



KDE Governance Model

Adriaan de Groot

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Adriaan de Groot

- PhD in Computer Science University of Nijmegen,
- .. doing Free Software* since 1989,
- .. KDE hacker since 2000,
- .. maintainer of Calamares since 2017.



Risk Management

Assets & Existential Threats



Risk Management Assets & Existential Threats



- Source Code (Licenses)
- Tangibles (Organization)
- Long-term Goals (Processes)
- Short-term Activities (Procedures)



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 - Pick one that expresses your morals or business plan,
 - Pick one of the “big five”,
 - Decide on a CLA / FLA or not to have one,
 - Make the license known in appropriate ways,
 - Add machine-readable license representations.
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 - Use examples or an umbrella,
 - Socialize the organization.
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 - Write up a vision,
 - How-to get in and get out.
- Short-term Activities (Procedures)



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 - Committer's Guide,
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“Be good” Wilderness \iff ISO9002 Swamp



- LGPL (for Frameworks, Plasma, Applications) or GPL (Plasma, Applications),
- Optional FLA,
- KDE e.V. is a German Association,
 - Owns the domains and trademarks,
 - Has contracts in place for hosting, hardware, etc.,
 - Organizes one conference (plus the AGM),
 - Offers umbrella services!
- KDE Manifesto, KDE Vision
- KDE CoC and the Community Working Group



The KDE Manifesto

We are a community of technologists, designers, writers and advocates who work to ensure freedom for all people through our software.

Because of this work we have come to value:

Open Governance to ensure engagement in our leadership and decision processes;

Free Software to ensure the result of our work is available to all people for all time;

Inclusivity to ensure that all people are welcome to join us and participate;

Innovation to ensure that new ideas constantly emerge to better serve people;

Common Ownership to ensure that we stay united;

End-User Focus to ensure our work is useful to all people.

That is, in pursuit of our goal, we have found these items essential to define and stay true to ourselves.

From those values we derived the [benefits](#) and [commitments](#) of a KDE Project.





"A world in which everyone has control over their digital life and enjoys freedom and privacy."

Our Vision in Detail

Each part of the vision has been carefully chosen to convey our intent and scope:

A world: We are not doing this only for ourselves, our friends and family, our employer or customers, and we recognize no geographical barriers to our work. We want to change no less than the world we live in.

Everyone: The work should not just be for a small group of people. The fruits of our work should be available to all, without being restricted to materially, educationally or socially privileged people.

Control: KDE has always aimed to put people in control. We don't want to hand over control to anybody else. Not to some service providers, not to some hardware vendors, not to governments, not even to KDE. KDE wants to put you in the driver's seat.

Digital life: We want to allow people to control every aspect of their digital lives: Hardware, software, data, communication, everything. Of course, there is much more to life than the 'digital' part. While we all want freedom and control in the other parts too, influencing that is beyond KDE's scope, so we limit our vision to "digital life".

Freedom: We believe that freedom is a prerequisite to true control. Some may feel in control of a proprietary application as long as it obeys their commands, but without the freedom to make changes and share them, they are entirely reliant on the vendor's benevolence for this apparent 'control'.

Privacy: In a world where our privacy is increasingly threatened, we wanted to emphasize its importance. Freedom without the right to privacy is no freedom at all.



Overview

This Code of Conduct presents a summary of the shared values and “common sense” thinking in our community. The basic social ingredients that hold our project together include:

- Be considerate
- Be respectful
- Be collaborative
- Be pragmatic
- Support others in the community
- Get support from others in the community

Our community is made up of several groups of individuals and organizations which can roughly be divided into two groups:

- Contributors, or those who add value to the project through improving KDE software and its services
- Users, or those who add value to the project through their support as consumers of KDE software



What could be better?



- FLA is due for an update,
- Onboarding, procedural documentation,
- Wiggle-room in the CoC,
- Engineering things (Emma was very educational).



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... and to ask questions?