

Allan Day: Towards a UX Strategy for GNOME (Part 2)

By *Roy Schestowitz*

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This post is a part of a short series, in which I'm setting out what I think could be the beginnings of a UX strategy for GNOME. In this, the second post, I'm going to describe a potential GNOME UX strategy in high-level terms. These goals are a response to the research and analysis that was described in the previous post and, it is hoped, point the way forward for how GNOME can achieve new success in the desktop market.

[2]

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[1] <http://www.tuxmachines.org/taxonomy/term/146>

[2] <https://blogs.gnome.org/aday/2019/09/10/towards-a-ux-strategy-for-gnome-part-2/>