GNOME Foundation

Fiscal Year 2016 Annual Report

In This Report

Letter from the GNOME Foundation

One of the amazing things about the GNOME project is how it brings people together, both by bringing new developers into free software for the first time, and by fostering cooperation and interoperability between different Free Software components.

In 2016, we held hackfests focused on pushing forward the GNOME platform, with focus on user experience, developer experience, Flatpak, GStreamer, and GTK+. GUADEC 2016 was hosted in Karlsruhe, Germany, and GNOME.Asia 2016 was hosted in Delhi, India. Additionally, we hosted the Boston Summit, Hack Camp 2016, and the inaugural Libre Application Summit, in Portland, Oregon, USA. Conferences and Hackfests are a vital part of that effort: to not only develop our own software, but a complete integrated free and open source technology stack. These events are key opportunities for the open source world to collaborate and work on joint solutions. I'd also like to take this opportunity to thank the hundreds of volunteers who help organize these events – they continue to support the development efforts and help build a strong community. Additionally, to our sponsors of our conferences - we extend our gratitude.

Finally, I'd like to thank our advisory board members, and those individuals who have donated to us over the course of the year. The funding of the project allows the events above to happen, and the support from the advisory board and the community through the Friends of GNOME programme ensures that the Foundation is able to drive the future innovation that GNOME brings to the whole Free Software system.

As a community controlled 501(c)(3) organisation, we can strive to produce the best environment for organisations, developers and users. The "year of the Free Software desktop" may not be in the next twelve months, but for those that use GNOME, we can together ensure that software freedoms are accessible by all.
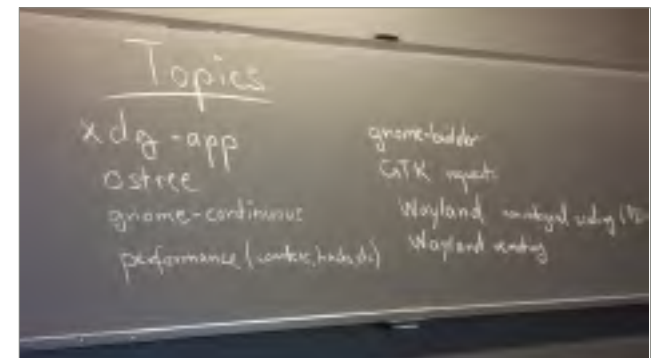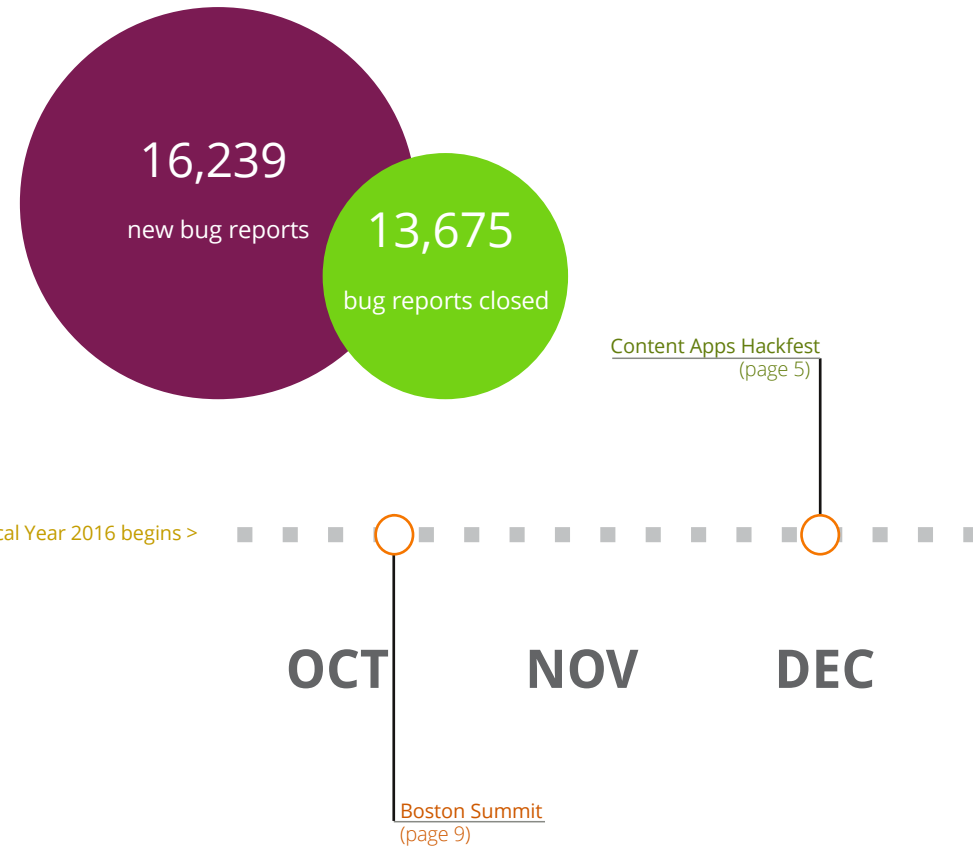
Happy hacking,

Neil McGovern
Executive Director, GNOME Foundation

GNOME Never Stops

The **GNOME Foundation** is the charitable non-profit organization that furthers the goals of the **GNOME Project**, helping it to create **GNOME** ™, a collection of Free/Libre and Open Source software that forms a cohesive Free Software computing platform for the general public, designed to be elegant, efficient, and easy to use. The Foundation provides charitable community benefit by broadening access to technology through the development and distribution of a usable free computer desktop software to people in countries around the world for whom operable computers would otherwise have been unavailable or prohibitively expensive.

A new version of GNOME is released every six months, which requires a great amount of effort and coordination from contributors all around the world. This page serves to illustrate this process, and page 4 goes into further detail about the two releases made during the 2016 fiscal year.

16,239
new bug reports

13,675
bug reports closed

Fiscal Year 2016 begins >

OCT   **NOV**   **DEC**

252
Foundation Members

142 ballots
were cast in the 2015 Board of Directors elections

FOSDEM
(page 9)

GTK+ hackfest
(page 7)

Libre Application Summit
(page 9)

Hack Camp
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GUADEC + AGM
(page 8)

GNOME.Asia Summit
(page 8)

CONEISC 2016
(page 9)

GNOME Software hackfest
(page 6)

JAN **FEB** **MAR** **APR** **MAY** **JUNE** **JULY** **AUG** **SEP**

GNOME 3.20 released

GNOME Foundation's new
Board of Directors is elected

Developer Experience Hackfest
(page 6)

LinuxFest Northwest
(page 9)

GStreamer Spring hackfest
(page 7)

GNOME is 19 years old

UX Design Hackfest
(page 5)

GNOME 3.22 released

Releases

The GNOME project had two major releases in the 2016 financial year: 3.20, released in March, and 3.22, which was released in September. These contained major improvements for the GNOME user and developer experiences, including some significant steps forward for the project.

Software, the application for installing and managing the apps on your system, has become an increasingly important part of the GNOME user experience in recent years, and the 2016 releases saw it gain a number of important new features, including the ability to install operating system upgrades and user reviews of applications.

Files, the GNOME file browser, was also improved in 2016. New features included the ability to rename multiple files at the same time, and built-in capabilities to extract archives. Elsewhere, user experience improvements included updated mouse and touchpad and keyboard settings, image editing in *Photos* and media controls built into the calendar drop-down.

2016 also included major improvements for GNOME's developer experience. *Builder,* GNOME's IDE, made significant progress, with a new plugin architecture, user interface improvements and a built-in profiler. It was also a significant year for GTK+, with the release of a major update to its CSS machinery and the announcement of a new long-term support series, designed to provide a stable platform, while allowing major development work to continue.

Finally, 2016 was the year in which Flatpak emerged as a new framework for developing, distributing and installing applications. This technology developed important capabilities over the year, and GNOME pioneered Flatpak integration in a number of key areas, including the ability to build Flatpaks with Builder and install them with Software.

More details about GNOME 3.20 and 3.22 can be read in their release notes.

22,980 changes incorporated in GNOME 3.22
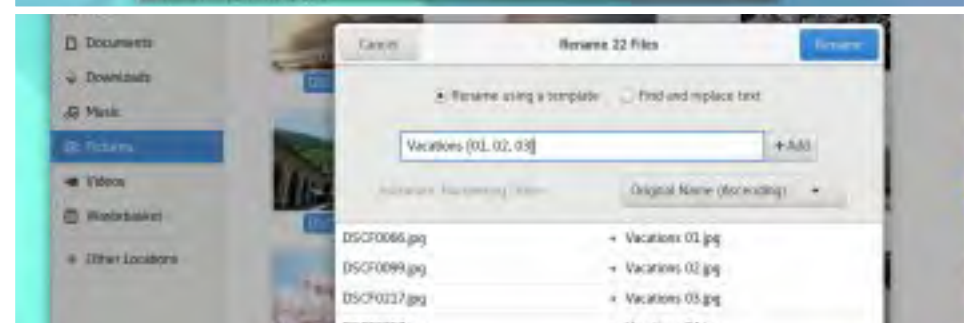
775 contributors in the 3.22 cycle

4

Hackfests

Content Apps

Madrid, Spain – December 2 to 4, 2015

This event brought together about 13 designers and developers of GNOME content applications, responsible for managing and displaying user data, to plan development of what became the GNOME 3.20 release and beyond. In addition to defining roadmaps for new features, and reviewing the UX of existing applications, plans for a new desktop-wide Sharing framework were discussed, and the relationship between content applications such as Documents or Photos with their traditional counterparts such as Evince and Eye of GNOME. Designs were also delivered to improve how TV series are grouped in Videos. Work started to rearchitect the icon and list view typical of these applications to use more modern GTK widgets and interaction patterns, Music was ported to the new version of Grilo, and taking advantage of the event being co-located with the LibreOffice hackfest, patches were written to natively support LibreOffice files in Documents. Attention was also paid to ensuring a good first experience for new contributors, and several of the project pages on the GNOME website were redesigned. Thanks to the Medialab Prado for hosting the Content Apps hackfest.

User Experience Design

Rio de Janeiro, Brazil – January 18 to 22, 2016

This hackfest gathered designers and user experience experts from the GNOME and Endless teams, with the goals of establishing a closer relationship between the two teams, and to learn more about the Endless user base as a window into the world of a GNOME user profile. The group of about 15 people spent the first two days in the field, visiting users in their environment, observing how they use computers, and asking them questions about their lives and how they experience technology. For the rest of the week, the group sat down and compared the different experiences offered by stock GNOME and Endless OS, identifying opportunities for collaboration and convergence. Among others, these areas include window management and the way applications are launched, user accounts, the lock screen, and the Software app. The teams also shared their workflows, with the goal of a closer collaboration for the future, and examined some of the challenges faced by the Endless team, such as working with old CRT televisions and designing for slow or no internet connectivity. Thanks to Endless for hosting and organizing the User Experience Design hackfest.

Developer Experience

Brussels, Belgium – January 27 to 29, 2016

The 2016 edition of the Developer Experience hackfest, organized right before FOSDEM, saw several GNOME hackers from many parts of the globe come together to work on the next iteration of our developer platform. A lot of attention was given to Flatpak with the first bundles for GNOME core applications produced by the end of the event. Nightly automated builds were also created, ironing out bugs in the process. Geoclue also gained support to identify sandboxed applications. GNOME Builder gained a new feature to easily create new projects from templates.

The Glade UI editor gained support for widgets that do not specify an ID in the XML file, and a new project was started to visualize events and sources dispatched by the GLib main loop, which resulted in a number of fixes to GLib itself.

The documentation team worked on improvements to the *developer.gnome.org* website, and furthered plans to use GObject introspection data to generate docs compatible with different language bindings.

Thanks to Betacowork for hosting the Developer Experience hackfest.

GNOME Software

London, UK – April 4 to 8, 2016

Developers working on GNOME Software and application distribution technologies got together in London with the goal of laying out plans to make the application more flexible to the needs of the various distributions using it, and to integrate better with new frameworks such as Flatpak and Snap. The AppStream spec received a lot of attention and gained support for translated screenshots and "kudos", an indication of the application integration with the system. The foundation of GNOME's multi-architecture build infrastructure for Flatpak runtimes was also laid out during the event. Finally, an initial version of the Chromium browser running inside Flatpak was created.

GStreamer Spring

Thessaloniki, Greece – May 13 to 15, 2016

In this edition of the GStreamer hackfest, the team made a lot of progress with video acceleration, and merged a number of improvements to the VA-API and kmssink plugins to properly support the dma-buf kernel API under Intel and ARM hardware. GStreamer's demuxer was improved to add support for adaptive streaming, and a preview for decodebin3, the next generation decoder element, was given. Progress was made towards support for spherical videos playback, a requirement for VR hardware. Finally, an initial implementation of an API to write GStreamer element in Rust was written.

Thanks to Coho for hosting this hackfest.

GTK+

Toronto, Canada – June 13 to 16, 2016

This edition of the GTK+ hackfest brought together more than 15 contributors to talk about the future of the toolkit and plan for GTK+ 4, the next major version.

During the event, the team formulated a proposal to the community for a new versioning scheme allowing for long-term stable releases to co-exist with faster-paced development branches.

Flatpak portals and their interactions with GTK+ applications were topic of extensive discussion, and a consensus was reached for a secure design that does not compromise the user experience.

"In 2016, the GNOME Foundation helped fund over $45,000 of hackfests and conferences for GNOME contributors"

The team also talked about bringing responsive design techniques from the web world to the toolkit, discussed new widgets such as GtkImageView and architected a new solution for widget hierarchy that does not require GtkContainer.

Finally, more progress was made in the port of the developer.gnome.org website to use HotDoc, and some developers from the Eclipse team joined a few sessions to try and resolve issues they had encountered around the use of theming APIs from third party toolkits.

Conferences

GNOME.Asia

The GNOME.Asia Summit for 2016 was held April 21-23 in Delhi, India. The first day was a workshop followed by two days of conference. Three workshops were held on the first day. Ekaterina Gerasimova started things off with a workshop on making your first contribution. Next up was David King, who led a workshop on writing a GNOME application for newcomers. In the afternoon, Nirbheek Chauhan and Arun Raghavan finished things off with a workshop on Gstreamer and multimedia hacking.

GNOME.Asia had three keynotes by Cosimo Cecchi, Pravin Satpute and Ekaterina Gerasimova. Cosimo Cecchi talked about the next billion GNOME users and how they will effect the GNOME Project in the future. Pravin discussed the state of Indian languages in GNOME.3.20 and Ekatarina Gerasimova talked about contributing to GNOME.

Speakers at GNOME.Asia represented over seven countries, and gave talks on subjects from privacy and security to automotive platorms, bug reporting, marketing and many others. The conference continues to be a success for GNOME's users and developers around the world, helping to solidify GNOME's presence as a global project.

GUADEC

GUADEC is where many GNOME contributors meet annually to catch up on what has happened over the past year and plan for the future. In 2016 GUADEC took place in Karlsruhe, Germany, August 11-17.

There wee 158 attendees of which 16 self-identified as female and 4 as "other", comprising 10% and 3% of attendees respectively.

The first day was dedicated to workshops where attendees could choose to learn about building applications on Linux, building applications with GObject, contributing to an open source project, or making a first contribution to GNOME.

Keynote speakers were Bradley Kuhn from the Software Freedom Conservancy and Werner Koch from GnuPG. Bradley discussed the GNOME project and its ability to deliver software freedom to everyone, while Werner discussed the move towards centralization on the internet and why a decentralized internet may be best for everyone.

Talks at GUADEC covered topics including Flatpak, WebKit, the newcomers initiative, community building, builder, privacy, documentation, and animation.

Lightning talks and intern lightning talks rounded off each day with quick peeks into other projects, including one on the creation of last year's annual report.

The Annual General Meeting (AGM) introduced the new Board of Directors, and gave Foundation members a summary of various GNOME teams during the previous year. The annual GNOME Pants award was awarded to Alexander Larsson for his work on Flatpak and everything else he has done for GNOME past and present.

LAS GNOME

The *Libre Application Summit* (LAS) GNOME conference took place in Portland, Oregon, from September 19-23. LAS GNOME was geared towards encouraging attendees to explore the Linux application ecosystem and the tools necessary to contribute and help GNOME grow in the market.

Headlining the conference were Alexander Larsson, Matthew Garret and Matt Dalio. Alexander Larsson presented Flatpak and how it will help to revolutionize the packaging and shipping of Linux applications, while Matthew Garrett explained the importance of user safety and security, and Matt Dalio discussed the challenges and opportunities that come with making computing accessible to the next billion people around the world.

Other topics covered during the conference included 3D graphics, usability, marketing, and the consumer electronics market.

The last day of LAS GNOME had a number of BoFs and workshops covering licensing, GTK+, Builder, and FlatHub.

Boston Summit

The Boston Summit took place from October 10th to 12th, 2015 on the MIT campus. Around a dozen contributors attended. Discussions on ostree, Wayland, gnome-builder, and other topics were covered and many bugs were fixed during the unconference.

Hack Camp
GNOME + Fedora

Hack Camp was a co-sponsored event with Fedora and occurred from March 4th to 6th in Peru.

Thirty participants took part, where they learned how to install GNOME using jhbuild, find a project to work on, and how to submit a contribution to the project.

Other Conferences

GNOME had a presence at other conferences as well, staffing a booth at Fosdem in Brussels, Belgium; presentation at CONEISC 2016 in Peru; presentations and a hackfest at Linuxconf Northwest.

158 participants

at GUADEC 2016

Finances at a Glance

The GNOME Foundation 2015 financial year ran from October 1st, 2015 to September 30th, 2016. Foreign currencies are converted to USD.

Income

The significant drop in income levels between 2015 and 2016 is mostly attributed to the GNOME Outreach Program for Women (OPW) splitting from our Foundation and forming Outreachy. 2015 was also the year where we rallied community support and donations because of the Groupon copyright issue. In addition, $20000 in Advisory Board fees for this calendar year were invoiced and paid after the fiscal year and will be reflected in the next fiscal year's income.
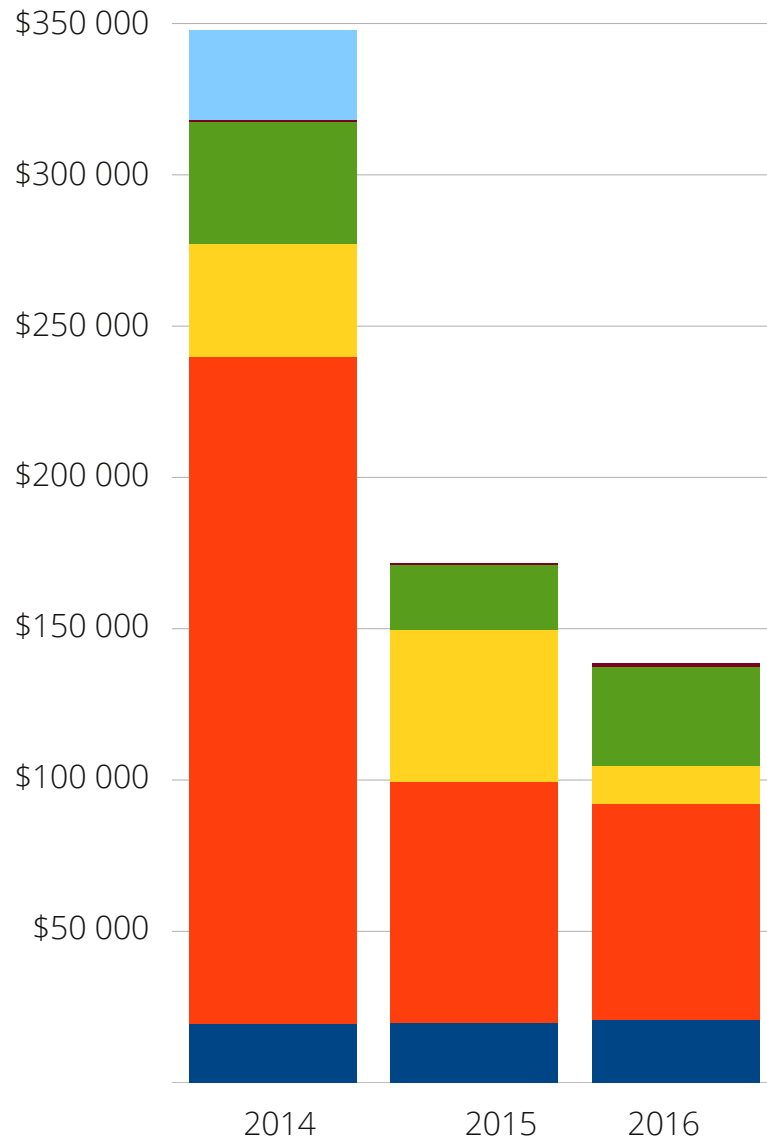
	2014	2015	2016
Advisory Board	$130,000	$90,000	$60,000
Sponsorship	$31,421	$28,773	$38,671
Donations	$71,178	$229,057	$35,570
GUADEC	$62,436	$38,244	$61,359
LAS GNOME	$0	$0	$13,988
Royalties	$974	$450	$527
OPW	$552,850	$256,273	$0
Other	$26,033	$1,377	$1,359
Total	**$874,892**	**$644,174**	**$211,474**

Note: Conference income from any specific year often shows up on the budget for the following year. For example, the income from 2014 GUADEC shows up in the 2015 accounts, and income from 2015 GUADEC shows up in the 2016 accounts. Some GUADEC conference income and expenses are handled by the organizing teams, so these numbers are not an exact indication of turnover. Royalties are from merchandise sales and Amazon referral fees. Graphs on this page do not include OPW income and expenditure
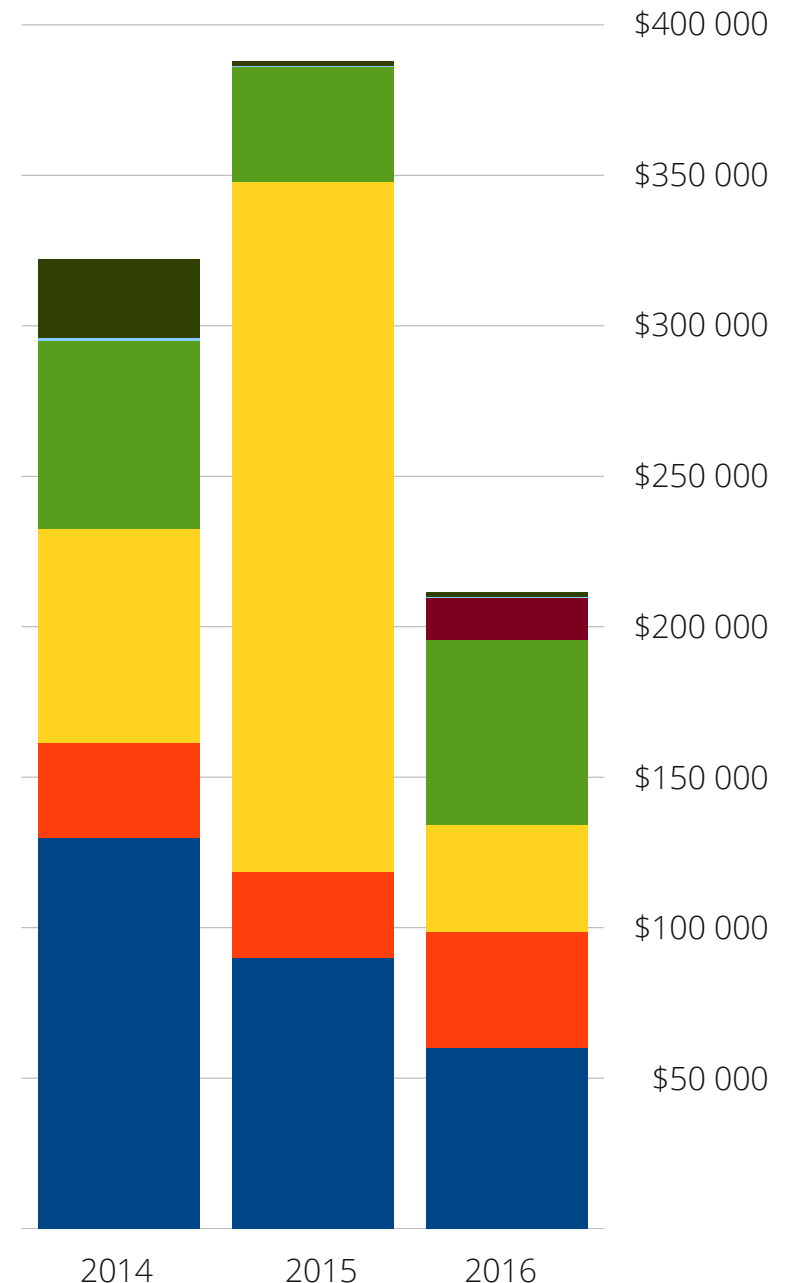
Expenditures

The significant drop in expenditure levels between 2015 and 2016 is also mostly attributed to OPW moving to Software Freedom Conservancy. GUADEC expenditures often are settled within a year or two after the event but may take longer to resolve. The expenditures listed in the 2016 fiscal year for GUADEC includes payments for 2011, 2015, and 2016 GUADECs.

	2014	2015	2016
Administration	$19,503	$19,750	$20,734
Employees	$220,262	$79,714	$71,290
GUADEC	$37,377	$50,155	$12,535
Other events	$40,448	$21,462	$32,993
Marketing	$320	$350	$1,049
Contracts	$30,000	$0	$0
OPW/Outreachy	$275,369	$321,723	$5,500
Total	**$623,279**	**$493,154**	**$144,101**

Note: The GNOME Foundation employed an Executive Director in 2014, and an administrator and a system administrator in 2014 to 2016.

20 Years of GNOME
Written by Federico Mena Quintero

Nearly twenty years ago, on August 15, 1997, we announced the GNOME desktop project. That announcement was the result of three things which combined to launch GNOME.

First, Miguel de Icaza and Elliot Lee had been working on a library of tools for writing applications —tools for things like being able to store configuration data in a common format, instead of having each application reinvent the wheel.

Second, Federico Mena was working on the GIMP (GNU Image Manipulation Program), and within the GIMP's contributors there was a pool of experience in writing end-user applications with GTK+.

Finally, the KDE project had been announced almost a year before, but it was based on the Qt toolkit, which then had a non-free license.

Ten years ago, in 2007, I wrote on my blog:

"It's amazing what we have done in 10 years. Ten years ago, GNU/Linux distributions did not boot to a graphical login screen. Ten years ago, using only free software, you could not do graphic design and illustration, you could not balance your checkbook, you could not download pictures from your camera to the computer, you could not do phone calls over the Internet, you could not create a spreadsheet with pie charts, and you could not plug an external hard drive to your computer and expect its icon show up on your desktop."

Now that ten more years have passed, let me add a few things to the list!

Ten years ago, it was very unlikely that you could plug a projector or a second monitor into your computer, and have it Just Work. Ten years ago, you couldn't plug a printer into your network and have it show up automatically when you hit the "Add Printer" button. Ten years ago, there were many halfway-connected components that made up the desktop; now we have a unifying gnome-shell. We've added support for various hardware: Bluetooth, fingerprint and smartcard readers, color managed displays and printers, touch screens, Wacom tablets.

This is not everything that has happened, of course. Instead of huge, infrastructural additions, we have been working on a refinement of the basic desktop, and a variety of new applications.

What happened before GNOME and right at its start?

- 1984, the X Window System is created at MIT.
- 1985, the GNU Manifesto is published, the GNU Project starts
- 1991, GNU GPL version 2
- 1991, initial Linux release
- 1991-1996, Python, Samba, Apache, MySQL, PostgreSQL
- 1995, Windows 95
- 1996, KDE
- 1997, GNOME
- 1998, Mozilla gets freed

We started as a project run by volunteers. Red Hat, with its *Advanced Development Labs*, was the first company to invest in GNOME development. After it, a bunch of companies joined in.

1997 to 1999 was the period of the *desktop wars*. Free software developers were unfortunately forced to choose between GNOME and KDE for their applications. There were horrible flame wars and lots of duplicated work. In the end TrollTech, makers of Qt, were forced to release it under a free software license, which was a definite win for free software.

We released GNOME 1.0 in 1999. Everything was terrible and crashed constantly. But we were in the spotlight! Helix Code, later renamed to Ximian, developed Evolution and much of the infrastructure work on the desktop. Eazel developed Nautilus and gnome-vfs, the precursor to our current GIO. Over time, other companies were formed to take care of different pieces of GNOME.

We had our first GUADEC in 2000, in Paris, and we have had it every year since then in a different European city. On the other side of the world, GNOME.Asia started in 2008 in Beijing, and has been running steadily year after year. In the Americas, the Boston Summit has been circulating between Boston and Montréal since 2004. Additionally, hackfests have been held around the world since 2008.

Around 2000 we had the first rounds of formal usability testing done at MIT and Sun Microsystems. We discovered non-technical people found our software very hard to use: we were giving them a box of ill-fitting parts, not a finished product. But we learned, and in GNOME 2.0 we had a much more usable desktop.

In 2001 the dotcom bubble burst. Eazel had to close. Novell acquired Ximian and SuSE. Apple released Mac OS X, and many technical people who wanted a usable Unix, but who were not willing to put up with free software's technical problems, moved to Mac OS.

During the GNOME 2 cycle we started "draining the swamp" in various places. Hardware wasn't plug-and-play, so we started Project Utopia, HAL and all the *Kit libraries so that the kernel could inform userspace about changes in the hardware configuration.

Sun Microsystems started the work on Accessibility in GNOME. We now have a screen reader, accessible themes and icons for visual impairments, sticky keys, bounce keys, and support for Braille devices.

Canonical came along with Ubuntu, and spread GNOME desktops far and wide.

It is possible to dissect GNOME's history in terms of various technologies:

- The graphics stack. The X Window system is being replaced with Wayland. We went from having no antialiased fonts, text shaping, or support for right-to-left languages, to fully antialiased fonts and support for international text with complex shaping. We went from palette-based, pixelated displays to fully hardware-accelerated OpenGL, with alpha-composited and scalable graphics.

- The hardware support stack. We started with a more or less traditional Unix kernel in which userspace programs asked the kernel to do things, but the kernel itself didn't notify programs about anything. We now have a kernel that can notify userspace when hardware gets plugged in, removed, or reconfigured, and many modules in userspace that respond to those events.

- We started without support for accessibility, then had accessibility as an add-on, and finally moved to accessibility by default, at the core of our GUI toolkit.

- We went from little programs for a calendar and a contacts list to Evolution, and now back to Evolution's storage backend plus small client programs.

- We went from saving configuration data in .ini-like text files, to a model-view representation with GConf, to an efficient model with DConf.

- We've grown from disparate, traditional Unix init systems to systemd and cleanly-separated D-Bus services.

- We once only supported Western languages with Latin scripts, and now support all of the world's major languages, and a good number of minority ones. All of free software has ended up using the infrastructural pieces for multi-language support that started in GNOME.

We have made it possible for people of different skills to contribute to GNOME. We have teams for accessibility, accounts, design, documentation, diversity, engagement, membership & elections, maintainers, moderators, outreach, QA/bugsquad, Release Team, safety, sysadmins, translations, and user groups. GNOME could not and would not exist without all of you.

One of our next big steps is to make it possible for all of GNOME's contributors to be compensated for their efforts, not just the ones that are employed by GNOME development companies. Flatpak and an "app store" could help. Perhaps you would be interested in helping with that?

Thank you for 20 years of being awesome. The free software and free culture communities could not have happened without you!

Outreach

GNOME had 20 Google Summer of Code (GSoC) students and 9 Outreachy interns in 2016. Outreachy internships during this period were generously sponsored by Endless, the Free Software Foundation, the GNOME Foundation, Red Hat, and by Outreachy's general sponsors Bloomberg, DigitalOcean, GitHub, Google, Hewlett Packard Enterprise, Intel, O'Reilly, and OpenStack Foundation.

With the help of the GNOME Foundation and Outreachy, 8 GSoC students and 3 Outreachy interns attended GUADEC. There, they were able to meet their mentors, learn more about various GNOME projects from talks and working sessions, and present their work during the interns' lightning talks plenary session.

Seven previous GSoC participants acted as mentors in 2016: Felipe Borges, Cosimo Cecchi, Bastian Ilsø, Georges Neto, Damián Nohales, Adrien Plazas, and Carlos Soriano. Additionally, past GSoC and Outreachy participants Ekaterina Gerasimova, Lasse Schuirmann, and Carlos Soriano acted as GSoC administrators for GNOME. Continued involvement of participants is a great sign of the strength of these programs and is something that we celebrate.

9 "Outreachy" interns in 2016

To help newcomers get to know each other and to get to know more established GNOME community members, there was a newcomers lunch at GUADEC. Also, GNOME's seventh annual women's dinner was held during GUADEC and had 13 attendees.

Carlos Soriano and Bastian Ilsø, both past GSoC participants, continued their work on the Newcomers initiative. They presented on their progress and future plans at GUADEC, explaining how they revamped the information available to newcomers to ensure that they can learn everything they need to get started and connect with maintainers of different applications.

A new Diversity BoF was held during the BoF days after GUADEC. During the first day, its attendees identified various activities that could help GNOME improve its diversity and inclusion, such as collaboration with universities and with diversity programs. Creating a standard event code of conduct emerged as the top priority for the group. The group spent the second day planning out an approach for creating such a code of conduct for GNOME events, and later shared it with the Board and with the Foundation membership. The group has been meeting regularly since to prepare a proposal for a GNOME event code of conduct and incident response procedures.

29 interns in 2016

Accessibility

Accessibility remains a core asset of the GNOME project in its mission to bring free software to everyone. The Accessibility team has been working hard with the support and collaboration of their users and other teams and individual contributors of GNOME over the past year.

Orca has had many advanced settings that could be taken advantage of, but only by manually editing the customizations file. In order to improve access to these settings, some of them have now been integrated into Orca's GUI. These include but are not limited to:

- The default capitalization style you wish to use in addition to Orca's capitalization voice: plays a tone, speaks the word "capital" or none. Moreover, this setting can be toggled on the fly and cycled through the available capitalization styles.

- Rewind/fast-forward and structural navigation in Say All. Orca's Say All feature plays a documents content from your present location to the end of the document. By default, pressing any key will interrupt Say All's presentation. With these settings, the user can move within the document in order to re-hear text, or skip past text, or use structural navigation without having to restart Say All.

By popular demand, some features available in Windows screen readers like NVA or JAWS have now been included in Orca. We hope this will help users in their transition to free desktops. The progress bar now beeps and also clipboard/ selection operations like copy, cut, paste, undo, redo, selection deletion, and selection restoration are available to the user.
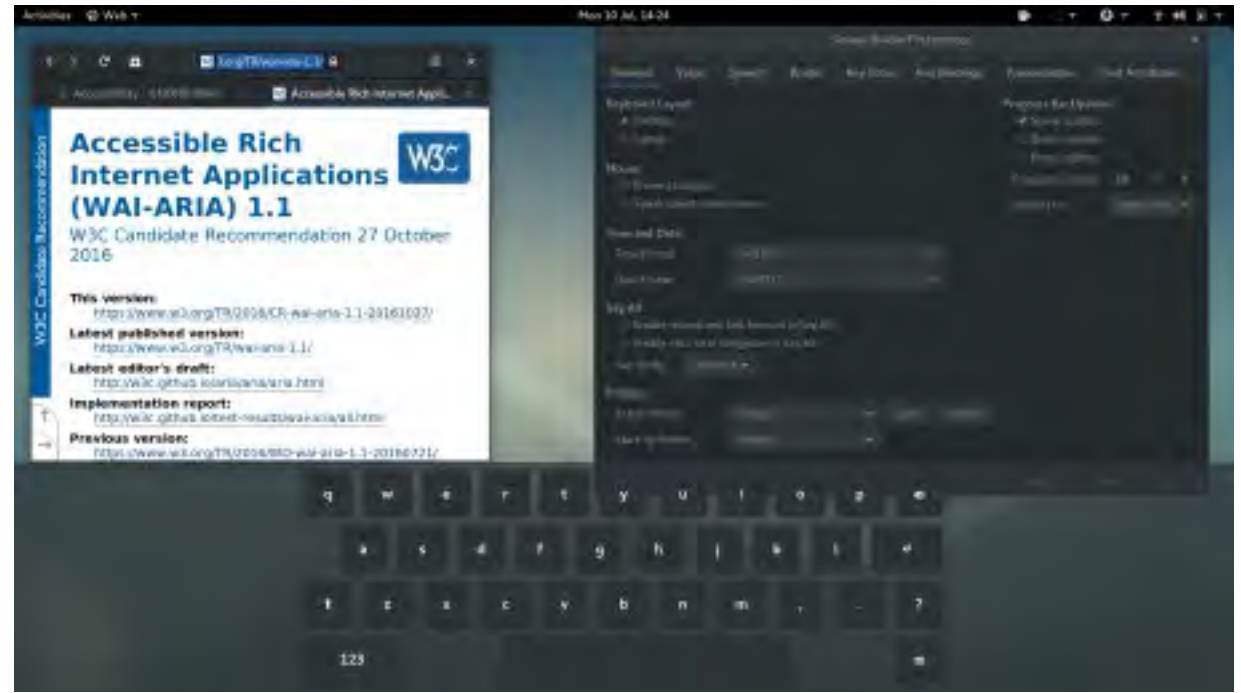
Orca's Flat Review, a spatial representation of the active window's contents, received a lot of bug fixes and efficiency improvements. For example, better performance of clustering zones into lines, and the non-responsiveness problem when invoking flat review in very large tables (e.g. Thunderbird folder with 40,000 messages) was resolved.

WebkitGTK+ received some improvements including name and description compatibility of elements with W3C specs or making meter elements accessible. Also, an important fix was released, so Orca will echo key presses instead of speaking the inserted characters in password fields.

Several D-Bus AT-SPI bugs have been fixed and some performance improvements have been included. And finally, many minor ATK bugs and compilation problems have been resolved.

39 languages

with 80% coverage
in GNOME 3.22

Friends of GNOME

...are the individuals who make a lot of our activities possible. By giving to the GNOME Foundation on a regular basis ("Adopt a Hacker") or a one-time donation (Associate and Philantropist levels), these generous donors have ensured we can continue our mission to provide a Free and easy-to-use desktop.

Adopt a Hacker

Albert Gasset Romo
Fabio Castelli
Hassan Sunbul
Marina Zhurakhinskaya
Mark Lee
Matthias Lackenbucher
Naruhiko Ogasawara
Tomas Östlund
充也 柴田
Aaron Rogers
Alan Morgan
Alberto Caso
Alex Andilevko
Aliaksei Budnikau
Alon Levy
Andrei Petcu
Andrew Murdoch
Andrzej Prochyra
Bertel King
Blaise Alleyne
Bors LTD
Bowie J. Poag
Brendan Long
Brian Campbell
Bryan Freeman
Carlos Sanchez
Christian Meißner
Christian Voigt
Dan Scott
Daniel Doel
Daniel Mircea
Daniel Thompson
Daniel Wyeth
Davi Da Silva Boger
David Gould
David Mason

Dirk Eisenacher
Eduardo Silva
Edward Jakus
Elad Alfassa
Enzro Greenidge
Eric Erkens
Felipe Franco
Gregory Wellington
Guadalupe Vadillo
Guido Vargas Ahumada
Guillermo Movia
Gustavo Padovan
Hannes Ovrén
Hashem Nasarat
Ian Bolf
Jakob Dorn
James Campbell
James Titcomb
Jean Chen
Jiří Doubravský
Jorge Gallegos
José Andrés Jurado Vadillo
José Emanuel Dávila Alanís
Jose Maria Casanova Crespo
Joseph Hain
Joseph Pingenot
Juan Jose Marin Martinez
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Leif Gruenwoldt
Logan VanCuren
M J van Wolferen
Maciej Piechotka
Manish Sinha
Marc-Antoine Perennou
Mario Angel Davila
Mario Sergio G Antunes
Marius Gedminas
Mark Peter van Sijll
Mark Wielaard
Mathias Nicolajsen Kjaergaard
Michael Green

Michael Greenly
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The Advisory Board is made up of organizations and companies that support GNOME. Advisory Board membership helps support the overall infrastructure for GNOME and its members communicate with the Board of Directors, helping them to guide the direction of GNOME and the Foundation.

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.