Sugar: using the GNOME platform to build a learning platform
Talk outline

- Introduction to Sugar
- The Sugar platform
- Using the GNOME platform
- GNOME technologies Sugar is using
- Adapt to new technologies
- Future Roadmap
- Where do we need help?
Sugar

...is a learning environment designed for children
...was originally designed for the XO-1 laptop of the One Laptop per Child project (OLPC)
...runs on most netbooks and PCs today
...is for example used by learners in Uruguay, Ruanda and Nepal
...is available in more than 25 languages
Main features

- especially made for the audience
- clarity in design
- work-flow based on Activities (tasks)
- Journal
- collaboration centric
- low floor, no ceiling
- every user can be a contributor of content and code
Collaboration Centric
The Sugar platform

- a platform for Activity authors
- a platform for deployments
- a platform for the learner
Using the GNOME platform

- Sugar is the GNOME platform + a target audience oriented UI
- Sugar does use the GNOME building blocks (libraries)
- we share the platform/application model
- Sugar does mimic the GNOME schedule
GNOME technologies Sugar is using

- GTK+
- Metacity
- gobject-introspection (Python), Pygtk
- Gconf
- Gio / Glib
- pango
- Evince, Vte, (WebKitGTK+)
freedesktop technologies Sugar is using

- NetworkManager
- Telepathy
- xdg-user-dirs
- upower
- Consolekit
- dbus
- libxklavier
Adapt to new technologies

- gobject-introspection
- GTK+ 3
- Evince
- WebKit
Future Roadmap

- finish GTK+ 3 port: Shell and Activities
- Touchscreen support in Sugar: GTK+, UI
- reduce Sugar code
- Upstream telepathy bits
- Sugar Features
- move to GSettings
- Python 3
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XO 3
Where do we need help?

- Developers / user experience designer
- Upstream should be aware of us
- GNOME shell software render
Thank you!
Contact

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