

# KDE Edu

## KDE for Education

Alex Pol, Laszlo Papp

July 2012

- 1 Introduction
- 2 The KDE Edu Project
- 3 KDE Edu for Everyone
- 4 Concluding

- 1 Introduction
- 2 The KDE Edu Project
- 3 KDE Edu for Everyone
- 4 Concluding

- Aleix Pol i Gonzàlez <aleixpol@kde.org>
- ... in KDE Edu, KAlgebra
  
- Laszlo Papp <lpapp@kde.org>
- ... in KDE Edu, KHangMan and Kanagram Mobile

# Plan

- 1 Introduction
- 2 The KDE Edu Project
- 3 KDE Edu for Everyone
- 4 Concluding

# What's KDE Edu?

- software with educational purpose
- based on KDE technologies
- regardless of age and culture
- from a worldwide, dynamic, open group

## Software

- translated to more than 50 languages
- that you can fit to your needs
- with a strong focus in sharing data, experiences

## 2 The KDE Edu Project

- History
- Present



## Once upon a time...

- 2001 Anne-Marie Mahfouf starts the KDE Edu initiative
- 2002 first KDE 3 release contains a KDE Edu version
  - with KEduca, KGeo, KLetres, KStars, KTouch, KVocTrain
- 2007 first KDE Edu sprint
- 2008 with KDE 4, KDE Edu is ported and gets new software
- 2011 first full ports of KDE Edu applications to mobile platforms

## 2 The KDE Edu Project

- History
- Present

## It's KDE

- it integrates wonderfully with the KDE Workspaces
- it works on Microsoft Windows, through KDE Windows project
- it works on Mac OS X
- it works on many different platforms

## It's Diverse

- Languages
- Mathematics
- Science
- Others... :)

- 1 Introduction
- 2 The KDE Edu Project
- 3 KDE Edu for Everyone
- 4 Concluding

## We want to look into new platforms

- Plasma Active
- MeeGo/Harmattan
- Android
- further platforms: Raspberry Pi, Pandaboard, Playbook,  
...

Don't you believe it?

# Demo

## Challenges

- porting to QtQuick
- adopting Qt 5, KDE Frameworks 5
- having an integrated look and feel
- integrate the distribution in the standard platform channels (aka App Stores!)
- language support

# Plan

- 1 Introduction
- 2 The KDE Edu Project
- 3 KDE Edu for Everyone
- 4 Concluding**



## KDE Edu Everywhere

- explore touch interfaces, mobile devices
- help KDE explore new platforms, improve QtQuick integration
- keep growing the number of offered applications
- get graphic designers involved

# Questions?

[kde-edu@kde.org](mailto:kde-edu@kde.org)

[aleixpol@kde.org](mailto:aleixpol@kde.org)

[lpapp@kde.org](mailto:lpapp@kde.org)