

GNOME FOUNDATION

2018 Annual Report



IN THIS REPORT

A Letter from the GNOME Foundation	1
Neil McGovern	
GNOME Never Stops	2
Project Updates	4
Releases	6
Sriram Ramkrishna	
Accessibility	7
Juanjo Marin	
GNOME Moves to GitLab	8
Carlos Soriano	
Events	10
Hackfests	12
Caroline Henriksen	
Conferences	14
Kristi Proгри	
Foundation Updates	18
Financial Report	20
Rosanna Yuen	
Outreach	22
Kristi Proгри	
Friends of GNOME	24
Advisory Board	25

CREDITS

Coordination

Britt Yazel, Kristi Proгри

Proofreading

Britt Yazel, Neil McGovern, Nuritzi Sanchez, Rosanna Yuen

Photos

Ahmad Haris, Britt Yazel, Caroline Henriksen, Cassidy James, Jakub Steiner, Jonathan Kang, Nuritzi Sanchez

Photo Hunting

Kristi Proгри

Design and Prepress

Caroline Henriksen

Cover elements from vecteezy.com

A LETTER FROM THE GNOME FOUNDATION



Neil McGovern

Executive Director
GNOME Foundation

With 2018 having ended, the GNOME project now enters another exciting year full of software releases, events, and computing excellence.

Looking back at the past year, 2018 brought us two large GNOME releases, versions 3.28 and 3.30, which delivered improvements across the board, particularly with performance, usability, and overall polish.

Continuing its long held tradition, the GNOME Foundation successfully hosted another iteration of its main conference, GUADEC. Taking place in Almería, Spain this past July, the conference welcomed over 200 attendees. In August, the GNOME.Asia Summit took place in Taipei, Taiwan, and participants were able to spend time with over one thousand other free software enthusiasts at the co-hosted event with COSCUP and OpenSUSE.Asia. Later, while working with our friends in the KDE community, System76, Purism, and others, the GNOME Foundation organized the Libre Application Summit (LAS) in Denver, Colorado. LAS hosted community members, developers, and designers from projects spanning the entire FOSS ecosystem to help chart the future for libre computing.

On the technical side of things, significant developments were made to better support Rust for use in the GNOME platform, GJS (GNOME's JavaScript Engine) was upgraded to support Mozilla's SpiderMonkey 52, and GNOME made the important decision to move to GitLab. The switch to GitLab is of particular importance due to the overwhelming enhancement it adds to the development process of GNOME software. Most notably, it replaced Bugzilla as a far more usable issue tracking system, and provided GNOME teams with Continuous Integration (CI) for their projects.

Over the past year, the use of Flatpak for app usage and deployment has grown significantly, making it easier to distribute the latest and greatest software to users without any risk to their system stability. This growth was brought about by advancements made to the technology driving Flatpak under the hood, and with the maturity of this technology overall. However, the most exciting point of progress came from the launch of Flathub.org as a central web front-end for users to browse and install apps directly from their browser. Flathub is a distro-agnostic centralized software repository that, above all else, has made installing and managing software easy, intuitive, and fun.

The growth of GNOME over 2018 is thanks to GNOME's talented developers, designers, contributors, and community. Furthermore, the GNOME Foundation was fortunate to receive large donations which will enable it to expand its operations going forward, beginning with several individuals being hired to fill necessary roles in the organization.

The Foundation would like to give special thanks to all of GNOME's supporters and advocates, as well as to GNOME's advisory board members, for their support.

We are looking forward to an exciting 2019! Stay tuned.

GNOME NEVER STOPS

The GNOME Foundation is a non-profit organization that works to further the goal of the GNOME project: to create a computing platform for use by the general public that is composed entirely of free software.

To achieve this goal, the Foundation coordinates releases of GNOME and determines which projects are a part of GNOME. The Foundation acts as an official voice for the GNOME project, providing a means of communication with the press and with commercial and noncommercial organizations interested in GNOME software. The Foundation produces educational materials and documentation to help the public learn about GNOME software. In addition, it sponsors GNOME-related technical conferences, such as GUADEC and GNOME.Asia, represents GNOME at relevant conferences sponsored by others, helps create technical standards for the project, and promotes the use and development of GNOME software.

While the many GNOME contributors develop code, smash bugs, write documentation, and help users, the Foundation acts as a guiding hand in the process and provides resources and infrastructure. It steers releases, determines what software is officially part of the Project, and acts as the official face of the GNOME Project to the outside world, though it delegates most of its authority to specialized teams.



APR

MAY

JUNE

JULY

AUG

SEPT

GNOME + Rust Hackfest #3

Fractal Hackfest

Shell Performance Hackfest

GStreamer Spring Hackfest

OYLG18

Google Summer of Code Starts

Outreachy Mid-Year Internship Starts

GNOME Foundation Board of Directors Elected

GUADEC

GNOME. Asia 2018

Libre Application Summit

GNOME 3.30 Release



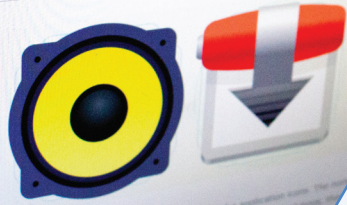
PROJECT UPDATES

With two major releases, the migration to GitLab, and the never ending stream of commits, pushes, and merges, the GNOME Project saw another exciting year on the path towards creating the world's foremost free software desktop.

Creating icons

This page provides guidelines for those creating their own icons and symbolic icons (typically used for user interface controls). For stock icons that are available, see icons and artwork.

Full-color icons



The full-color icon style is most commonly used for application icons. The icons are typically 32x32 pixels in size, but because application icons are sometimes presented at lower resolutions, a 64x64px resolution, anything more detailed would get lost by downscaling. The icon template includes a 1px grid which should help you...

Cantarell Regular

abcdefghijklmnopqrstuvwxyz
ABCDEFGHIJKLMNOPQRSTUVWXYZ
0123456789.,!@#%

The quick brown fox jumps over the lazy dog.
The quick brown fox jumps over the lazy dog.
The quick brown fox jumps over the lazy dog.
The quick brown fox jumps over the lazy dog.
The quick brown fox jumps over the lazy dog.



Boxes



Builder



World Clocks

Davis, Yolo Cou...	4:11 PM	+0
Prescott	4:11 PM	+0
London	12:11 AM	+8
Taipei	7:11 AM	+15

Weather Sacramento

30 °C	27 °C	26 °C	25 °C	23 °C
3:53...	5:00...	6:00...	7:00...	8:00...

- Five or More
- Fonts
- Four-in-a-row
- Fractal
- Games
- Geary
- GitKraken
- Glade Interface Designer
- GNOME Clcks

RELEASES

GNOME had two releases in 2018. Our first release, 3.28, was on March 14, 2018 and was named after our host city of GNOME.Asia 2017, “Chongqing”. The second release, GNOME 3.30, was on September 6, 2018 and was named after our host city of GUADEC 2018, “Almería”.

These two releases are the end-product of a community-wide push to improve the GNOME user experience, with focused attention on performance, features, and design. These improvements have significantly mitigated previously reported issues with memory consumption, and have laid the groundwork for continued performance improvements in subsequent releases.

Additionally, two preview applications were added to the GNOME default set of applications: Usage, for helping you diagnose and resolve performance issues, was introduced in 3.28, and 3.30 debuted Podcasts, for subscribing and listening to online podcasts.

Existing applications were improved as well. Boxes allows you to easily download popular operating systems with a click of a button, and can now be used as a client to connect to Windows servers for remote administration. GNOME Games received performance improvements and user experience changes to enhance the retro-gaming experience. Web now allows you to focus on web content with a new minimal “reader” view. Files and Contacts now allow you to mark your favorites so you can access them directly from the sidebar. And finally, Photos has a new “import from device” feature that lets you easily add photos from removable media to your collections, and also boasts additional tools for photo manipulation, such as shadows and highlights, as well as performance improvements.

And last, but certainly not least, the desktop has gained some great new features. Written from scratch is a brand new on-screen keyboard for improving the experience using 2-in-1 laptops and tablets. There is now support for Thunderbolt 3 connections with added security checks that are designed to prevent data theft. Many improvements have been added for configuring touchpads and Bluetooth devices. And lastly, the default interface font for GNOME, Cantarell, has undergone a significant update that improves readability and creates a more attractive experience overall.

Developing applications on the GNOME platform using GNOME Builder has improved immeasurably with the addition of a number of great features like unit testing, an improved project build interface, live updating of the navigation sidebar, and project templates for various language-based applications. Likewise, GNOME Builder has also added native support for building Flatpak apps. With GNOME Builder and Flatpak, developers can develop GNOME applications that can run natively on any Linux-based operating system that supports Flatpak.

Major changes were made to the GNOME Human Interface Guidelines (HIG) in GNOME 3.30 that will come into effect in version 3.32. Two important changes stand out: the first being that application menus will no longer be shown in the GNOME 3 top bar due to usability and design considerations, and the second being the creation of new icon formatting and style guidelines. These new icon guidelines will be put into effect in GNOME 3.32 with many, if not most, of the GNOME ecosystem receiving new designs.

ACCESSIBILITY

Accessibility is a core tenet of the GNOME Project and is a large part of our mission to provide a free software experience for everyone. In 2018, two new GNOME versions were released, adding many new features and fixes to our core suite of accessibility services.

Our Accessibility Toolkit (ATK) saw improvements with two new methods being added: `ScrollTo()` and `ScrollToPoint()`. With these two additions it is now possible for accessible technologies to better dictate scrolling behavior within applications, allowing scrolling to be much more content aware. This means that it is now possible for applications to scroll content paragraph-by-paragraph or page-by-page instead of being limited to scrolling line-by-line only.

The GNOME screen reading application, Orca, saw a significant amount of refinement. A large number of bugs were fixed, some of which addressed important usability concerns. Orca should now have better interaction with GNOME Shell, with improvements to performance, minimizing searches for unrelated labels, and many fixes for gnome-shell extensions. Initial support for Speech Synthesis Markup Language (SSML) has also been introduced in Orca, allowing us to use this XML-based markup language to assist in the generation of synthetic speech. Orca now respects SSML by introducing marks in the text sent to the speech-dispatcher. And finally, a substantial amount of effort was put into improving the screen reading experience for users who are web browsing and checking email. Specifically, improvements were added to Orca's Accessible Rich Internet Application (ARIA) specification support with the addition of aria-key shortcuts and a better presentation of displayed text in ARIA dialogs.

LibreOffice's compatibility with Orca has also been improved and expanded. A new option has been added to control how Orca audibly presents selection changes within a spreadsheet. Users now have the option to have Orca audibly read an entire range of selected values when selected cells change, rather than limiting the screen reader to only listing the cells that have changed from the previous selection. Additionally, there are now better heuristics to identify spell check dialog frames and to decrease the amount of confusion with similarly named frames.

Overall, users of GNOME accessibility technologies should be very pleased with the quality-of-life changes made to our core suite of tools, with many more improvements to come in future releases.

GNOME MOVES TO GITLAB

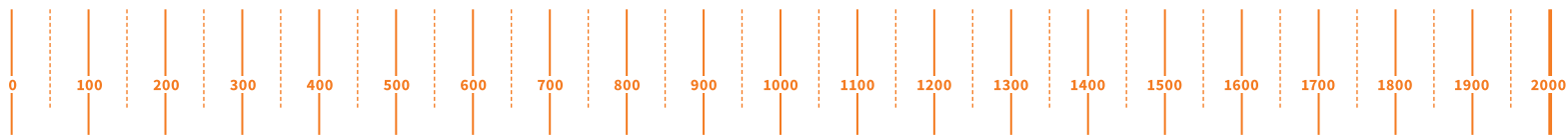
The GNOME project made the move to GitLab in June of 2018 and this transition has been one of the largest and most impactful changes to our development process in our 21-year history. With Bugzilla and other classic alternatives being increasingly more difficult to use over their newer, workflow-focused counterparts (i.e. Github, Gitlab, and Phabricator), we knew we needed to migrate to make it easier to contribute to GNOME. The decision to go with GitLab was due to it allowing self-hosting, being compatible with our FOSS ideals, and being the best all-around free software tool to simplify the contributor experience, lend transparency to decision making, and improve the stability and deliverability of GNOME Project software.

Since transitioning, the day-to-day impact of Gitlab has been incredible. We now rely on continuous integration (CI) and continuous delivery (CD) for our daily tasks, improving the stability of our software, and increasing the participation of our community in testing code changes much earlier in the release cycle.

GitLab has also become our central hub for non-code operations, being used as a general project management tool. Thanks to GitLab's advanced and intuitive project tracking features, such as issue tracking and project boards, we have seen more collaboration across different teams and groups, including the engagement team, the GNOME Foundation Board of Directors, conference organizers, and many others.

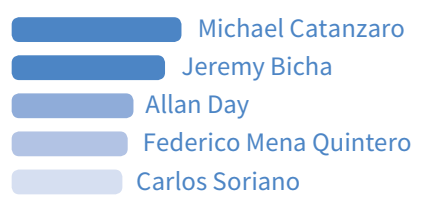
With GitLab, we have opened up our infrastructure to other communities affiliated with the GNOME project, improving our collaboration with projects such as Ubuntu, Purism, Fedora, etc. Additionally, projects that once lived on other infrastructures have started migrating to GNOME's GitLab, resulting in more than 30 new projects residing under GNOME's umbrella. This has promoted collaboration with the extended GNOME community and has bolstered our number of contributors and new foundation members.

The GNOME community should feel proud to be the reason GitLab has become the most chosen Linux desktop development infrastructure. Thanks to GNOME's leadership, other projects, such as Freedesktop and Debian, have followed suit in transitioning to GitLab. It is now easier than ever to start contributing to FOSS.

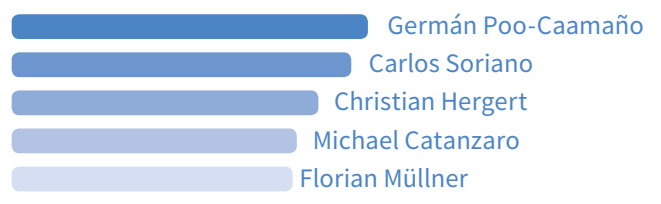


GITLAB STATISTICS

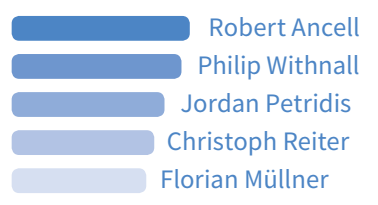
5,344
Issues Opened



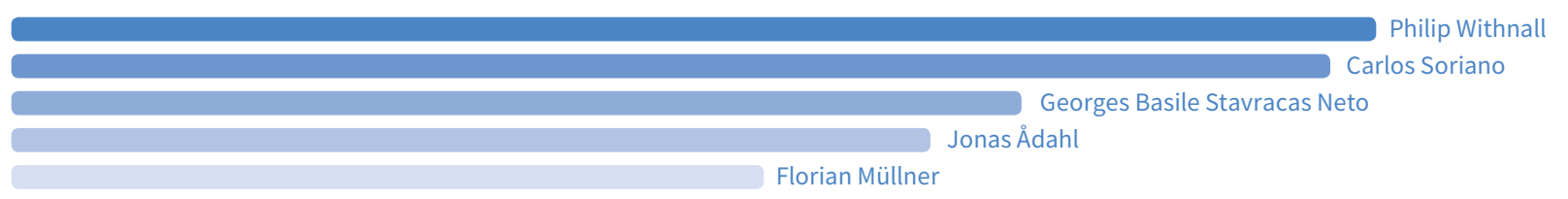
9,717
Issues Closed



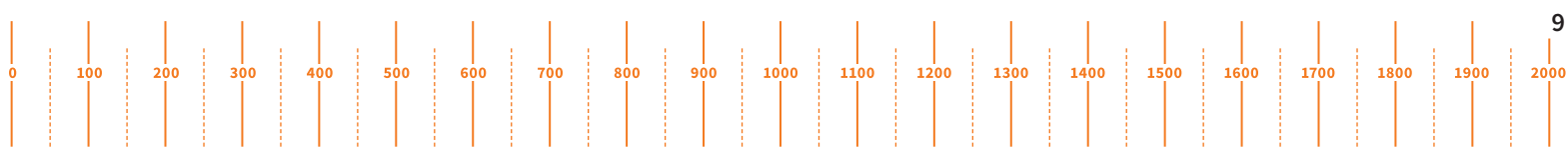
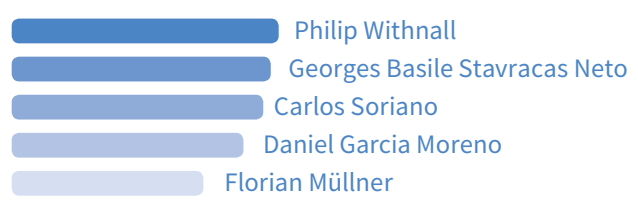
6,031
Merge Requests Opened



28,762
Merge Request Comments



7,085
Merge Requests Merged



EVENTS

GNOME participated in many events in 2018. From managing booths, giving talks, or holding Birds of a Feather (BoF) sessions, our members attended around 20 different conferences and hackfests. We hosted three major GNOME events as well. GUADEC, GNOME.Asia, and Libre Application Summit were all planned, organized, and run by our teams.





15
Unique Event
Locations

17
Total Events
Attended

7
Conferences
Attended

10
Hackfests
Attended

HACKFESTS

Hackfests are a great way to engage people and foster collaboration among our community. The GNOME Foundation supports these through organization and sponsorships.

GNOME FOUNDATION HACKFEST 2017

Berlin, Germany | October 6–8, 2017

This hackfest for the GNOME Foundation staff and Board of Directors was the first of its kind. Attendees focused on budget allocation and approval, travel policies and practices, reimbursements, committees, marketing and engagement, privacy funds, and empowering GNOME employees.

GSTREAMER AUTUMN HACKFEST 2017

Prague, Czech Republic | October 19–20, 2017

GStreamer developers and contributors gathered for two days right before the GStreamer Conference to work on GStreamer and related projects.

GNOME + RUST HACKFEST #2

Berlin, Germany | Nov 10–12, 2017

This follow-up hackfest focused on improving the interoperability between Rust and GNOME, improving the support of GNOME libraries in Rust, and exploring solutions to create GObject APIs from Rust.

UX HACKFEST 2017

London, United Kingdom | November 14–17, 2017

This small, three day hackfest allowed UX designers and GNOME Shell maintainers to work together on ongoing UX plans for GNOME Shell.

GTK+ HACKFEST 2018

Brussels, Belgium | February 1–2, 2017

The focus of this two day hackfest was to continue work started in the GTK+ BoF session at GUADEC 2017. Attendees aimed to shorten the blocker list for GTK+ 4 and create a realistic roadmap for release.

GNOME RECIPES HACKFEST 2018

Yogyakarta, Indonesia | Feb 28–March 2, 2018

The purpose of this hackfest was to allow the GNOME Recipes and Endless teams to meet and explore ways to collaborate on turning Recipes into a cooking app that works for Endless users as well as the GNOME community.

GNOME + RUST HACKFEST #3

Madrid, Spain | April 17–20, 2018

This GNOME + Rust hackfest was another follow-up event. Attendees focused on continuing work started at both previous meetings in 2017.

GSTREAMER SPRING HACKFEST 2018

Lund, Sweden | May 4–6, 2018

GStreamer developers met for a long weekend to work on GStreamer, Meson, and multimedia.

FRACTAL HACKFEST 2018

Strasbourg, France | May 10–13, 2018

This three day hackfest was a small gathering of core Fractal contributors. Attendees focused on planning a roadmap for Fractal going forward.

SHELL PERFORMANCE HACKFEST 2018

Cambridge, United Kingdom | May 14–16, 2018

The goal of the GNOME Shell Performance hackfest was to reduce the resource usage (RAM, CPU, GPU, power) of a typical GNOME session. This initiative was supported by the Raspberry Pi Foundation and the GNOME Foundation.





CONFERENCES

GNOME.ASIA 2017

Chongqing, China | October 14–16, 2017

2017 was full of reasons to celebrate: it was the 20th birthday for the GNOME Project, and the 10th annual GNOME.Asia Summit! Hosted in Chongqing, China, this event attracted thousands of free and open-source lovers.

The first day had some very interesting talks including: "The future of GNOME is You", "Building a Real Market for Applications", "Flatpak", "OSTree", "EndlessOS", "RPM-OSTree", "Blockchains", "Building medical devices from GNOME", and "Let the General Public Embrace Open Source by Being Makers". These topics generated a lot of interest in the areas of coding and translations for GNOME.

The second day had talks including: "Why FOSS in Education Makes Sense", "GNOME to 2020 and Beyond", and "The GNOME Contribution Workflow for Newcomers". We also hosted a newcomers workshop, open to everyone, which helped new contributors find a place to start.

GNOME.ASIA 2018

Taipei, Taiwan | Aug 11–12, 2018

The GNOME Foundation organized the 2018 GNOME.Asia Summit in Taipei, Taiwan. This event was co-hosted with Conference for Open Source Coders, Users and Promoters (COSCUP), a major local open source conference, and took place at the National University of Science and Technology of Taiwan (commonly known as Taiwan Tech).

GNOME.Asia Summit 2018 had two devoted track sessions that were held separately from the COSCUP tracks, providing dedicated space for the GNOME community to discuss relevant topics.

In prior years, BoF sessions were separated into different areas of interest, such as "Flatpak," "Engagement," "Docs & Translations," etc. This year the structure of BoF changed to a general GNOME BoF. Discussions centered around organizing future GNOME.Asia conferences and fostering a community in Asia.





GUADEC 2018

Almería, Spain | July 6–11, 2018

Every year, GUADEC brings together developers, designers, users, experts and enthusiasts for a week of talks, workshops, round tables, team building and more. In 2018, the conference was held in the coastal city of Almería, Spain at the University of Almería. The conference lasted for seven days, three days of scheduled talks and four days of BoFs and workshops. There were 215 attendees registered, 44 talks, 35 BoFs and workshops.

Talks of note included: "Product Management in Open Source", "Flathub", "Javascript in GNOME in 2018", "Translating Software Using Related Languages", and "DevOps for GNOME". In addition to the two standard lightning talk sessions there was a special session focused solely on GTK4. This talk presented all the internal subsystems that have seen changes covering parts such as GtkMotionController, GskRenderer, GtkSnapshot, GdkPaintable, and GtkMediaStream.

BoFs included: "Contributing to GNOME Documentation and Localization", "Theming & Ecosystem", "Multiple Displays", and "Librem 5". Two workshops were held this year: Flatpak and GitLab CI. The Flatpak workshop explained the basics of the flatpak package and gave some tricks and tips for developing with Flatpak. The GitLab CI workshop showed attendees how to properly use all features of GitLab CI for their projects. Social events this year included a tour of local ruins, paella and football on the beach, and the annual women's dinner.

LIBRE APPLICATION SUMMIT

Denver, United States | September 6–9, 2018

The goal of Libre Application Summit (LAS) was to bring together developers and all other contributors to create an effective system that encourages people to build applications on Free Software operating systems. Representatives from across the Free Software community attended, including KDE and Elementary.

LAS had approximately 80 attendees and a total of 20 talks, not only technical topics but also outreach, education, and design.

The first three days of the conference were dedicated to talks. Highlights include "Creating a Third Wave of Free and Open Source Software", "Flatpak—a Technical Walkthrough", "Elementary AppCenter", and "Qt: The Multi-Platform Toolkit".

The last day of the conference was scheduled entirely for BoFs and hacking: Engagement BoFs, Flatpak, GNOME Documentation, and a session for LAS itself. Many of the participants also worked on saving AppCenter payment methods, and after the session, there was progress on the design and UI prototypes of the app.

FOUNDATION UPDATES

The Foundation saw another strong year—new members joined our advisory board, new support staff was brought onboard, we saw many new donations, both large and small, and we were able to provide an enriching educational experience for 15 Google Summer of Code students and 2 Outreachy interns.



FINANCES AT A GLANCE

The GNOME Foundation fiscal year 2018 ran from October 1st, 2017 to September 30th, 2018. Foreign currencies are converted to USD.

INCOME

The Advisory Board fees for 2017 include \$20,000 that were a retroactive payment for 2016. Discounting that, we saw an increase of Advisory Board fees which reflected the increase of Advisory Board members. The large increase in donations was due to the two large donations we received this year. Our royalty payments have been trending downward for the last few years and continue to do so. The increase in other income shows increased interest from holding more money and the administrative fees from the GIMP project as they too received a large donation.

EXPENDITURES

Expenses for 2018 increased as planned. The employees expenditure category includes a full year of salary for our Executive Director (2017 only included eight months) and more hours for our contracted system administrator. Our events budget went up as we were able to fund more hackfests. The marketing budget reflects an increased effort to support local events, such as release parties. The doubling of the expense for outreach came from sponsoring two Outreachy interns instead of one.

FUTURE PROJECTIONS

Some of the revenue generated in 2017 is being used to support an increased staff. Our goal is to generate enough funds in the future to continue supporting the new staff members who will in turn increase our ability to support our mission.

INCOME

2017



2018



Income	2017	2018
Advisory Board	\$140,000	\$138,750
Sponsorship	\$22,667	\$21,492
Donations	\$24,020	\$823,257
GUADEC	\$86,599	\$66,928
LAS GNOME	\$-	\$16,384
Royalties	\$329	\$155
Other	\$961	\$6,831
Total	\$274,576	\$1,073,797

EXPENSES

2017



2018



Expenses	2017	2018
Administration	\$57,680	\$29,567
Employees	\$129,691	\$223,623
GUADEC	\$95,442	\$46,348
Other Events	\$9,125	\$48,772
Marketing	\$2,834	\$4,562
Outreach	\$6,500	\$13,000
Other	\$961	\$6,831
Total	\$301,272	\$365,872



OUTREACH

GNOME participates in two outreach programs: Google Summer of Code (GSoC) and the Outreachy Program.

GOOGLE SUMMER OF CODE

For GSoC, we had a total of 15 students who worked on GNOME core applications, libraries and new projects.

Julian Sparber

Mentor: Daniel García Moreno

Project: Improve the Fractal UI (A GTK Matrix client)

Eisha Chen-yen-su

Mentor: Daniel García Moreno

Project: Fractal UI Redesign and New Dialogs

Aditya Manglik

Mentors: Felipe Borges, Christian Kellner

Project: Power Panel for GNOME Usage

Ernestas Kulik

Mentor: Carlos Soriano

Project: Nautilus GTK+ 4 Port

Alexandru Fazakas

Mentor: Carlos Soriano

Project: Nautilus Tests, Profiling and Debug Framework

Sahas Nayak

Mentor: Mathieu Duponchelle

Project: Pitivi: Slow-motion Video

Ruxandra Simion

Mentor: Robert Roth

Project: Five or More Modernisation

Ivan Molodetskikh

Mentor: Federico Mena-Quintero

Project: Porting of libsvg Filters to Rust

Saurabh

Mentor: Abhinav Singh

Project: Segregate Games and Display Metadata

Rohit Kaushik

Mentor: Georges Stavrakas

Project: Make Todoist and Todo.txt Integration Shine

Harish Fulara

Mentor: Alexandru Balut

Project: Pitivi UI Polishing

Fabian (bobufa)

Mentors: fiaxh, Marvin (Iarma)

Project: Dino: Message Search

Jiahui Liu

Mentors: Jonathan Kang, David King

Project: GNOME-logs: Responsive Updates

Yatin Maan

Mentor: Thibault Saunier

Project: Pitivi: Scaled Proxies

Evan Welsh

Mentor: Manuel Quiñones

Project: GJS Example Applications and Overall Improvement

OUTREACHY

For Outreachy, the GNOME Foundation funded two students.

Karuna Grewal

Mentor : Felipe Borges

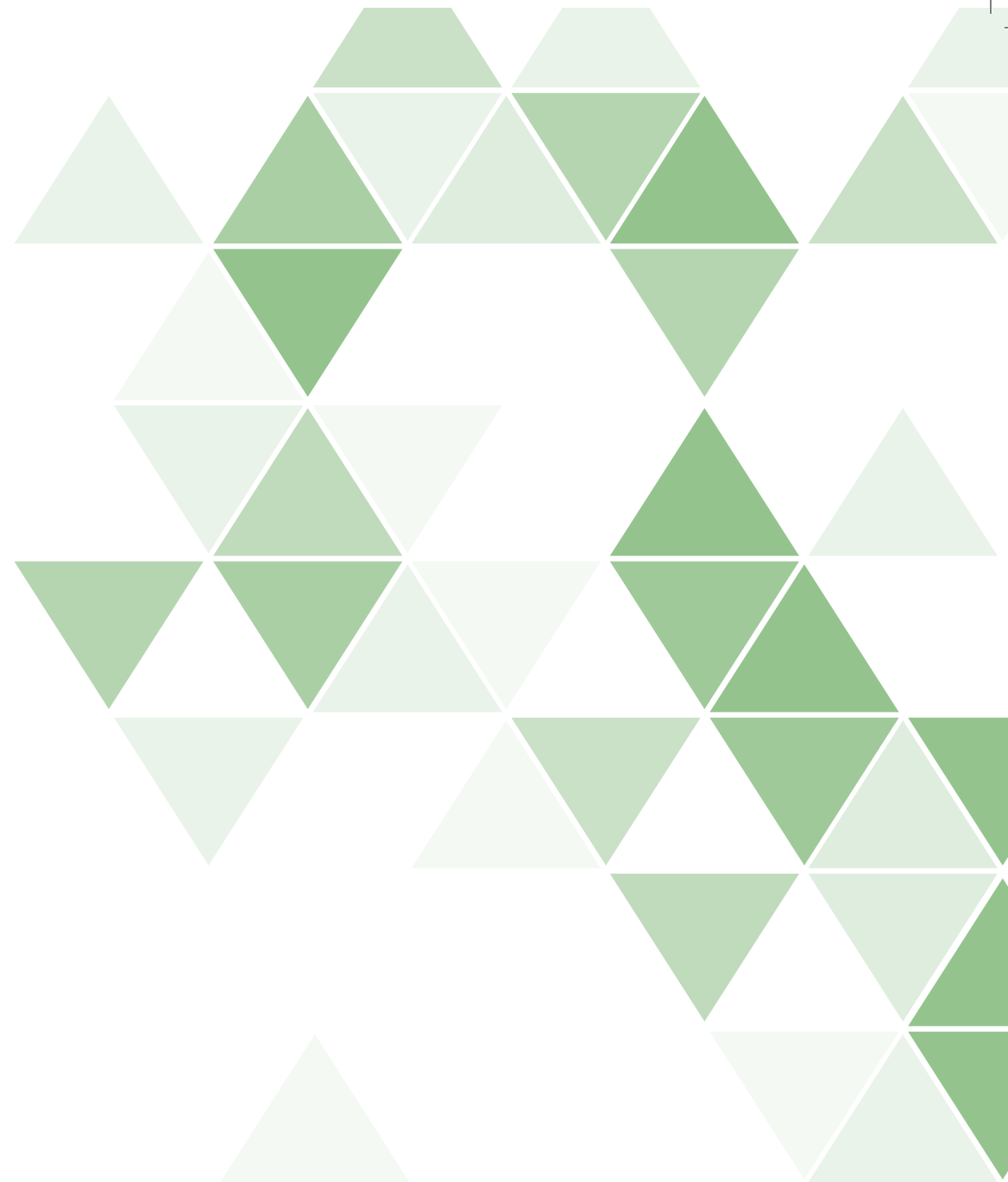
Project: GNOME Usage: Network and Power analysis

Avi Zajac

Mentor: Philip Chimento

Project: Improve Asynchronous Code in GNOME with Javascript Promises

We would like to thank all of our students and interns for the successful completion of their projects! We wish them all the best and hope they'll remain part of GNOME in years to come.



FRIENDS OF GNOME

RECURRING DONORS

A Walton • Abhishek Prakash • Adam Dingle • Alan Morgan • Alberto Caso • Arjuna Budzin • Bors LTD • Brendan Long • Bryan Paget • Christian Meißner
Christian Voigt • Christopher Wilkinson • Daniel Doel • Daniel Thompson • David Gould • Desktopify • Dylan McCall • Elad Alfassa • Gregory Wellington
GrowthPath Pty Ltd • Guadalupe Vadillo • Hannes Ovrén • Hashem Nasarat • Henry Snow • Ian Bolf • Ian Marcinkowski • James Titcomb
Jens Knutson • Jonas Strassel • Jorge Gallegos • Jose Jurado • Jose Maria Casanova Crespo • Juan Jose Marin Martinez • Ken VanDine
Kiriakos Krastillis • Lewis Cividin • Marius Gedminas • Mark Wielaard • Mathias Nicolajsen Kjaergaard • Mikel Olasagasti Uranga • Patrick Uiterwijk
Patrik Nilsson • Pavel Kuchin • Peter Sonntag • PEXAS • Rob Middleton • Robert McQueen • Solar Anamnesis • Srikanth Varadarajan
Stefan Lehmann • Stéphane Démurget • Thomas Jenkins • Ulf Jachimsky Wesley Moore • William Thompson • Wouter Godefroy
Youssef Mahmoud • Михаил Кулинцев • Amedeo Trotta • Daniel Hogan • David Akopov • Jônatas OliveiraCarlos
Sanchez • Henrik Kajuutti • NT Koopman • Stephen Hinton • Travis Thrower

ONE TIME DONORS

Alexander Laserer • Alexander Moor • Andrzej Rośkowicz • Antonio Mateiro • artificiality • Brian Bondari • Brian rooks • Chander Puri • Christian Rauch
Chun-Sheng Wu • Cody Gill • Daan Knoope • Daniel Felder • Daniel Mullen • Debra Foote • Deon Triplett • Diego de Bergia Bispo • enrico marello
Fredrik Soderstrom • Gytis Ilgauskas • Haoqing Zhu • Jane Blinder • Johannes Zilg • Kaveh Allahdin • Kyle Taylor • Leslie Chen • Luis de Dios Martin
Mahendra Tallur • Martin Navadnig • Mary Grayson • Mathew Woodyard • Matthew Chase • Maxime LIPPI • Michael Martin • Michael Steiner
Michael Van der Weg • Nathan Morell • Niclas Moeslund Overby • Olivier MAZAN • Perron.de • Petter Johansson • Piotr Komur • Ramon Pabon
Robert Orzanna • Robin Lövgren • Rodrigo Pontes • ronald rogers • Rune Stadsnes • Ruth Hughes • Stuart Rackham • Thomas Blackman
Tim Badke • Tony Biondo • Ümit Arslan • Vedant Dhande • Xabier Dorronsoro Goicoechea • Максим Доценко • 帅明 周

ADVISORY BOARD

The Advisory Board is made up of organizations and companies that support GNOME. Advisory Board membership helps support the overall infrastructure for 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 GNOME Foundation member corporations and projects shown below.

The logo for Canonical, featuring the word "CANONICAL" in a purple, sans-serif font.The multi-colored logo for Google.The logo for SUSE, featuring a green chameleon and the word "SUSE" in blue.

ENDLESS

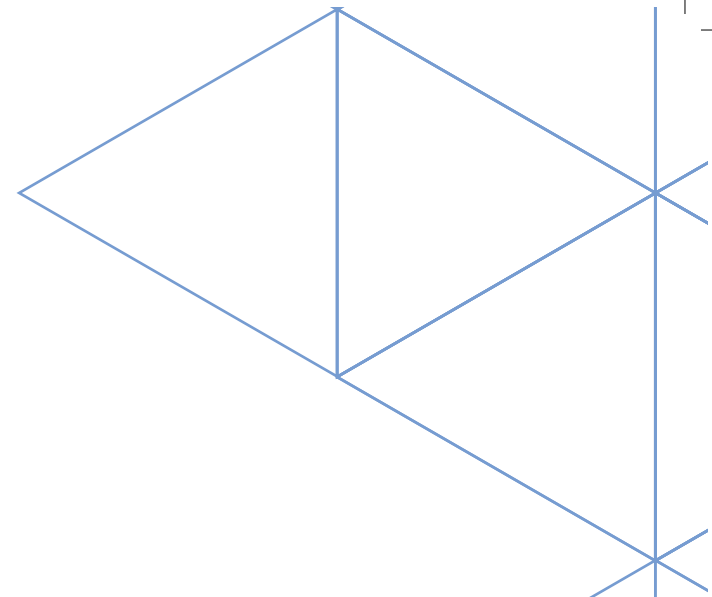
The logo for Private Internet Access, featuring a green robot head icon and the text "privateinternetaccess" with the tagline "always use protection".

debian

The logo for the Free Software Foundation, featuring a stylized "FSF" and the text "FREE SOFTWARE FOUNDATION".The logo for The Document Foundation, featuring a document icon and the text "The Document Foundation".The logo for Red Hat, featuring a red hat icon and the text "redhat".

sugarlabs

system76



GNOME™



GNOME.org

  @GNOME

 r/GNOME

 @GNOME@floss.social

