Getting Serious About the Developer Experience

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Developer Experience
The way one feels about developing software for a given platform
Developer's Hierarchy of Needs
Project

- New Features
- Exhaustive test suite
- Working Build

Platform

- Educational Resources
- Dependencies
- Build Tools
- Operating System
- Hardware
Build Stability
Buildability is critical
Massive problem if developers need to build most dependencies (jhbuild)
Maintainers need to *know* about build breaks
Functional Stability
OSS license ≠ magic QA dust
Being able to read the code is important but not sufficient
API and behavior stability
Continuous testing is strictly required
Fix bugs by strengthening test suite
Take advantage of OSS: add tests above and below your code in the stack
Developer Tools
Completeness
Usability
Documentation
API and tutorial
Question-and-answer sites
/
Interactive help
Every option increases the support burden
Developer Culture
Community reception of developers affects DX
Hostility is a major barrier to development
Codes of Conduct
The Future
 GNOME to make JavaScript our first fully-supported language
GNOME SDK
Thank you!
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