



**basysKom**

Greenhouse for Software with Appeal

# How Contour became Plasma Active

the next step of the mobile platform

Dr. Eva Brucherseifer

basysKom GmbH

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# Quick Introduction

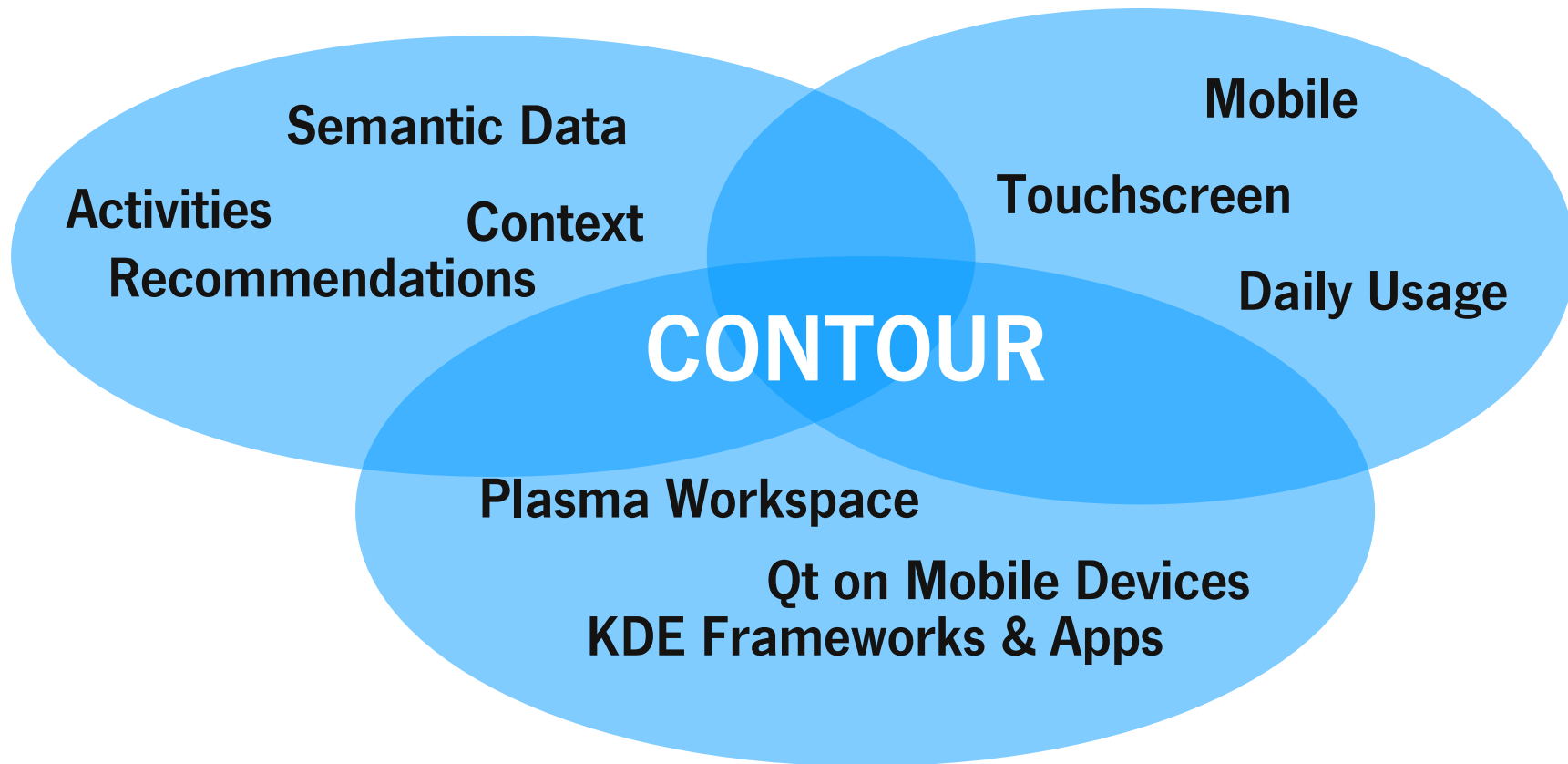
| Who's Eva?

| Who's basysKom?

| What's Contour?

| What's Plasma Active?

# Summer 2010 - Ideas Floating Around



# The Contour Project



| Autumn 2010

## Forming the Project out of the Ideas

- Various meetings basyskom internal & with Plasma/Nepomuk community members
- Decision on using Qt & KDE technology
- Writing a project proposal

| March 2011 – Feb 2012

## Officially Funded Project Contour

funded by




Gefördert durch:



aufgrund eines Beschlusses  
des Deutschen Bundestages

| When starting

- Involvement with Community unclear
- Focus on getting concept & prototype done



## Core ideas of Contour

# The Vision

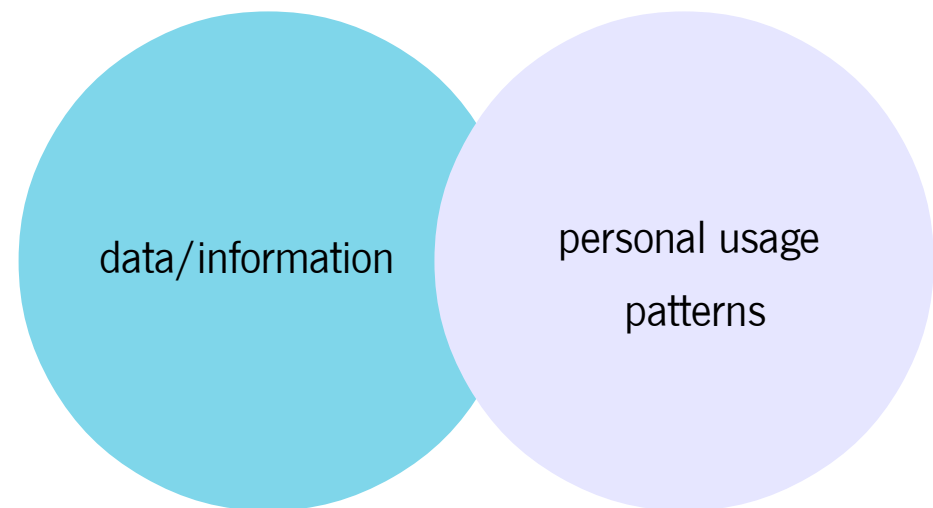


## | Available user paradigms

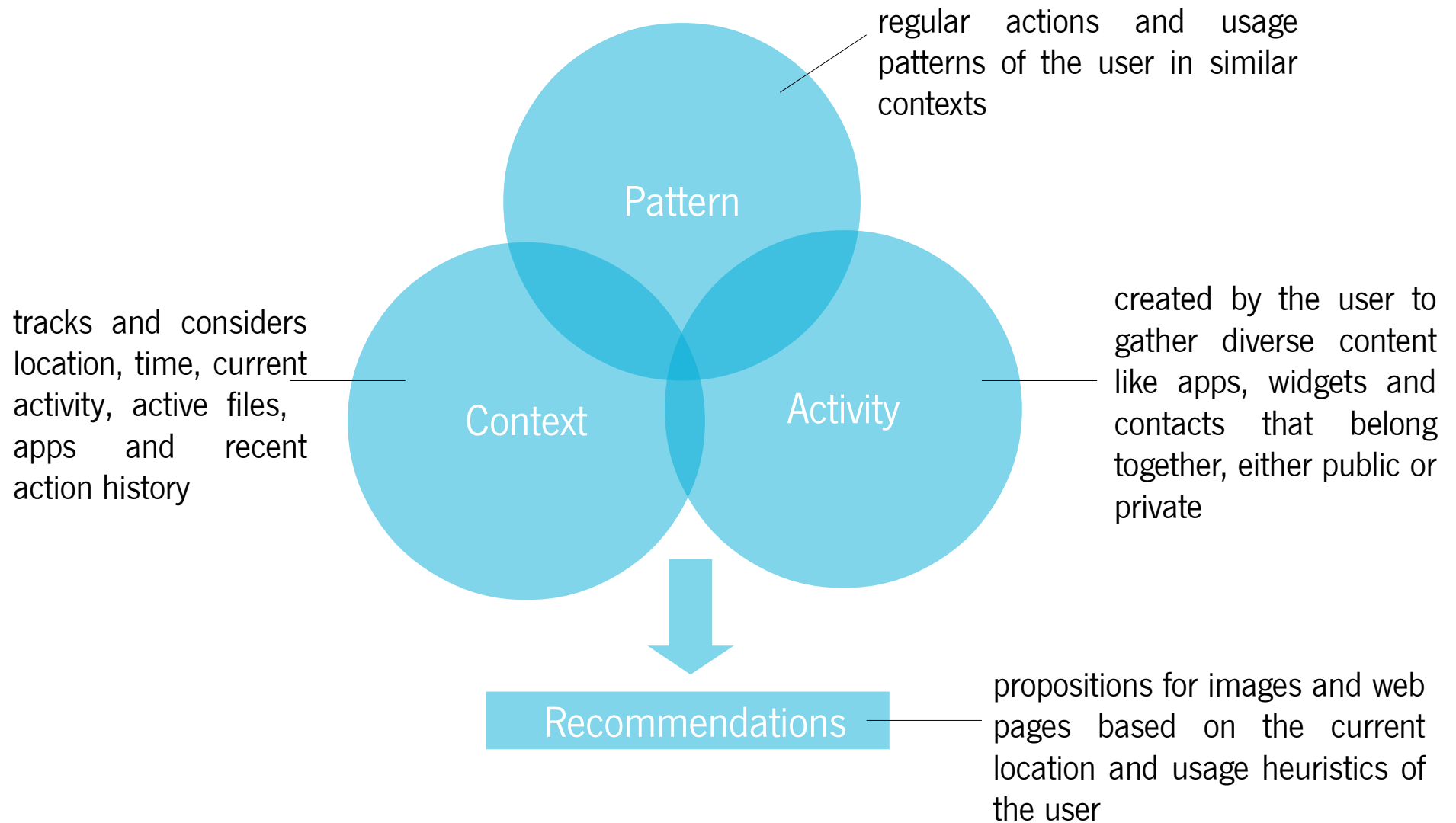
- App centric
- Static
- Handling more and more data

## | Designing a new user paradigm

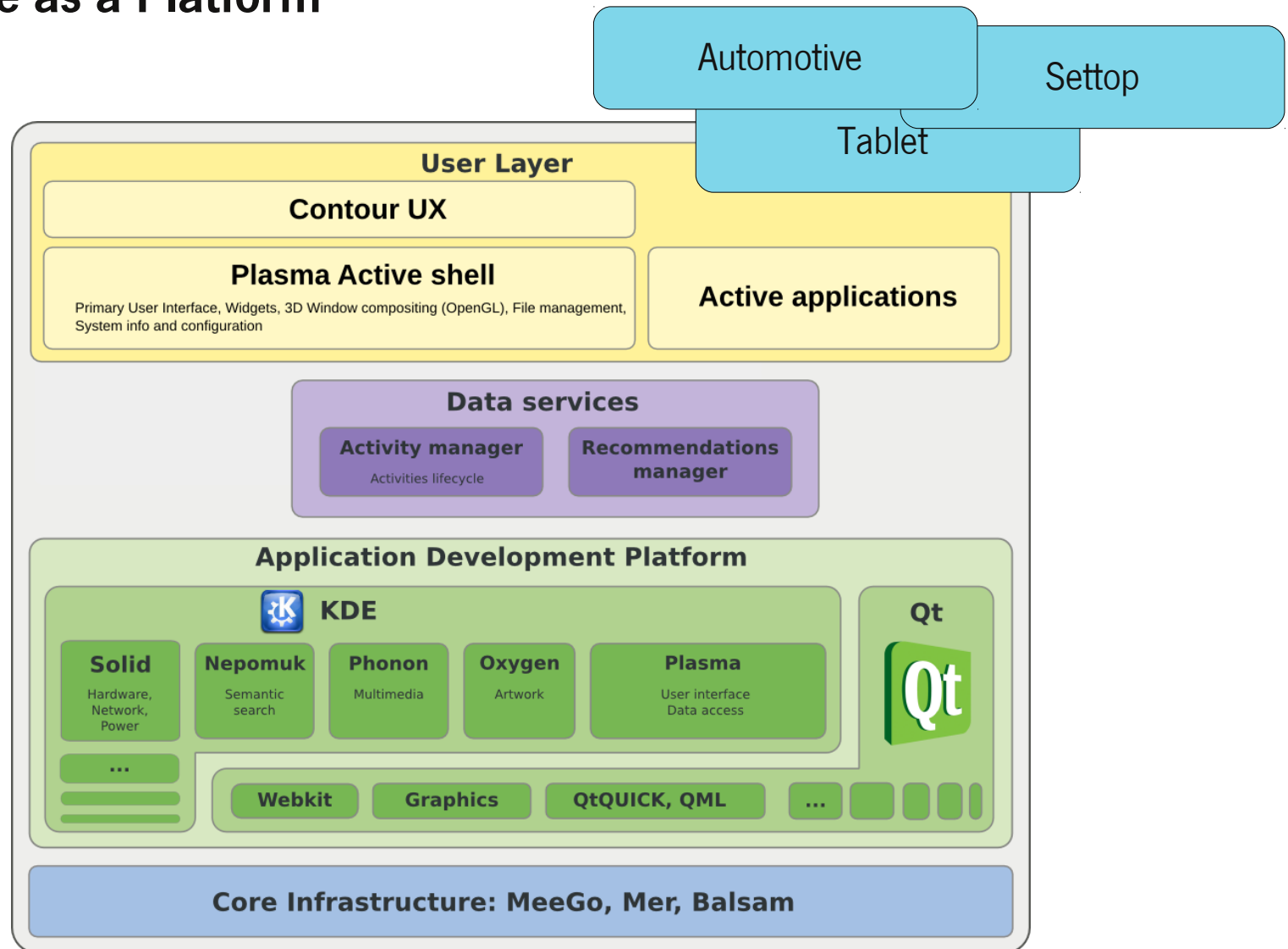
- Information centric
- Using context und usage information
- A learning system,
- adapting to the user
- Reacting to the user



# Activities and Recommendations



# Plasma Active as a Platform





## User Interface Design

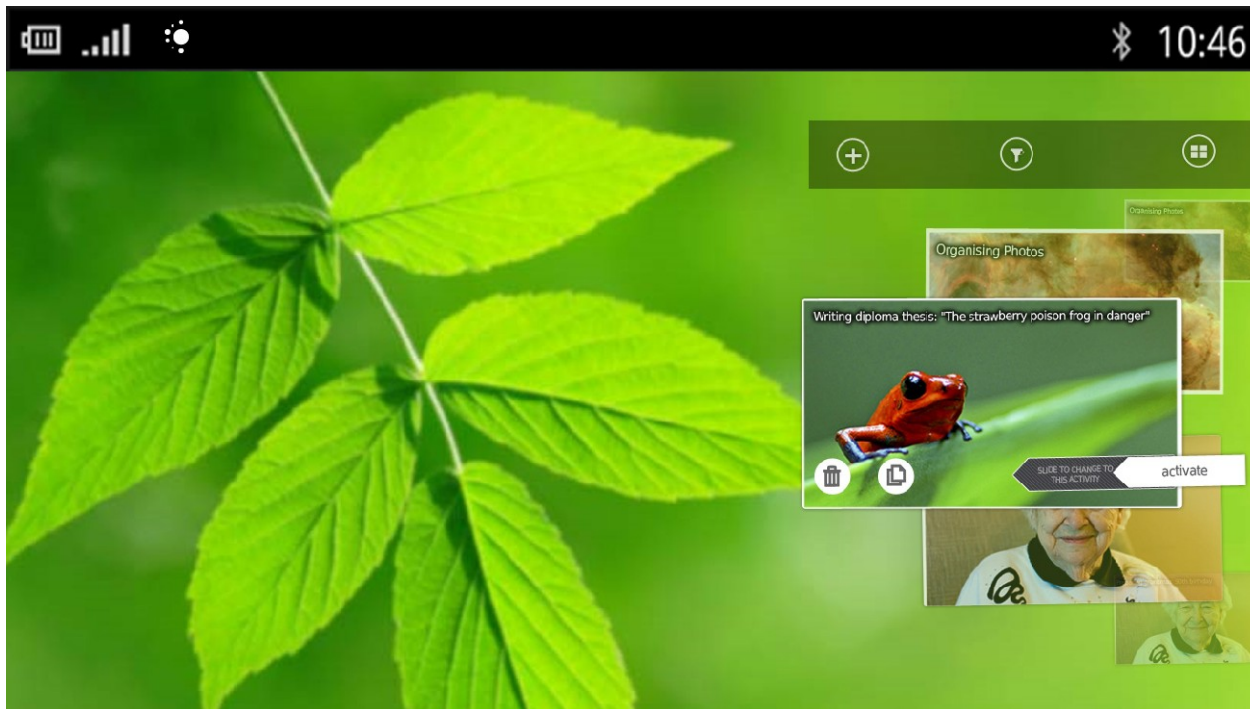


# Activity Switcher - first prototype



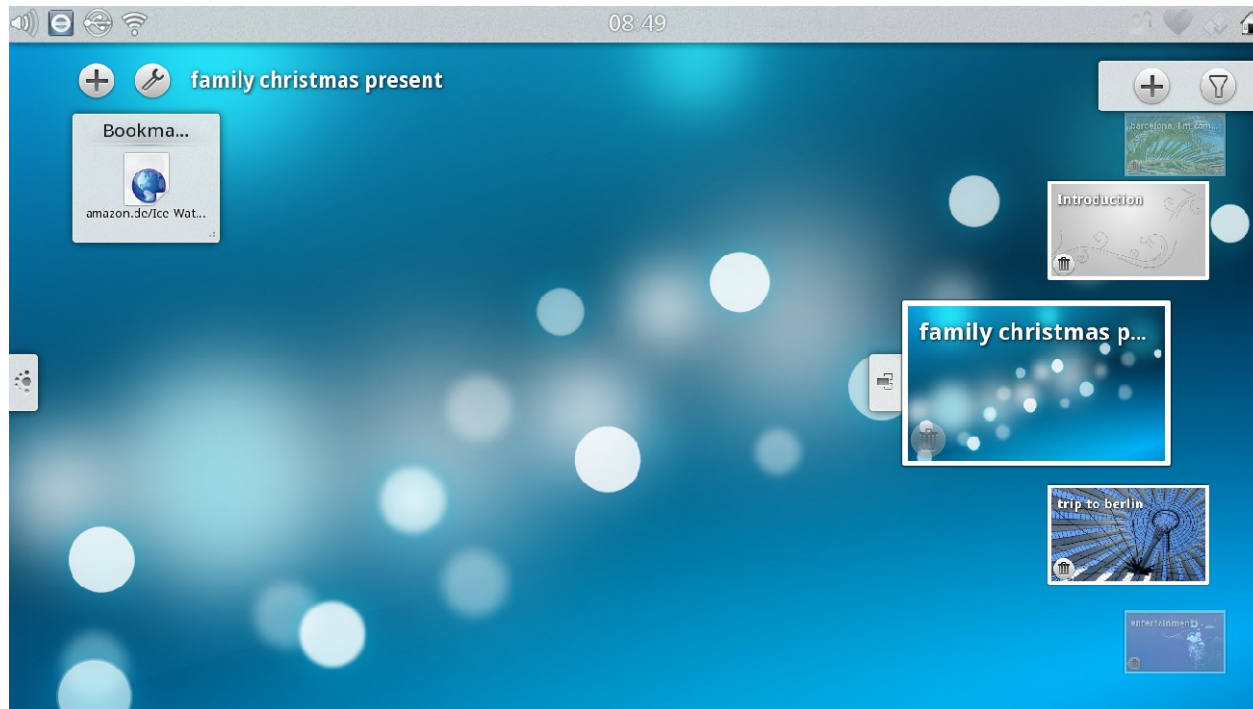
- + intuitive interaction pattern
- + slide-In mechanism prevents unintended touch
- only few elements visible
- text too small

# Activity Switcher - adaption and optimization



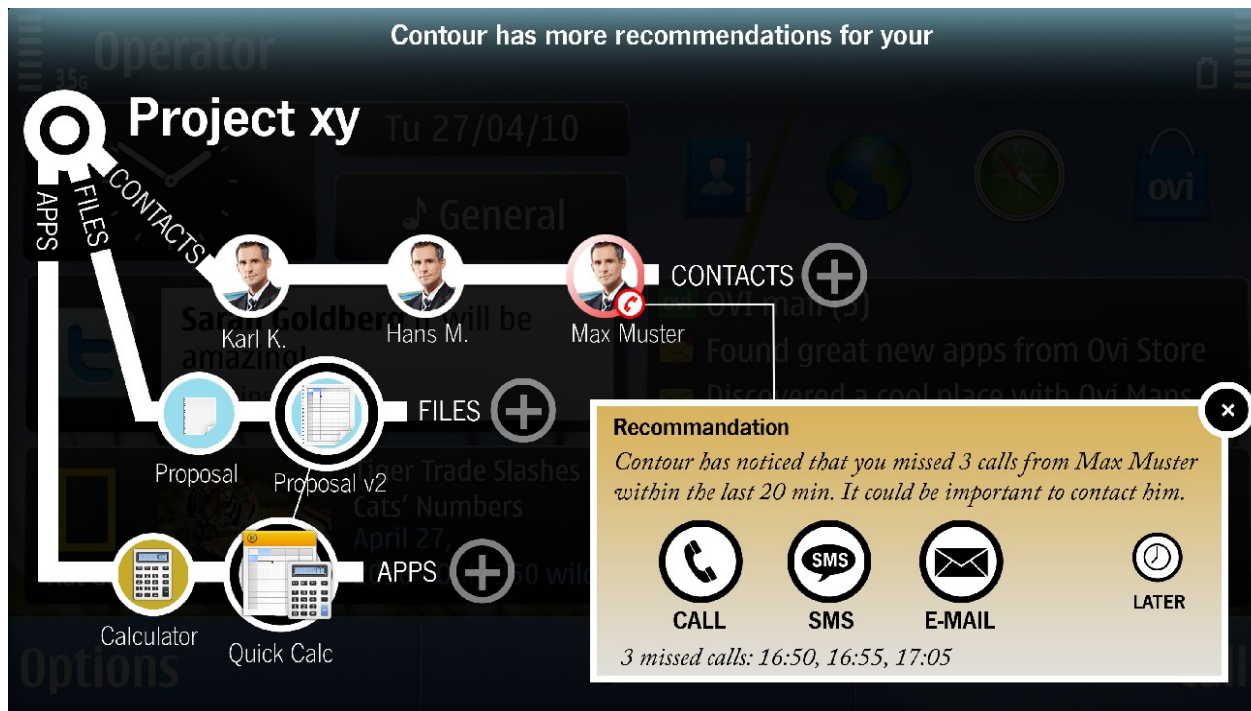
- + more elements visible
- + innovative wheel metaphor
- slide-in too cumbersome with thumb
- edit icon on thumbnail too small, cluttered design

# Activity Switcher - final Design



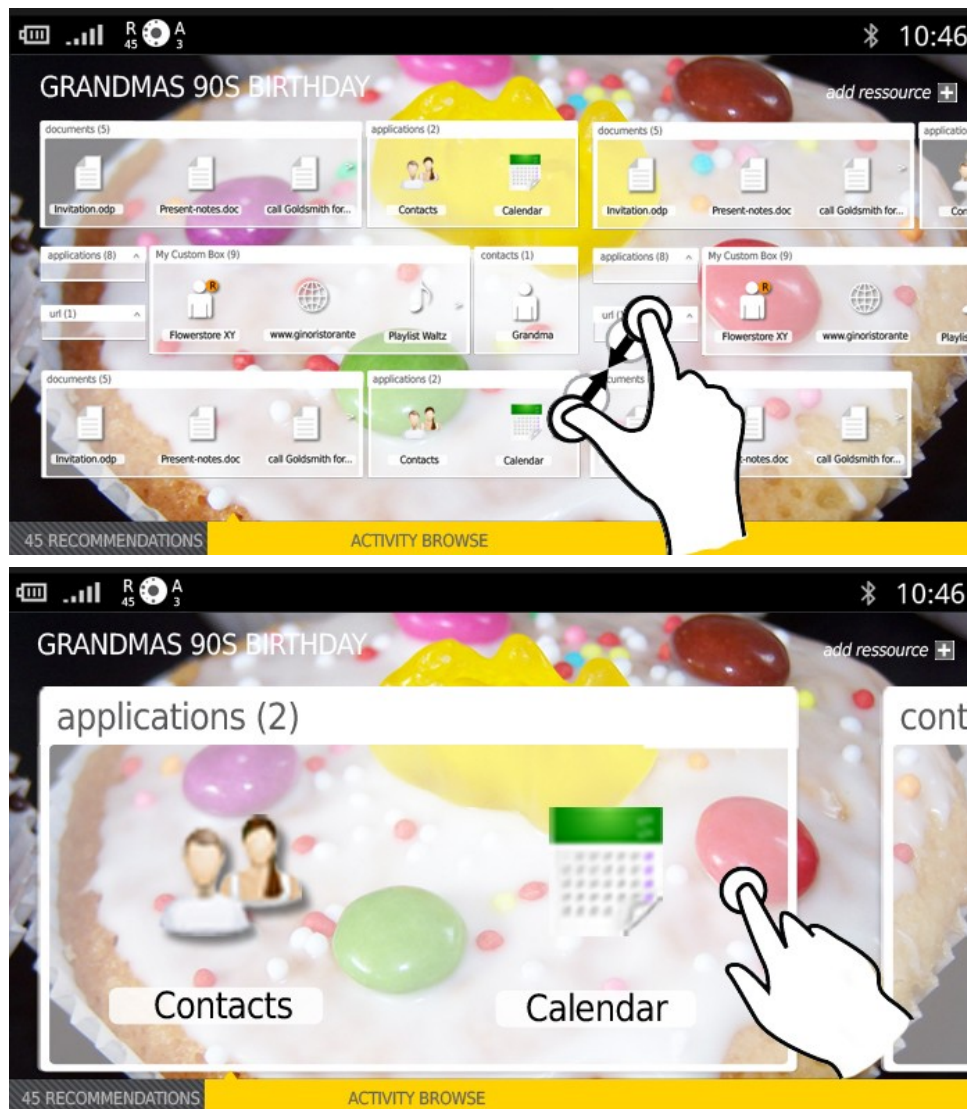
- + better visible thumbnails
- + fluid wheel navigation
- + single tap for quick access
- + edit icon placed in activity

# Activity Screen - first prototype of Mindmap Metaphor



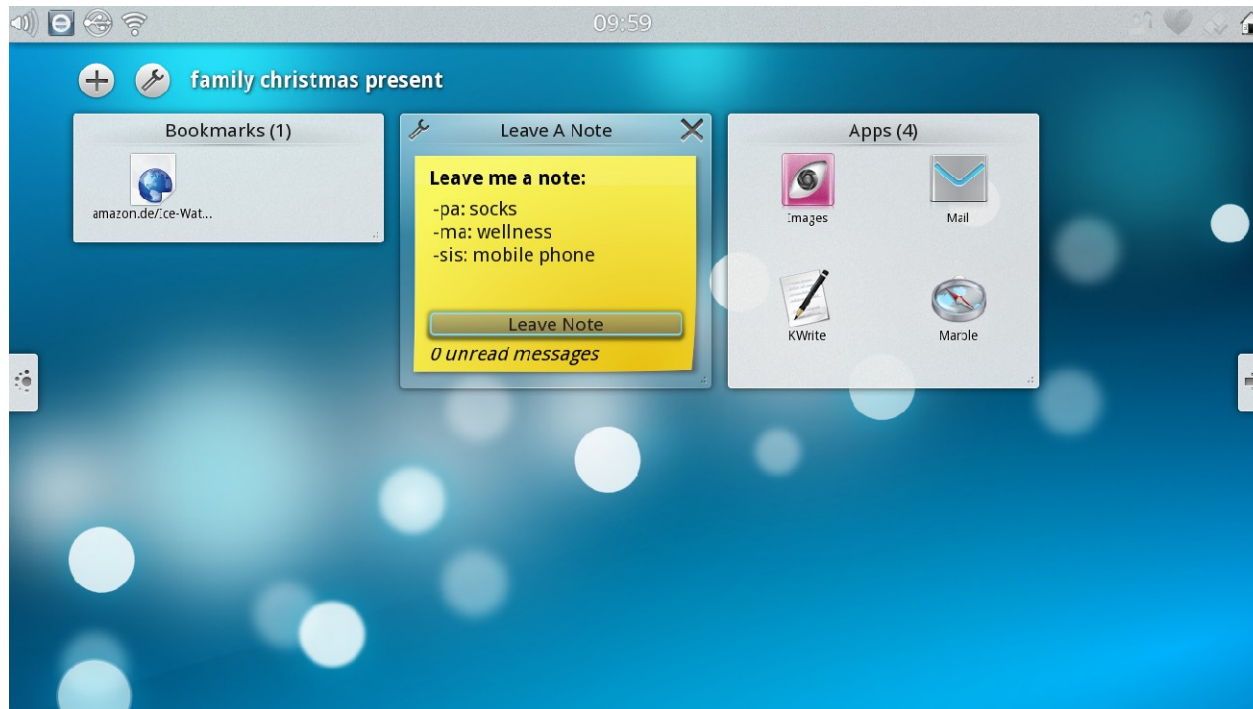
- + endless possibility of adding content
- + mindmap metaphor suitable for clustering data
- UI not suitable for smaller screens

# Activity Screen - Zooming Interfaces



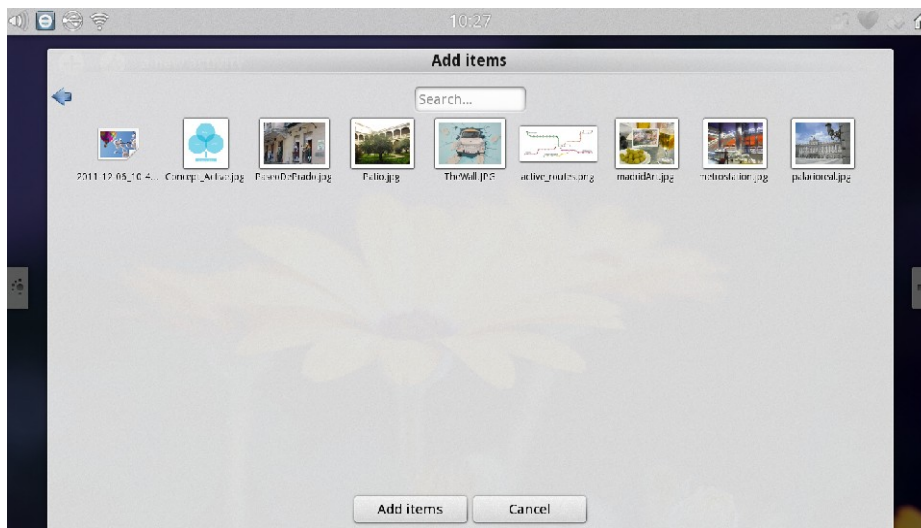
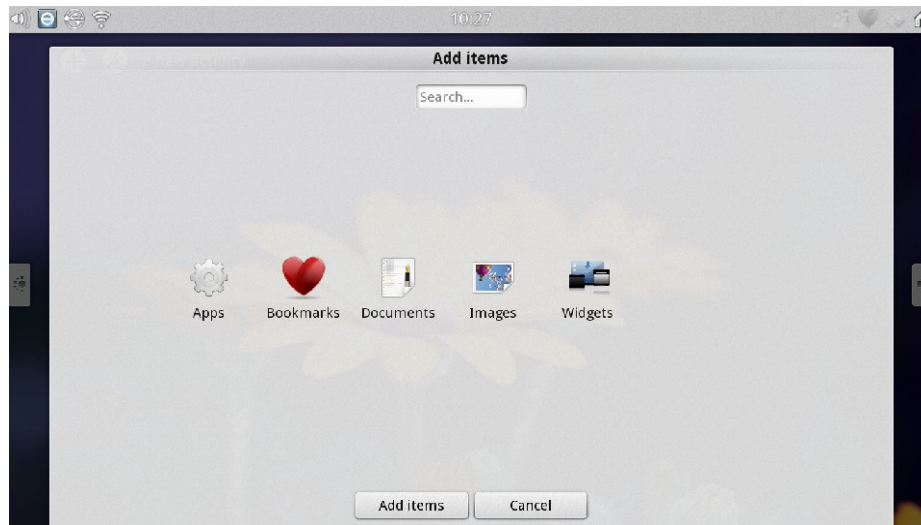
- + 3 different data visualisation with normal view, zoomed-in focused view and zoomed-out overview
- performance issues
- technical challenge to differ from single touch, horizontal scrolling and pinch&zoom gesture

# Activity Screen - final Design



- + vertically and horizontally stretchable boxes
- + visual indicators (arrow, number) for amount of items
- + boxes can be rearranged in grid by the user

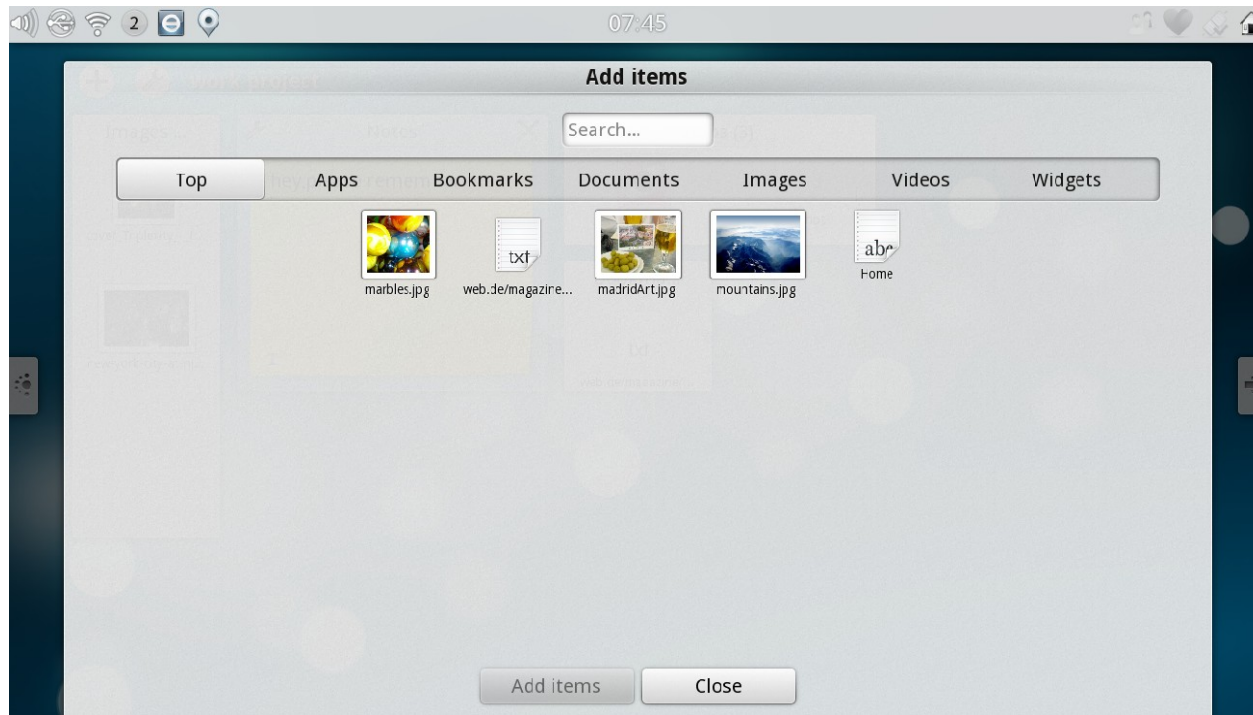
# Add Resources - first prototype



- + multiselection of items
- + search for quicker results
- first category screen doesn't offer any information
- less overview over data



# Add Resources - Final Design



- + tabs for quicker access
- + global search
- + recommendations integrated in „TOP“ tab

## More features

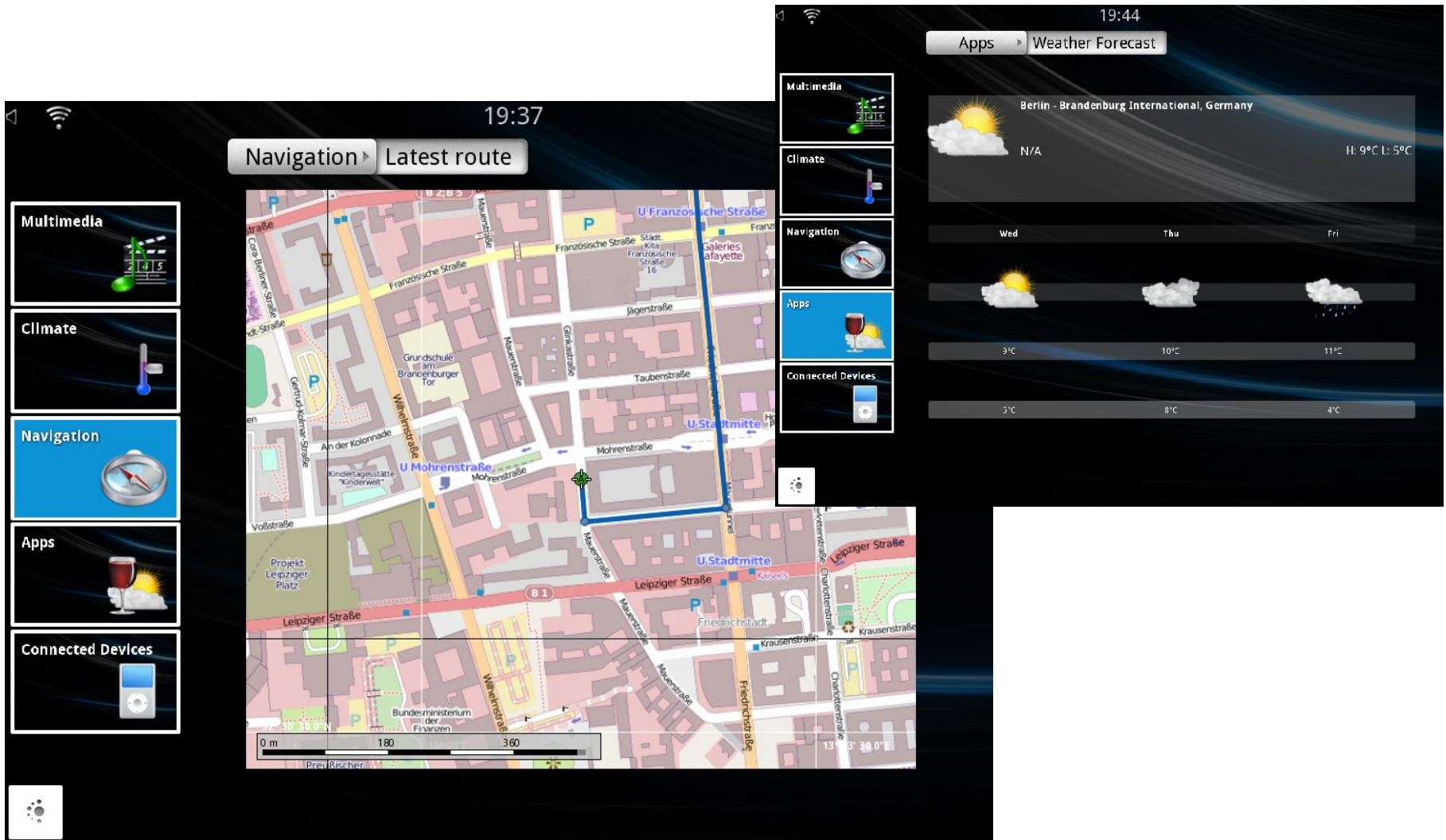
| Launcher, Task Switcher

| Webkit Integration

| Private Activities

| ScreenSaver / Shutdown

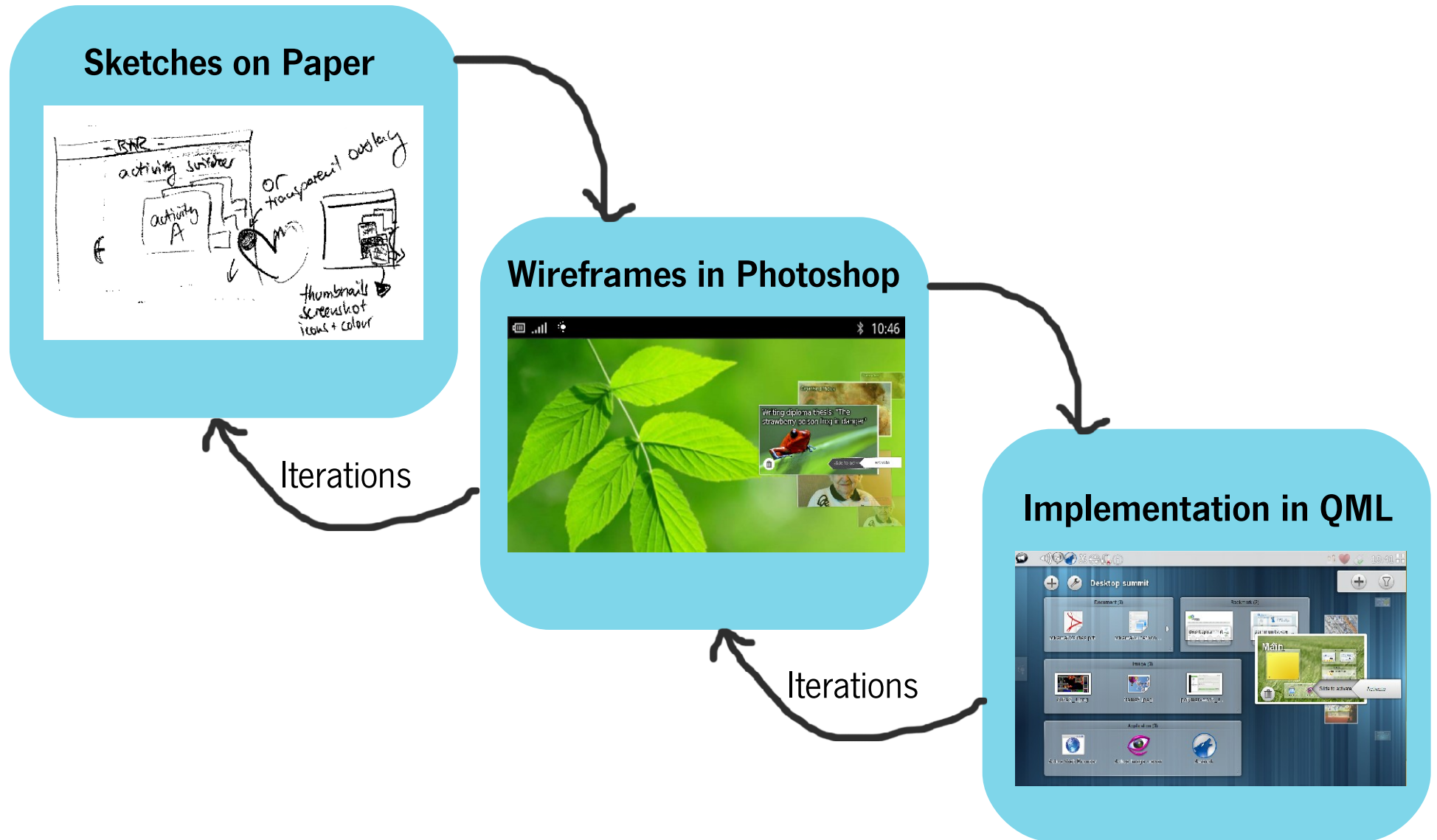
# Alternative UX: In Vehicle Infotainment



# Contour Implementation

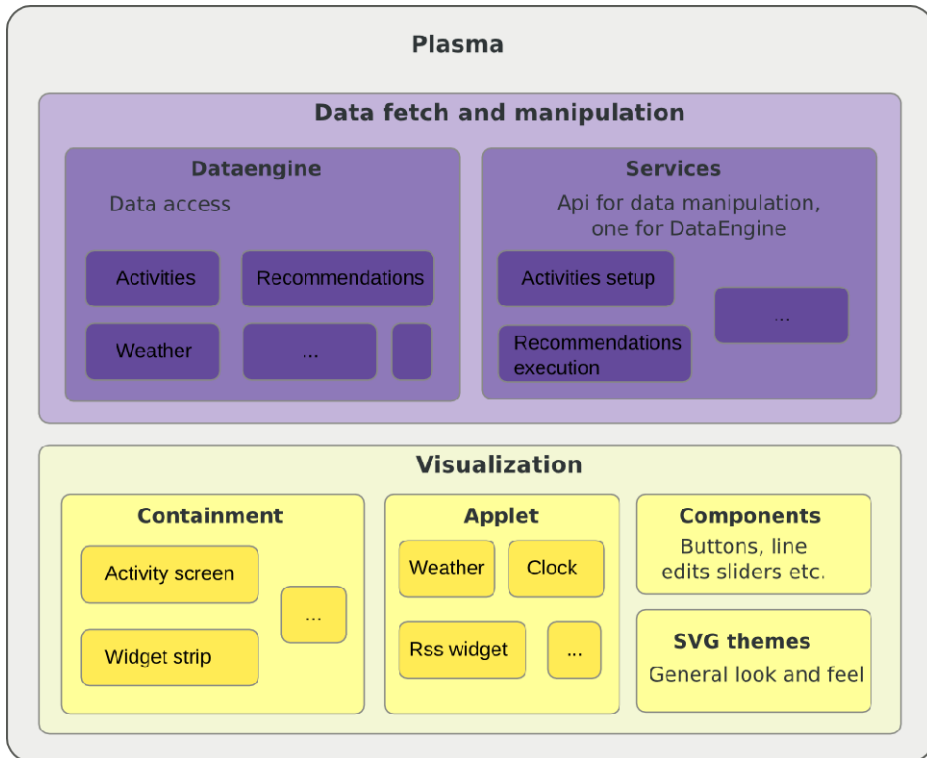


# User Interface Design Process

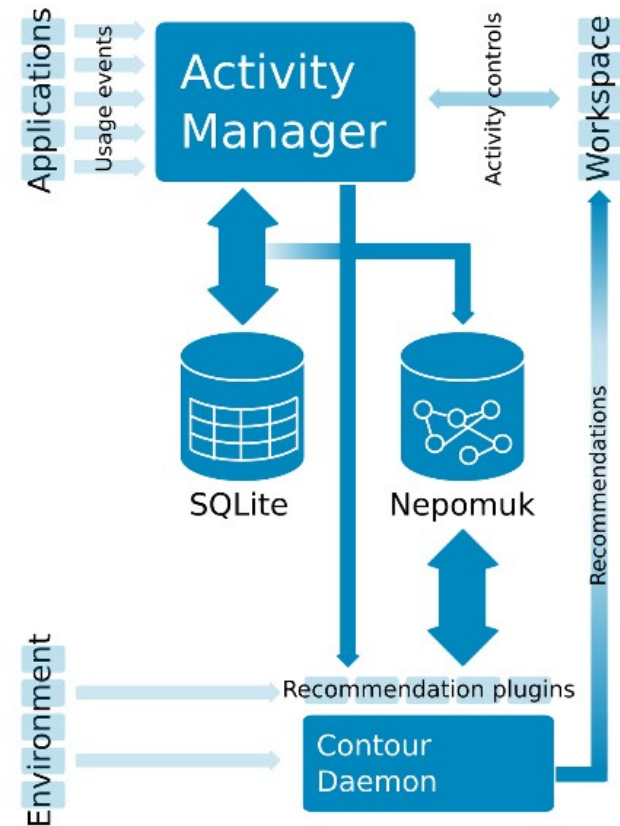


# The Software Architecture

## Part 1: Plasma



## Part 2: Activities & Recommendations



# System Integration

## | Continuous Integration

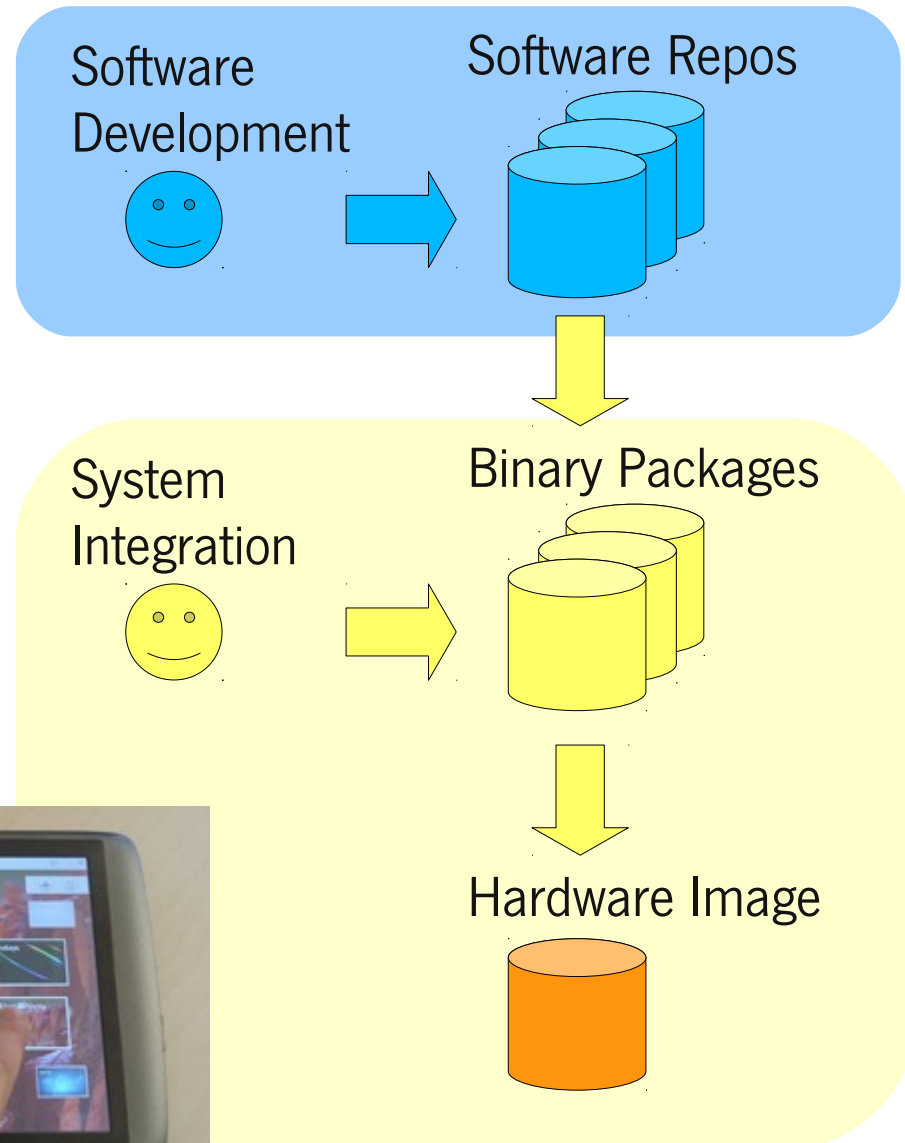
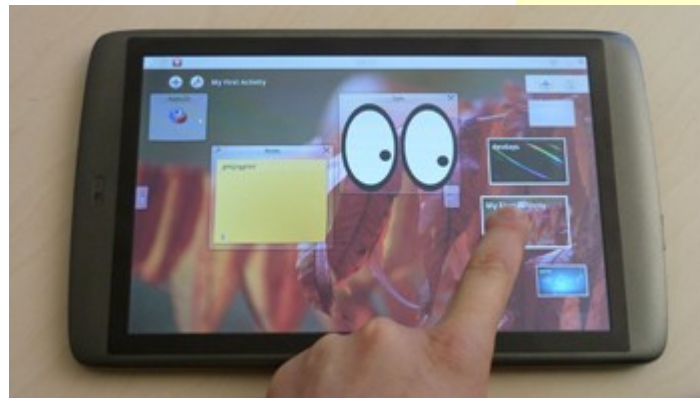
- rpm
- OBS
- hudson

## | Base Linux System

- MeeGo
- Mer

## | Hardware

- WeTab
- Archos



## How Contour Became Plasma Active





# March 2011 - Plasma Active being Announced

| Workshop in Darmstadt  
joining forces

**Plasma Mobile UI**  
Sebas / open-slx



## Activities & Recommendations

Contour / basysKom

## Share Like Connect

Aaron Seigo / Coherent Theory

- | September 2011 coding sprint at basysKom
- | Oct 10, 2011 Plasma Active One Release
- | Dec 12, 2011 Plasma Active Two Release
- | March 2012 Plasma Active Sprint at basysKom

# Why did basysKom contribute Contour to KDE?

| Because

- only way to develop upstream
- to be able to create a joint process (community / company)
- It is a chance for KDE in the mobile space
- I care about KDE

# Review

## | Challenges

- Cooperation company – community not always easy
- Embedded development processes not established
- Desktop technology too large and slow for embedded hardware

## | Cool Stuff

- Lots of framework could be reused
- Highly motivated people
- Very quick results

## Done? No, It is a starting point!

- | Source code fully available in Trunk
- | Mailing list, Mer build system in place and available
- | Image creation infrastructure: more automation required
- | Contribution Needed: Release Management, Quality Assurance

### | You want to give it a try? Contribute?

- get an Archos G9
- Get image from  
<http://share.basyskom.com/plasma-active>
- Improve by contributing



## Thanks to the Contour Team!

Marco Martin	Plasma Core Development, Plasma Active UX Development
Ivan Cucik	Implementation of Recommendations
Sebastian Trüg	Pre-Study for Recommendations
Daniel Beckert	Early UX concepts
Fania Bremmer	UX concepts, refinements, working with community
Maurice de la Ferte	continuous system integration, implementing image creation
Lamarque	Plasma Active UX Development
Karlheinz Hohm	project management
Stefan Werden	system integration input
Eva Brucherseifer	strategy & feedback, marketing

## Thanks to the KDE team!





**basysKom**

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## Contact

Dr. Eva Brucherseifer  
Managing Director

[eva.brucherseifer@basyskom.com](mailto:eva.brucherseifer@basyskom.com)  
+49 (6151) 870 589 0  
[www.basyskom.com](http://www.basyskom.com)

KDE Contributor since 2000  
[eva@kde.org](mailto:eva@kde.org)