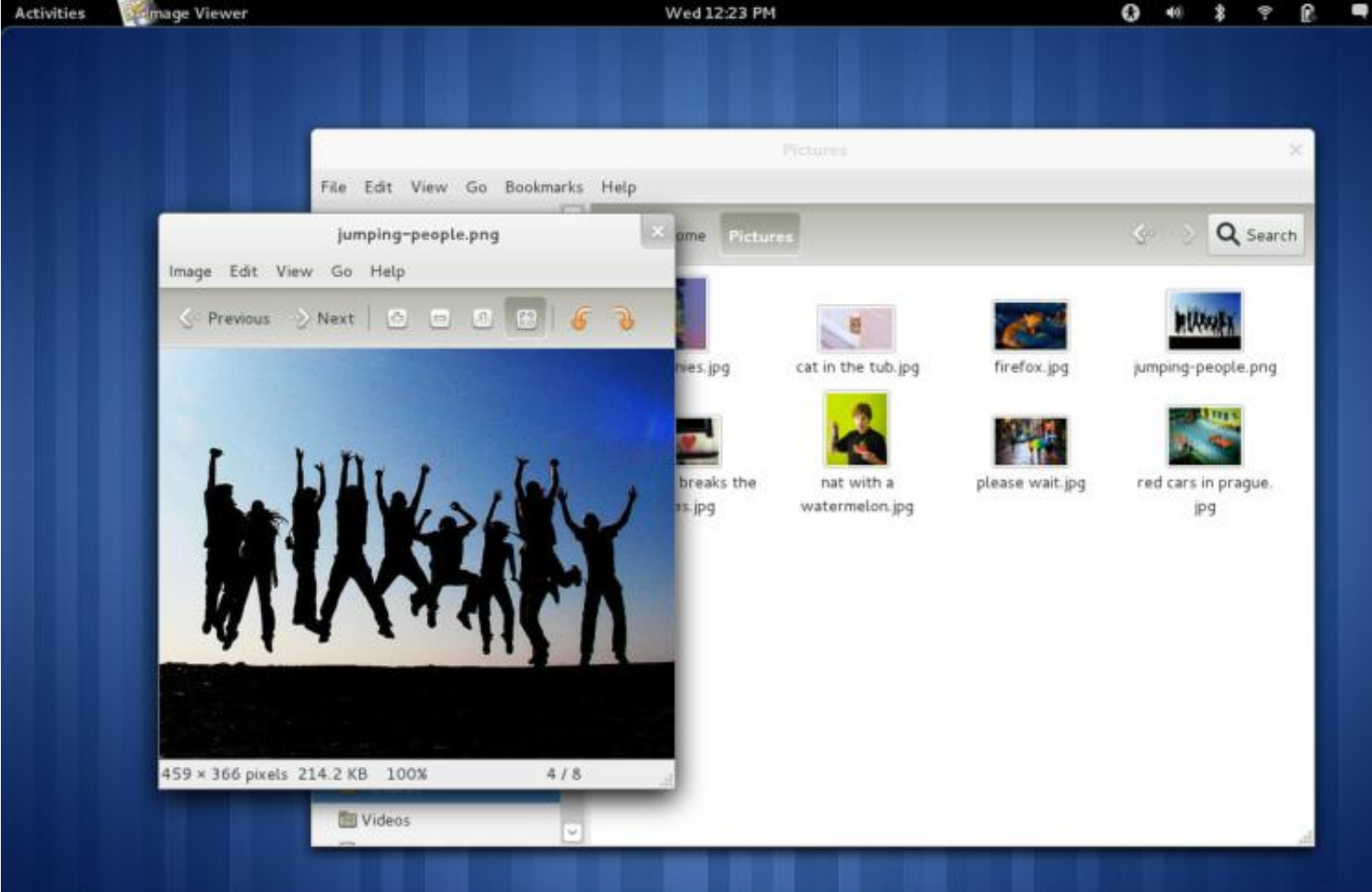
using a binary format also avoids the fragmentation problems experienced by the tree-of-directories-of-xml-files approach.

GNOME 2 Accessibility was based in CORBA/Bonobo, and GNOME 3 is the first release of the platform without any dependency to Bonobo. Though the replacement of Bonobo for D-Bus has taken place during the GNOME 2 cycles, GNOME 3 is the culmination of such process, including the migration of the Assistive Technology Service Provider Interface (AT-SPI) using D-Bus for their transport technology.

Historically GNOME has been considered a binding-friendly platform. Many bindings were created, for example the popular Python binding to GTK+, PyGTK, but the development of every binding needed human intervention in order to capture all the details. The GObject introspection included in GNOME 3 solves this by putting all of the metadata inside the GObject library itself, using annotations in the comments. This will lead to less duplicate work from binding authors, and a more reliable experience for binding consumers. This means a new generation of bindings in GNOME, like Python PyGI or Javascript gjs.

Taken together, these and the many other changes to the GNOME 3 development platform have made development more enjoyable, while also allowing developers to get started more quickly and easily. By simplifying and minimizing the number of modules and libraries needed for development, compatibility issues should decrease, leading to less problems for both developers and users.

If you are responsible for an application which makes use of GNOME's developer technologies, it is recommended that you port to GNOME 3 in order to take advantage of these improvements.

The way to GNOME 3 and the future

After some comments and criticism on the future of GNOME in 2008, the GNOME release team published a plan in April 2009 to trigger discussions in the community. New approaches were developed and GNOME Shell arose as the new default user interface of GNOME, influenced by new smaller device types and contrary to the classical panel design that had been dominant for the last fifteen years in most computer interfaces.

Originally September 2010 was targeted for the 3.0 release, but after receiving feedback from several teams in GNOME the release team decided to add another six months in order to bring the product to perfection. At the end of March 2011 members of the marketing team, design team, release team and distributions met at the GNOME 3.0 Hackfest in Bengaluru (India) to prepare the 3.0 release. As planned the release took place on April 6th, 2011. GNOME's community celebrated over 80 parties all over the world.

GNOME 3 introduced a new user experience. It provides a task-oriented and less disruptive workflow and is guided by design. While the philosophy to keep things simple remains, GNOME is not a patchwork of modules anymore but targets good interaction between integrated parts of the system.

On the way to GNOME 3 many old system libraries were replaced by modern and better integrated technology. This makes the GNOME platform more attractive and easier to use for developers.

The libraries and applications of GNOME were traditionally organized in several so-called modulesets. These got reorganized for GNOME 3 in order to define a clear core of underlying technology bits and unbranded core applications, and to provide space for excellent applications that formally do not need a blessing anymore to be an official part of GNOME. The traditional and well-received six months release cycles were kept for GNOME 3, but instead of a proposal period for packages to be officially included in GNOME, a proposal period for features was introduced to put focus on system-wide functionality and usability instead of technical implementation details like modules. The feature proposal concept helps with project wide release planning and keeping a long term view instead of focusing only the next release and on specific modules.

After the release of GNOME 3.0 Alejandro Piñeiro Iglesias, Colin Walters, Javier Jardón and Luca Ferretti joined the GNOME release team. Karsten Bräckelmann, Frédéric Crozat, Lucas Rocha and Vincent Untz left after many years of hard work.

In late 2011 it was discussed and decided to merge the several different freezes in GNOME's development schedule in order to simplify it. Since 3.4 the API Freeze, UI Freeze and Feature Freeze happen at the same time, making it easier for developers to follow.

Words about GNOME 3

"The solid technical work that has been done under the hood really complements the new user experience features in GNOME 3.0. Despite some of the gaps in the feature set, I think that the environment and the new shell is a good starting point for building something even better. The GNOME contributors will be able to iterate on the design and move it forward in future updates."

Ryan Paul, Ars Technica

The moral of the story is – we, the so called tech-savvy users, may fight, argue, and create mountain out of mole, ordinary users don't care. They just need something that works. And when you hear "wow, that's cool" from an ordinary user, it means a lot."

Swapnil Bhartiya, Muktware.com

The strengths of the GNOME3 concept show more and more clearly and you begin to discover all those little niceties that soon you wouldn't want to miss anymore. A real advantage is that you can see that the desktop has been thought "as a whole" during development, everything has this certain consistent feeling, both in regards to the looks and the user experience itself."

Andreas Proschofsky, derStandard.at

It's in fact the best (read: most usable, most intuitive) Linux desktop I've ever used for kernel development and maintenance work-flows. It gets out my way, tries to be there when I need it and takes usage ergonomy and UI consistency as seriously as Apple and Google does. Kudos."

Ingo Molnar, Linux kernel developer

"In the face of constant change, both in software technology itself and in people's attitudes toward it, long-term software projects need to reinvent themselves in order to stay relevant. I'm encouraged to see the GNOME community taking up this challenge, responding to the evolving needs of users and questioning the status quo."

Matt Zimmerman

"I suffer from a common malady, Easily Distracted Syndrome (EDS). Flashy lights, running gauges, televisions tuned to static — anything blinking or back-lit steals my attention away from what's in front of me. GNOME 3 Shell's minimal and colorless chrome keeps me focused on the work at hand. This is a good thing."

Jim Nelson, Yorba Foundation

International events

GUADEC 2010

In 2010 GUADEC was held in The Hague, Netherlands, July 24-30th. The first two days were a combination of various hackfests and meetings, while the following two days were full of keynotes, 30-50 minute sessions & lightning talks. Two keynotes, one by Danny O'Brien on how free speech can be both helped & hindered by free and open source software, and another on the current state of GNOME by Fernando Herrera and Xan López were highlights. Other points of interest were the previewing of GNOME-Shell, and the announcement that GNOME 3 was being delayed till March 2011.

GNOME.Asia 2010 & COSCUP

The annual GNOME.Asia Summit for 2010 was held in conjunction with the Conference for Open Source Coders, Users and Promoters (COSCUP), in Taipei, Taiwan from August 14-15th. COSCUP is the largest free and open source software convention in Taiwan where developers, users and promoters gather from around the world to share experience and knowledge with each other. As such, holding the GNOME.Asia Summit made sense as it allowed even more people to interact and participate with each other than would have normally been the case. More than 1000 people participated in COSCUP/GNOME.Asia 2010 in person, including over 60 speakers, with another 700+ participating online through video & text broadcasts. More than 25 sponsors, 10 news outlets, 10 exhibitors, and 100 volunteers helped to make it one of the best conferences of the year. Main themes for the conference included HTML 5, Open Web, Mobile, GNOME, and FOSS licensing.

Brian Cameron, a director of the GNOME Foundation, gave a talk on the Road to GNOME 3 which looked at the history of the GNOME project, from its start in 1997 to the release of GNOME 2.3 and the (then) upcoming release of GNOME 3.0. He also discussed the work done on GNOME 2.x which led to GNOME 3.0 and the many new technologies being included for the first time such as GNOME-Shell, Clutter and Dconf/GSettings. More than a dozen other sessions were also focused on GNOME ranging from GStreamer to Bugzilla, the Bug Squad, and WebKitGTK+. Several hours were also spent focused on accessibility in GNOME.

Boston Summit 2010

The Boston Summit is an annual 3 day long hackfest held in North America. It is a chance for GNOME developers & contributors to get together in person and work on all aspects of GNOME, from the shell to documentation, marketing, community engagement and more.

In 2010, the Boston Summit was held November 6-8th at MIT's Tang Center. Most of the work focused on the upcoming release of GNOME 3, including new themes, fonts, guidelines for applications & compatibility. Talks included where GNOME is/was headed, future goals, module sets, Gtk+/WebKit, Clutter 2.0, and Gestures among others.

GNOME.Asia 2011

In 2011 the annual GNOME.Asia summit was held in Bangalore, India, at Dayananda Sagar Institutions April 2-3rd. Dozens of talks focusing on GNOME 3 were given, including ones on the future of GNOME by Brian Cameron and the design of the desktop by Allan Day. Over 1000 people attended, hearing talks which were almost entirely focused on GNOME-related topics. Topics included the importance of free software, becoming a contributor, the GNOME user experience, GNOME-Shell, Evolution, Gstreamer, packaging GNOME in Debian and many others.

The 2011 Desktop Summit

2011 saw the return of the Desktop Summit, where GNOME & KDE combined their respective conferences in Berlin, Germany, August 6-12th. Held at Humboldt University, more than one thousand people attended over the course of the conference. Multiple keynote addresses, panels, lightening talks, workshops and training sessions were held, on topics ranging from copyright assignment, GNOME-SHELL Iterations, GStreamer, integration, collaboration, complexity of technology, open standards and much, much more. Other highlights included the Traveling Pants, Akademy Awards, and an award session for 'Berlin's future is open".

Montréal Summit 2011

In 2011 the annual 'Boston' Summit was moved to Montréal, Canada. Held at the École Polytechnique de Montréal, in the Pavillons Lassonde, October 8-10th. Since the summit occurred just after the release of GNOME 3.2, talks focused on upcoming features in GNOME 3.3/3.4, dovetailing with discussions on the mailing lists. Presentations included those on Baserock by Lars Wirzenius & jhbuild by Colin Walters, as well as others on strategy, the application menu, Google Summer of Code & how to maximize GNOME's participation in it.

Hackfests

Hackfests have become an essential activity to the GNOME project since they were introduced in 2008.

A hackfest is a short activity during the development cycle that helps to accelerate the coordination and development of specific teams and/or tasks. Hackfests also help us to explore new areas of development, keep the community vibrant behind a common goal.

Year	Hackfests	Attendees
2008	3	55
2009	6	57
2010	11	137
2011	11	109

Event	Location	Date	Attendees
Accessibility	Seville, Spain	Oct 09-13	21
GTK+	A Coruña, Spain	Oct 18-22	15
Snowy	Boston, USA	Nov 05-08	6
Dev Tools and Documentation	Berlin, Germany	Dec 02-05	12
WebKitGTK+	Coruña, Spain	Dec 05-12	11
PyGOBject	Prague, Czech Republic	Jan 17-21	9
GNOME+Mono	Brussels, Belgium	Feb 07-11	8
Sysadmin	Los Angeles, USA	Feb 25-27	3
Documentation	Toronto, Canada	Mar 17-22	8
GNOME 3	Bangalore, India	Mar 30-Apr 03	15
Accessibility	A Coruña, Spain	May 09-13	11
Documentation	Cincinnati, USA	Jun 06-08	6
IM, Contacts and Social	Cambridge, England	June 13-17	16
GObject Introspection	Berlin, Germany	Aug 10-15	14
GStreamer	Prague, Czech Republic	Oct 24-25	12
WebKitGTK+	A Coruña, Spain	Nov 29-Dec 05	19

Some highlights

Documentation hackfest agenda

The hackfest in Cincinnati was held right after The Open Help Conference, a gathering of various people working on Free/Open Source Software documentation. The conference served as a warm up for the hackfest and let the GNOME documentation team engage with other fellows. The main goal was to start planning the documentation for GNOME 3.2.

• Complete the new desktop help for Gnome 3.0
• Complete or review help for core Gnome applications
• Time permitting, add more content to the new Style Guide
• Evaluate the desktop help for missing topic areas, checking forums/lists/etc for common questions and problems.
• Review the planned new functionality for 3.2 and stub new topic groups.
• Review existing Mallard application help. Make a plan for each to update them for 3.2.
• Triage old application manuals and decide which ones will be redone as topics in 3.2.
• Do topic planning for any planned new Mallard documents.
• Update gnome-help for new 3.4 features
• Discuss possible changes to intro help page to make it more friendly to touch interfaces
• Mobile-friendly XSLT style sheets for Mallard help?
• Discuss style guide / word usage guidelines
• Documentation for developers
• Finish the new Platform Overview.
• Write more tutorials for the new developer demos.
• Update and revise the platform overview

Accessibility hackfest agenda

Plan for GNOME 3 is that community members are stepping up to take ownership and help out where they can. This includes the following:

• Joanie Diggs taking over leadership of Orca as well as continuing to work on WebKitGtk accessibility
• Li Yuan, Nagappan Alagappan, and Mike Gorse joining forces to help with AT-SPI/D-Bus, with Li also helping to figure out other AT-SPI related stuff, such as libgail-gnome and login-helper
• Ke Wang continuing his work with the Java ATK Wrapper as a replacement for the Java Access Bridge for GNOME
• Eitan Isaacson working on a new way to represent the AccessX status, helping with Caribou, and helping with Accerciser
• Bryen Yunashko taking ownership of leading VizAudio to completion
• Ben Konrath continuing his work on Caribou, including incorporating ideas he got from seeing things at CSUN
• Alejandro Piñeiro Iglesias (API) taking leadership for Clutter and GNOME Shell accessibility
• Flavio Percoco Premoli continuing work with MouseTrap, including incorporating ideas he got from seeing things at CSUN
• We decided it was acceptable to not port CSPI to AT-SPI/D-Bus. The biggest impact this will have will be on GOK since GOK relies immensely on CSPI. With the work on Caribou emerging as a potential replacement for GOK, we decided the risk is OK.
• Transitioning from old leadership to new one
• Spread FOSS on accessibility are for real
• GNOME booth at CSUN

Hackfest sponsors

The hackfests in 2010-2011 was possible thanks to these kind hackfest sponsors.

Thank you pants

Thank You What?

You heard right, that's "Thank You Pants". The pants are an annual award given for outstanding service in the GNOME community. Why? Well, it's hard to say. You can only imagine the results of a Google search of the subject. Most GNOME folks associate the original pants award with Jeff Waugh, pictured here enjoying his pants. Andreas Nilsson remembers that Jeff was the GNOME release manager at some point, and one day he got a package in the post. He opened it and found a pair of pants and a small letter that said something along the lines of, "Hi Jeff and thank you for your amazing work on GNOME, here is a pair of pants." Hmmm... well that explains it.

Former GNOME Executive Director Stormy Peters mentioned the award in a blog post in 2009, as an example of an "unexpected" reward. She cited a research study which showed that "unexpected rewards are better than expected rewards." The study found that children who were promised a reward for their work did not produce as much results as children who expected no reward. Stormy thought that the contributors in the open source community were a perfect example of this finding, and that the GNOME Thank You Pants were just such an "unexpected reward".

In my interviews with two of the past winners of the Thank You Pants, I learned how much these worthy recipients appreciated their unexpected reward.

Gil Forcada and Silvia Miranda received the award in 2010. Gil answered a few questions about his experience.

What kind of contributions have you made to GNOME?
I've been helping organize GUADEC since 2006, being a volunteer helping on the info desk and making sure everything goes as smoothly as possible.

I'm the Catalan coordinator for the Catalan GNOME translation. I also have a "seat" on the Coordinator Team for the GNOME Translation Project. From time to time, I help programming on Damned-Lies (the software that powers http://l10n.gnome.org).

Do you still work on the project?
Yes! I love GNOME and I'm always thinking of things I would like to do to help improve it. But that thing called "job" keeps getting in my way. Still, I try to keep the Catalan translation as near 100% as possible.

How did it feel to win the prestigious Thank You Pants Award?
I still feel ashamed of having received such an honor. Looking at the past winners I feel nothing compared to them. I was so shocked when they said our name that the one sitting next to me had to say, "Hey, it's you!!".

Did the pants fit?
Yeah, the belt helped though :D

Matthias Clasen was kind enough to speak to me as well. He won the award in 2011.

What kind of contributions have you made to GNOME?
Maintaining GTK+/GLib for a number of years now, but also contributing across the desktop - with patches in almost every desktop component.

Do you still work on the project?
Yes, very much.

How did it feel to win the prestigious Thank You Pants Award?
Honored, but unprepared :-)

Did the pants fit?
Yes, I've even worn them to the office once!

So, there you have it. The pants are an unexpected, but highly admired reward for a job very well done... and you can wear them.

GNOME Outreach Program for Women

The GNOME Outreach Program for Women has been a great success over the last two years. The program began with a track on women at the Libre Planet conference in March of 2010, followed by the first ever Women's Dinner at GUADEC 2010 where 15 women attended. Marina Zhurakhinskaya gave a short presentation to the GNOME Advisory Board and the Annual General Meeting on the women's outreach program efforts.

In 2010 GNOME encouraged women to apply to Google Summer of Code (GSoC). In the end, five women did so, and two were selected, although only Christina Boumpouka finished the program, working on GNOME-Shell. In the fall, the GNOME Foundation allocated $25,000 to the new Outreach Program for Women (OPW), with eight candidates selected from seven countries working on five projects, sponsored by Google (4), GNOME Foundation (3) and Collabora (1). All of the interns from the first round had their work included in GNOME 3.

Student	Location	Project	Mentor
Tiffany Antopolski	Toronto, Canada	Documentation	Paul Cutler
Nanci de Brito Bonfim	Salvador, Brazil	Anjuta	Sébastien Granjoux
Luciana Fujii Pontello	Belo Horizonte, Brazil	Cheese	Thiago Sousa Santos
Eugenia Gabrielova	Chicago, USA	Anjuta	Johannes Schmid
Laura Elisa Lucas Alday	Buenos Aires, Argentina	Cheese	Daniel Siegel
Hellyna Ng	Jhor, Malaysia/Singapore	GNOME Shell	Marina Zhurakhinskaya
Natalia Andrea Ruz Leiva	Valparaíso, Chile	Documentation	Shaun McCance
Chandni Verma	Lucknow, India	Empathy	Danielle Madeley

In 2011 the GNOME's outreach program came into its own, with over 25 participants in OPW & GSoC. Over the summer, it was decided to set the same dates as for GSoC which proved successful in encouraging more women to apply for both programs. In the end eight OPW interns were selected along with an additional seven through the GSoC program from eleven countries working on ten different projects from Documentation to GNOME-SHELL.

GNOME Outreach Program for Women, May – August 2011

Student	Location	Project	Mentor
Aline Duarte Bessa	Salvador, Brazil	Documentation, Access...	David Bolter & Joanmarie Diggs
Meg Ford	Chicago, USA	Art, Accessibility	David Bolter & Andreas Nilsson
Ekaterina Gerasimova	Berlin, Germany	Documentation	Shaun McCance
Julita Inca	Lima, Peru	Documentation	Phil Bull
Yu Liansu	Beijing, China	Art	Andreas Nilsson
Priscilla Mahlangu	Pretoria, South Africa	Localization	Friedel Wolff
Anita Reitere	Riga, Latvia	Documentation	Phil Bull
Kelly Sinnott	Las Vegas, USA	Documentation	Shaun McCance

Google Summer of Code 2011

Student	Location	Project	Mentor
Tiffany Antopolski	Toronto, Canada	Empathy	Danielle Madeley
Tamara Atanasoska	Skopje, Rep. of Macedonia	Anjuta	Johannes Schmid
Neha Doijode	Karnataka, India	GNOME Shell	Marina Zhurakhinskaya
Nohemi Fernandez	Chicago, USA	GNOME Shell	Dan Winship
Raluca Elena Podiuc	Bucharest, Romania	Cheese	Luciana Fujii Pontello
Srishti Sethi	Rajasthan, India	GCompris	Bruno Coudoin
Madhumitha Viswanathan	Chennai, India	GTG	Luca Invernizzi

Nine interns from the first two rounds attended the Desktop Summit in Berlin, Germany in August. Some of them did a lightning talk during the GNOME & KDE Interns Showcase, and attended the GNOME Women's Dinner (which grew to 23 attendees!).. Three interns also attended the Montreal Summit in Canada, while Marina Zhurakhinskaya & André Klapper attended the GSoC Mentors Summit in Mountain View, California.

The third round of GNOME's OPW began December 15, 2011 and ran through March 15, 2012. The largest OPW round so far, twelve interns from eleven countries were chosen, working on twelve projects, including six which had not previously had interns through the program (Marketing, Pitivi, Games, Web Development, Gedit, & Javascripter's Guide to GNOME).

Participant	Location	Project	Mentor
Marta Bogdanowicz	Berlin, Germany	Documentation	Ekaterina Gerasimova
Kasia Bondarava	Minsk, Belarus	Localization	Ihar Hrachyshka
Christy Eller	Paonia, Colorado, USA	Web Dev and Marketing	Allan Day
Emily Gonyer	Carrollton, Ohio, USA	Marketing	Karen Sandler
Jovanka Gulicoska	Skopje, Rep. of Macedonia	Empathy	Danielle Madeley
Susanna Huhtanen	Helsinki, Finland	JavaScripter's Guide	Cosimo Cecchi & Johannes Schmid
Laura Lazzati	Buenos Aires, Argentina	gedit	Paolo Borelli
Mendy Meng	Sydney, Australia	GTG	Luca Invernizzi
Andiswa Mvanyashe	Pretoria, South Africa	Localization	Friedel Wolff
Antigoni Papantoni	Lausanne, Switzerland	Pitivi	Jeff Fortin
Patricia Santana Cruz	Las Palmas GC, Spain	Cheese	David King
Sophia Yu	Xi'an, China	Games	Jason Clinton

Interview with Marina Zhurakhinskaya

Marina, you've co-ordinated the GNOME Outreach Program for Women for the past two years. Can you tell us how you got involved in GNOME yourself?

I joined Red Hat six years ago to work on a social networking product after seeing a posting from the team's manager on LinkedIn. I had used Linux through my college years and at my previous job, but I didn't have any experience contributing to free software. In fact, I remember puzzling over why there was a choice between two options - GNOME and KDE - at the login screen of my Red Hat Enterprise Linux workstation at my previous job, and wondering how was I supposed to know which one to pick.

Four years ago my original team was merged into the desktop team and I started working on GNOME. With many great GNOME contributors out there, it's uncommon for the desktop team to hire someone who is not an established contributor, so the fact that I ended up working on GNOME is a happy coincidence.

Do you think we're doing a good job as mentors in the GNOME community? What could we be doing better?

We have a lot of resources for someone who wants to start contributing to GNOME and people are generally happy to help, but we need to have more people taking an active role in informally mentoring newcomers. It'd be great if there were more people hanging out on #gnome-love and answering questions there.

It'd also be great if people suggested a suitable first bug to fix to newcomers and mentored them through the process of getting the patch committed. We should not be afraid to direct newcomers in what bug to fix first, as this will actually help them get started and learn things that will inform their subsequent contributions. Every Detail Matters is a great initiative to point out bugs that are important to fix to contributors with any level of experience.

Recently, we used the list of mentors [1] we already had for the Outreach Program for Women to start a more general list of GNOME mentors who are willing to informally mentor any newcomer any time throughout the year. Everyone is encouraged to add themselves & their project(s) to the list!

GNOME Mentors List: What do you think are the main issues that we need to work on as a community to see more women get involved in GNOME?

We need to spread the word more about the mentorship and internship opportunities we have for women. Out of the 12 participants we have this round, 3 received this information because I contacted people or groups in the area. One of these women and 6 others were encouraged to apply by someone locally. One woman was regularly reading Planet GNOME and 2 others were already involved in the GNOME community. If more people use the resources we provide for spreading the word at their university and local technical community for the next round, we would reach more women! The request to do so and the resources will be out sometime in February.

Beyond that, it would be great to organize events at universities and local technical communities that teach people the basics of how to contribute to free software, such as using a bug tracker, revision control system, and IRC. It's important to start with basics in order to attract a wider audience. The Open Source Workshop [2] at MIT organized by OpenHatch is one example of an event that many students found useful. It has excellent materials and interactive exercises available online. Also, it would be great to organize events where people can get help installing GNOME and starting to contribute to it. Being able to try things in a supportive environment where experienced contributors can help resolve any setback within minutes would help many people make the first step, which is the hardest. Emphasizing the collaborative style and mentioning the Outreach Program for Women in advertising such events would help attract women to attend them.

Do you think that there's a need for a mentorship and outreach team? You mentioned that you want to get people informally mentoring, labeling some bugs "easy-fix" and committing to helping people fix them.

Formalizing the mentorship and outreach team is a good idea and we have already created outreach-list@gnome.org to steer the effort. At the same time, everyone in GNOME should consider informally mentoring newcomers, marking bugs that they can help a newcomer fix with the "gnome-love" keyword, signing up for the gnome-love@gnome.org mailing list, and hanging out in the #gnome-love IRC channel.

I also think we need to continue the effort to get women involved in the project for as long as we see that women who have a potential to be strong contributors are not getting involved in the same way as men who have this potential. Even though the number of women who are contributing to GNOME is rapidly growing with the help of the program, there are many women who have this potential who we have not reached yet. So what's common for us, might not yet be perceived the same way by people outside the project or free software community.

Why do you think that there are women with the potential to contribute who aren't?

So I believe the main issue has been that they were not sure where to start. The program provided just the right encouragement and support in getting started.

Do you have any tips for other projects which might like to do something similar? Perhaps some pit-falls they might need to avoid?

Yes, enabling interns to attend conferences and hackfests is very important. Meeting other people who are committed to GNOME and becoming friends with them motivates the new contributors to stay involved. Besides meeting face to face, there are also many problems which are easiest to resolve with two faces in front of one screen.

1. http://live.gnome.org/GnomeLove/Mentors
2. http://openhatch.org/wiki/Open_Source_Workshop

Google Summer of Code 2010/2011

The GNOME Project participated in Google Summer of Code in 2010 accepting 22 students, and again in 2011 accepting 26. 2010 was the first year for women to participate to GNOME through Google's Summer of Code. Two women were accepted that year. In 2011, thanks in large part to the GNOME Outreach Program for Women, 7 women were selected through Google Summer of Code. In both years, the majority of students (20/22 and 23/26 respectively) successfully completed their internships.

Students worked on a huge variety of projects in both years ranging from GNOME Shell to Shotwell, Evince, Nemiver, GObject, Getting Things GNOME! and many others. Many students have continued contributing to GNOME after their internships were completed. Among these are Javier Jardon who worked on refactoring GTK+ to make GTK+3 a reality and Raluca Podiuc who integrated Cheese into Empathy.

The contributions of Google Summer of Code students have helped push the GNOME Project into the spotlight, allowing ever more students to participate and become involved in FOSS. Their success is a testament to the hard work that both they and their mentors put into the program each year, and we commend them for their work.

Interview with Daniel Siegel

How has the Google Summer of Code program at GNOME developed in the past two years?
It's been very nice to see the whole program evolve over time. While the first rounds were quite chaotic, we have gained experience and hopefully are doing things better now. Also, there are a good deal more students interested in joining the Summer of Code program. As we only have limited seats available it can be very hard to pick the right students in each round. To ease this problem we require all applying students to provide a solution to a non-trivial bug for a GNOME module. We also try hard to maintain a list of possible student projects which we really like. This makes it easier for students to focus on one or two applications and to provide a really good application.

During the summer each student maintains a wiki page where they provide information about their progress, code and weekly reports. This is very helpful for them and others who are interested in a specific student project, but also for future reference. We also want to have the students come to GUADEC to meet the GNOME community in person and to present their projects. For this reason we are giving Summer of Code Lightning Talks where each student has the chance to present their project to a large audience.

Furthermore I really like the success of the GNOME Women's Outreach Program, which is currently in its third round. It is a brilliant project mostly lead by Marina Zhurakhinskaya which focuses on getting women in Free and Open Source software projects. If you have visited a GNOME conference, you can see how the program has already paid off, which is encouraging.

Lastly we sat down during the last Desktop Summit to discuss how we can share material and effort between the Summer of Code and the Women's Outreach Program. I really want to thank Marina Zhurakhinskaya, Sílvia Miranda, Ruben Vermeersch and Diego Escalante Urrelo for their outlay to improve the two programs and bring them together under the umbrella of the GNOME Outreach Program.

What do you think the most challenging part of being a mentor is?

I think to constantly be able to motivate one's student. You know, most of the mentors have a job or are students themselves, so their time is often limited. On the other hand a student really needs their mentors time and guidance. Therefore I really admire mentors who are able to positively influence the student's passion for their project and the desire to become involved in other areas of the GNOME project.

Are GNOME hackers good mentors?

Of course they are, as every mentor is willing to spend time and energy for their student. In most cases a good mentor is the maintainer of the project or a person with a great insight of the happenings inside a module. But the most important thing of being a good mentor is time, dedication and a willingness to help a student to finish their project successfully.

If you are interested in becoming a better mentor, I strongly suggest reading Federico Mena-Quintero's mentoring howto [1]

What do you think the biggest successes of GNOME's participation in summer of code the past two years are?

In my opinion the biggest success is to see a student getting deeply involved in the project. When I see previous students attending conferences for several years, finding friends in the project and occupying an important role in the project, those are the moments where I feel that the mentors and administrators did a good job. And of course it is always great to see the students projects merged and become an integral part of GNOME.

How can we improve?

The two problems we are facing are unmerged code and disappearing students after the summer. We are getting better each year but it is tedious work and often you can't do much due to personal or technical reasons. This can be very unfortunate for us.

But fortunately we can improve. We can make sure the student projects are relevant, manageable, and the code can be landed incrementally during the summer. This will lead to a higher motivation and a higher probability of merged code. Then we will try to encourage students to connect to possible mentors well ahead of the Google Summer of Code application deadline, in order to make contributions specifically to the project they are applying for, and develop a project proposal with a mentor.

What would you like to see in the next Google Summer of Code round?

A better integration of the students into the community can have a huge impact on the motivation of students and mentors. Since 2010 we have had a dinner during GUADEC where the students can meet other students and members of the community. Next year we are planning to improve this by providing several ways to quickly get to know to key figures and other members of the community.

I love your instructional videos! Are there any new videos or tutorials in the works?

Thank you! At some point I stopped doing new tutorials, as stable bindings for advanced GNOME technologies weren't available at that time and it wouldn't make much sense to force people to compile the bindings themselves. But sure, if people like them I will certainly do another series.

Which of the ones you've done have been the most successful or popular?

They were all much more successful than I ever imagined and I want to thank everyone for all the positive feedback I received. As all went into quite different directions I can't really tell which one is the most popular but people seemed to like some interactivity and multimedia, such as the video player, the guitar tuner and the photo viewer.

Where was the Traveling Gnome, really?

It is rumored to have joined the Swedish Conspiracy. Occasionally, some really great GNOME hackers post the whereabouts on https://live.gnome.org/TravellingGnome

1. http://people.gnome.org/~federico/docs/summerofcodementoringhowto/

GNOME User Groups

In 2010 following GNOME.Asia/COSCUP, Taiwan created a GNOME Users Group and have subsequently held several GNOME workshops. They also held a GNOME 3 launch party in Beijing, Taiwan and Hong Kong via Justin.TV, and later recorded a GNOME User Video at GNOME.Asia in Bangalore, available at http://youtu.be/jHB-N_rOZA*

The 7th GNOME Forum was held November 5-6, 2010 in Brazil in conjunction with the GNOME ENSL – Northeastern Meeting on Free Software in Natal, RN. Twelve sessions were held over two days on a variety of topics related to developing, translating and promoting GNOME and related technologies.

Numerous GNOME Users Groups held GNOME 3 launch parties April 6 – 10, 2011, including parties in Taipei, Taiwan; Lampung, Indonesia Seville, Spain; Cartagena, Columbia; Nairobi, Kenya and many other cities around the world. A photo competition was also held in conjunction with the launch party, and many wonderful pictures were submitted. The winning photo, and 4 runners-up can be found at: http://www.gnome.org/news/2011/05/gnome-3-photo-competition-results/

GNOME Users Groups are groups of GNOME users and/or developers, typically in a specific geographic location who have an interest in GNOME. Members keep in touch through mailing lists, IRC, meetups and the occasional hackfest. All users and developers are encouraged to find a GUG near them and become involved.

Financial overview

In 2010 the GNOME Foundation raised appriximately $580,000 USD. $160,000 came from advisory board fees, about $360,000 came from corporate sponsorships, and almost $40,000 came from the Friends of GNOME program. The GNOME Foundation spent approximately $350,000 for the 2010 fiscal year. $156,000 was spent on employees and employee-related expenses. We spent approximately $82,000 on hackfests and $93,000 on conferences and other events.

In 2011 the GNOME Foundation raised approximately $340,000. Advisory board fees were up to $190,000, corporate sponsorship accounted for about $90,500, and almost $37,000 came from Friends of GNOME. Note, however, that the sponsorship income for the 2011 Desktop Summit was not received until 2012, so is not reflected in these numbers.

The GNOME Foundation spent approximately $430,000 for the 2011 fiscal year. $130,000 was spent on employees and employee-related expenses. This amount is expected to increase in 2012. We spent approximately $52,000 on hackfests and $82,000 on conferences and other events, $76,000 on the Outreach Program for Women, $50,000 in contracts, and $23,000 in general administration.

The GNOME Foundation currently has approximately $360,000 in real assets.

In 2012, we hope to fund more hackfests and events, but we can only do this with the help of our corporate sponsors and individual contributors. Advisory board fees constitute a smaller percentage of our total income than in previous years, and we rely more heavily on funding for specific events and programs. These programs can only happen with your continued support.

2010 Incomes

Administrative Fees	870.04
Advisory Board Fees	160000.00
Corporate Sponsorship	361110.73
Developer Training	17060.00
Donations	39766.46
Interest Income	647.17
Royalties	1903.66
Total	581358.06

2010 Expenses

Accessibility	6000.00
Administration	9991.28
Employees	156305.17
Events	93132.70
Hackfests	82334.85
Marketing	3657.34
Total	351421.34

2011 Incomes

Advisory Board	190000.00
Corporate Sponsorship	90488.69
Donations	36892.26
Interest Income	892.83
Money for SoC Students	11000.00
Royalties	12347.16
Total	341620.94

2011 Expenses

Administration	23715.78
Employees	129772.77
Events	82040.76
Hackfests	51661.24
Marketing	17857.19
Contracts	50000.00
OPW	76572.45
Total	431620.19

Advisory Board

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:

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These generous people donated to the Friends of GNOME Program in 2010 and 2011.
Thanks to them we are able to go forward in our mission of a free computing enviorment for everyone.

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