The multi-user desktop evolution
Increasing input bandwidth from one to many

For around four decades, the graphical user interface on desktop computers followed the same input paradigms, focused at single-user interaction. Two years ago we merged multi-user support into the X.Org X Window System implementation, allowing multiple users to work simultaneously on a single screen or a user to use both hands to interact with any application.

But what does that mean to us?
In this talk I will describe the design decisions we have taken to support multiple simultaneous users and discuss how far one can push the traditional desktop to support multiple users without actually changing it. This is followed by a high-level overview of how input is handled and what it means to introduce new methods of interacting with computers. Finally, I will outline the ongoing discussions about generic multi-touch support.

Multi-user interfaces were and still are a popular research topic but never before did we have the fundamental technology available at our fingertips. Now we need to figure out what we’re going to do with it.

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