

Anditosan's KDE's Goals

Given that I am working on the VDG, this is my personal view of the UI/UX goals that KDE should follow.

1. Complete desktop redesign
 - a. By this I mean to work with the new technologies coming to the market, such as voice recognition, AI, etc, and streamline their use in the desktop. If necessary, remove any elements that have fallen in disuse, thus helping developers maintain a core set of elements for the desktop and not others. I do not mean to “redo” the entire desktop from the ground up. I simply mean to embrace new technologies more fully thereby redesigning the desktop by adopting these new technologies. Many can be resistant to changes.
2. Be social from the bottom up!
 - a. KDE is known to embrace many communications technologies used today. I would like to have native support for even more, Facebook, Twitter, Google + and others. Complete integration. Chat applications, even SSO integration from various web servers. For example, notes saved instantly to Evernote from native KDE notes application.
3. Define, add, revamp and remove
 - a. Any applications that compose the core set of default applications that KDE will ship. Personal opinion, KDE must reduce the amount of core applications it ships in order to focus on optimization and focused development. Evaluation of current applications is necessary.
4. Strengthen semantics
 - a. KDE needs to use more familiar and understandable phrases for the average user. English, being the most commonly used language in KDE needs to be more familiar to users. For example, through my work in System Settings I have started changing many of the labels included there for various reasons. Some are too technical, some are not recognizable enough, others simply need grammar improvements, etc. I feel this can propagate to many more areas in KDE.
5. KDE needs to be convergent
 - a. With the use of Kirigami, KDE can get closer to “code once, deploy everywhere.” The VDG is working in close relationship with developers at the moment. I feel this is a given but I feel I must support it even more.
6. KDE needs to embrace simplicity of approach
 - a. While powerful technologies are included in KDE, the execution of them needs strengthening going from average users in mind all the way to advanced (power) users. I know this sounds like “redesign everything.” My hope is that I can find willingness to take fundamental approaches to applications and not just polish the surface when working on changes for an application.

7. KDE needs to lead and push design forward!
 - a. Although desktops have remained traditionally the same over time, the advent of mobile devices has made us rethink the way that people interact with personal computers. KDE needs to lead this conversation and approach design from a forward and functional perspective. In essence, creativity and innovation must be the hallmark of KDE.
 - i. This means stronger collaborations or filters when approving the addition of new applications to the desktop. Granted, we must strengthen our HIGs and include designers in the approval process. The aim would be to help app devs align with KDE's visual identity.
 - ii. Stronger ties to from concept to production, devs with designers must be developed. Designers must go to developers when designing and developers must go to designers when starting development. There is no intention to have one lead or check upon the other, but KDE must make it a priority to have strong collaboration and willingness to create applications hand in hand.