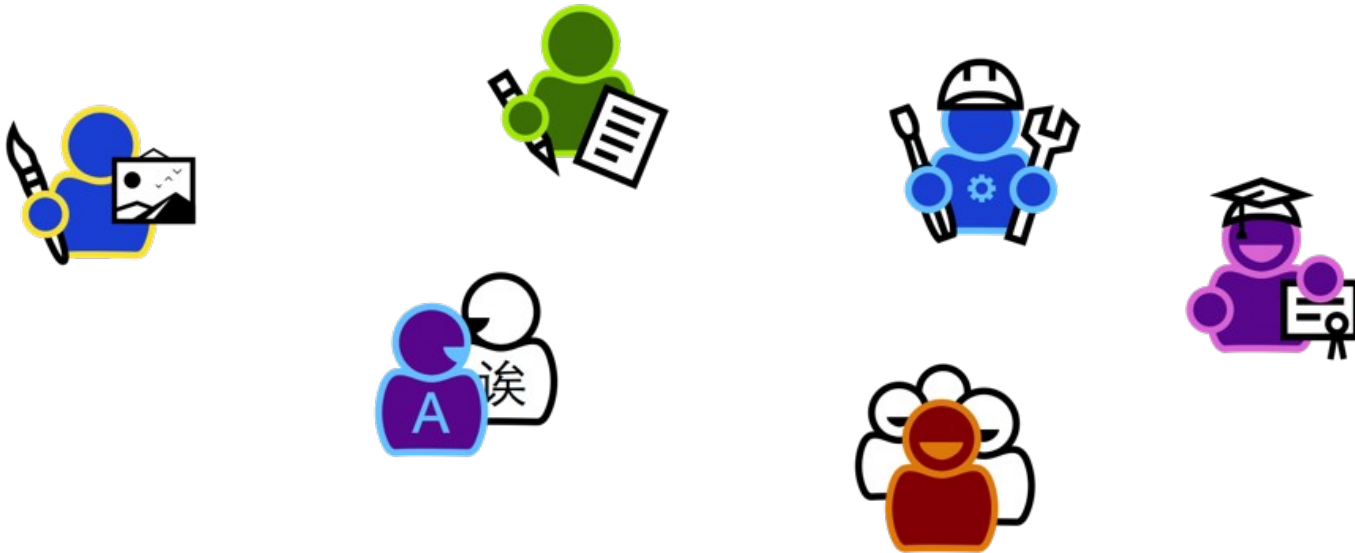


Sugar: using the GNOME platform to build a learning platform



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

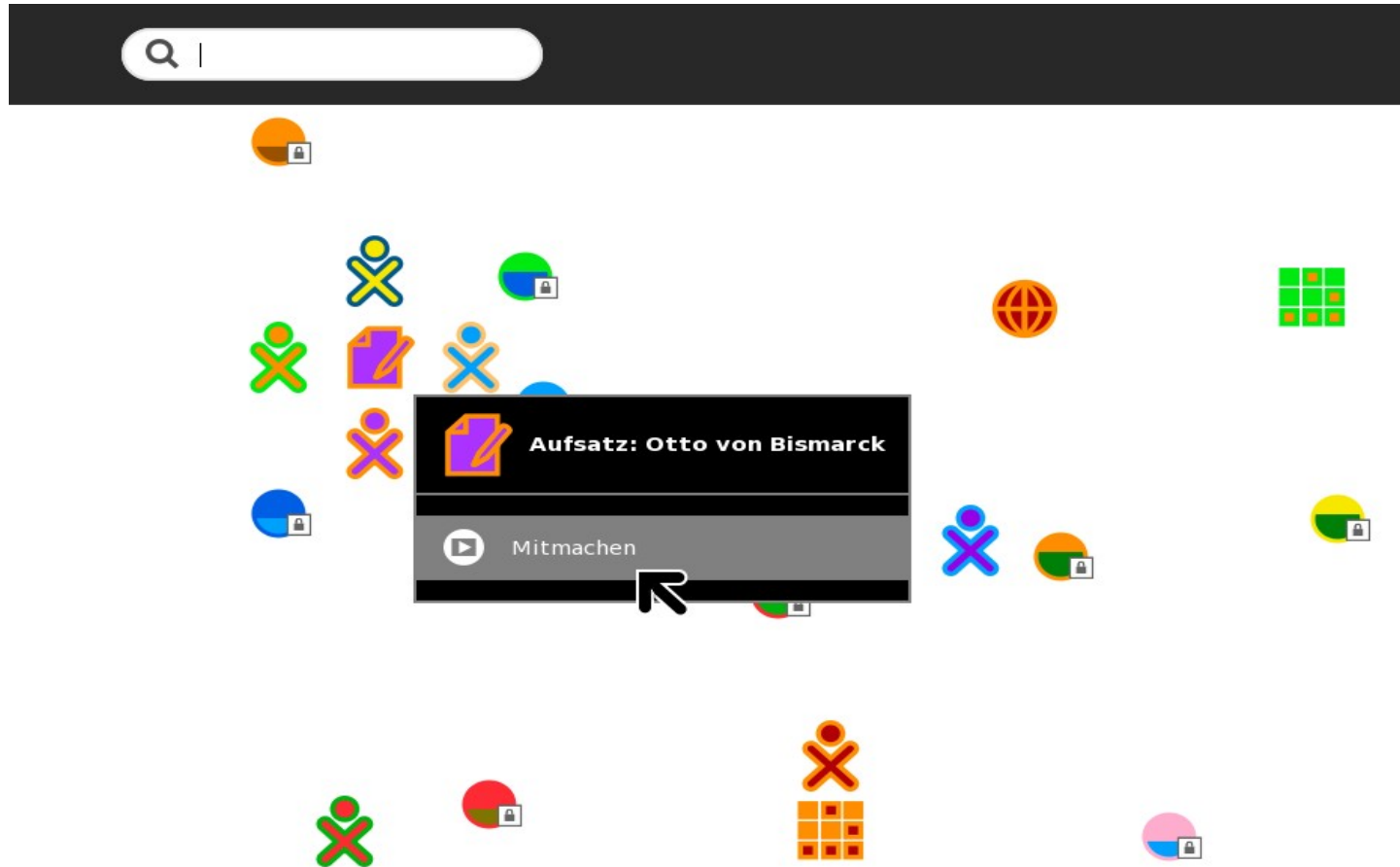
...is for example used by learners in Uruguay, Ruanda and Nepal

...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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