Talk Proposal for GNOME Asia Summit 2024

About Us:

I am **Anuroj Baskota**, a dedicated **open-source enthusias**t and freelance UI/UX designer. I am currently pursuing a **Bachelor's degree in Software Engineering** at Nepal College of Information Technology (NCIT), affiliated with Pokhara University. My involvement in the open-source community includes active participation in the **Nepal Open Source Klub** (NOSK), where I have helped **organize and facilitate over 20 sessions focusing on Linux and open-source technologies**.

I served as a **graphic designer for Software Freedom Day 2023** and took on the role of **Event Facilitator for Software Freedom Day 2024**. Additionally, I volunteered as a **graphic designer and outreach manager for the GNOME Asia Summit 2023**. My passion for promoting open-source culture is evident through organizing events, designing materials, and conducting sessions like our recent exploration of **Ubuntu with the GNOME interface**, fostering open-source education and community engagement.

I am **Siddhartha Sitaula**, a full-time software developer with a **deep passion for Linux and the GNOME interface**. My professional journey centers around developing software for desktop platforms, where I consistently **advocate for and leverage open-source technologies like electron, ubuntu etc**. In addition to my work, I am involved in various research projects that explore different domains unrelated to open-source.

My commitment to the open-source community extends beyond just events like the **GNOME Asia Summit 2023 where I was the part of the local organizing team** and **Software Freedom Day where I participate as an exhibitor**. I regularly engage in diverse open-source initiatives and communities, contributing to and learning from the vibrant ecosystem that fosters innovation, collaboration, and inclusivity. As part of the GNOME Asia Summit 2024, I am excited to continue promoting and celebrating the transformative power of open-source software.

Presentation Overview:

In this talk on **Human-AI Collaboration in UI Design of GNOME**, we will explore how AI can revolutionize the UI design process by assisting designers in creating more accessible and adaptive interfaces. We'll focus on how AI can help tackle common design challenges, especially for improving accessibility for users with disabilities.

Drawing from our research and findings from a designer survey, we'll highlight practical examples of how AI collaboration enhances navigation, task completion, and overall usability in GNOME. Lastly, we'll emphasize the importance of user feedback and an iterative design process in developing a UI that is both inclusive and highly functional.

Abstract:

This paper examines how UI design, human interface engineering, and accessibility work together in the GNOME desktop environment. As digital interactions become more complex, it's crucial to create interfaces that work well for users of all abilities and preferences. We review GNOME's current design practices, highlighting both successful elements and areas that need improvement to make the experience more inclusive.

A key focus of this study is on human-centered design, which ensures that the needs of users are prioritized throughout the design process. We also share insights from our research on Human-AI collaboration in design, including findings from a survey conducted with designers. This research looks at how AI can help designers build more accessible and adaptive user interfaces.

We address challenges faced by users with disabilities and propose AI-driven solutions to improve navigation, task execution, and overall usability. By integrating adaptive technologies, we aim to create a more responsive interface that better meets user needs.

Additionally, we stress the importance of user feedback in creating more accessible UIs, advocating for an iterative design process that includes input from diverse user groups. Our research suggests that focusing on inclusivity can transform GNOME's UI into a system that is both functional and accessible to all. We conclude by calling for a comprehensive design approach that improves usability, promotes inclusivity, and ensures that everyone can effectively interact with technology.

Sincerely,
Anuroj Baskota,Siddhartha Sitaula
anurojb@gmail.com, sitaulasiddhartha2002@gmail.com
977+9843988243, 977+9863228447
Kathmandu,Nepal