Release Team 3.0

Frédéric Péters — April 3rd, 2011 — GNOME.Asia 2011

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Thanks to the GNOME.Asia Commitee, local organizers, and the GNOME Foundation

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GNOME FOUNDATION

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Founded in 2000, for GNOME 1.4

Over 10 Years, Many People...

Karsten Bräckelmann, John Palmieri, Elijah Newren, Jeff Waugh, Federico Mena-Quintero, Luis Villa, Jonathan Blandford, Murray Cumming, Mark McLoughlin, Andrew Sobala, Glynn Foster, Mikael Hallendal...

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... Many People

... Calum Benson, John Fleck, Sander Vesik, Seth Nickell, Michael Meeks, Gregory Leblanc, Jody Goldberg, Telsa Gwynne, Maciej Stachowiak, Leslie Proctor, Ian T. Peters, Dan Mueth, Jamin P. Gray, Karl Gaffney, Greg Corrin, Jacob Berkman

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The Release Team of Today

Andre Klapper, Frédéric Crozat, Frédéric Péters, Kjartan Maraas, Lucas Rocha, Matthias Clasen, Olav Vitters, Vincent Untz, and Luca Ferretti currently being trained.

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What do we do? "Release Team Stuff"?

- "Release Engineering"
  - Scheduling, then checking and making releases
- Serving as a communication bus between teams

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... Many Teams

Foundation Board, Translation Project Coordination Team, Accounts Team, Swedish Conspiracy, Sysadmin Team, Bug Squad, Patch Squad, Build Brigade, Design Team, French Cabal, Marketing Team, Usability Team, and more.

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GNOME 2

- A release every six months
- A focus on usability
- Process got drilled in every developer

GNOME 3

- A disruptive change
- Initiated in 2008 (we kept GNOME 2 going)
- A focus on user experience

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GNOME 3

Every really new idea looks crazy at first.
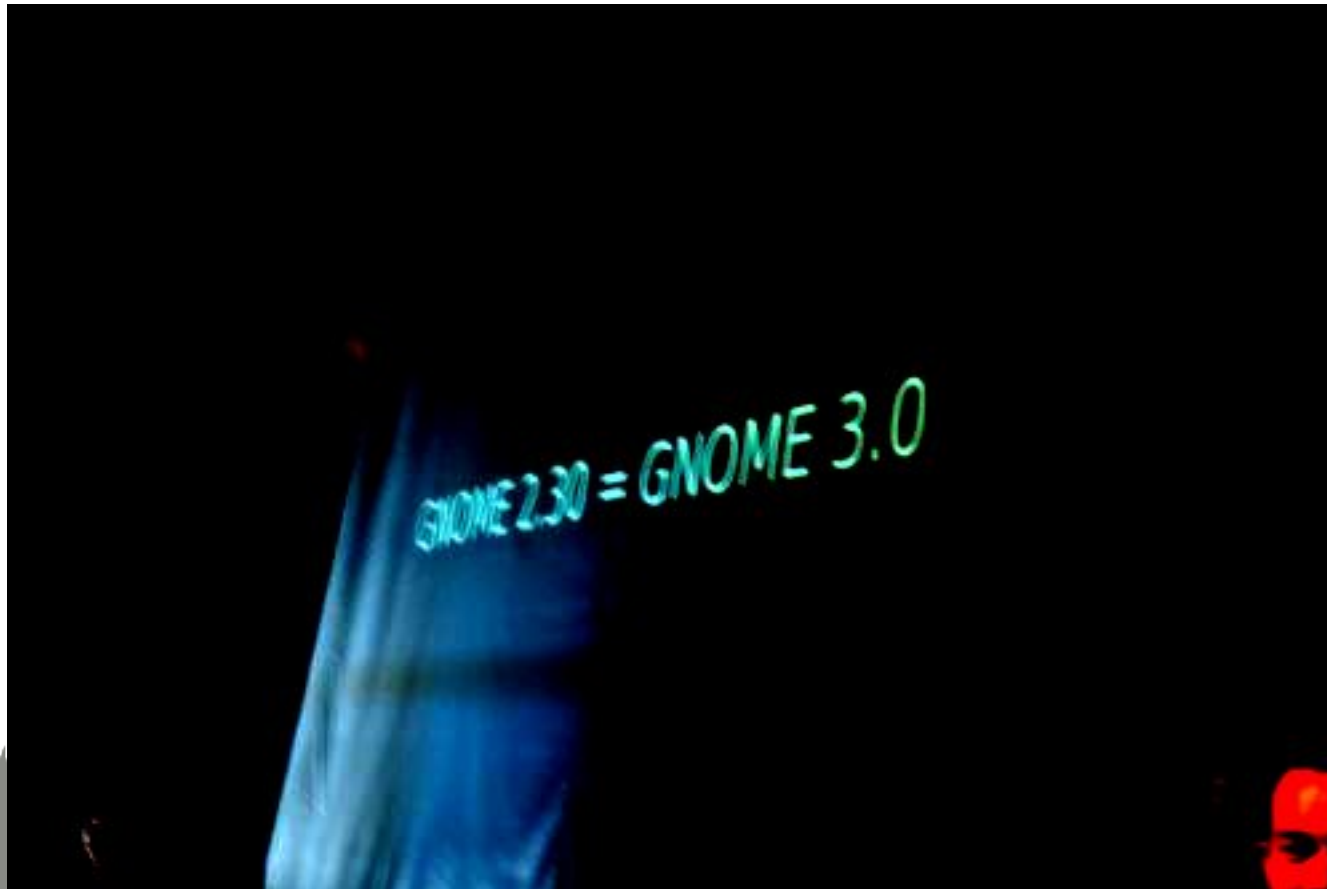
Alfred North Whitehead

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Guided by Design

- Thinking about the whole user experience
- Not a patchwork of modules anymore
- Great interaction between components

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Supported by Marketing

- A clear core
- Providing space for excellent applications
- That were not formally part of GNOME

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Pushed by the Release Team

And Created by the Community

- The release team serves
- Ultimately the community does the work

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An Ongoing Effort

- Project wide release planning
- Keeping the long term view
- Making links between developers and designers

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Thanks

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Questions?