State of QGIS

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Keywords: Software Development, QGIS, Developers, Beginner, End User

Outline (25 mins):
- 5 mins - Intro to QGIS project, its active contributors and sponsors
- 10 min - QGIS 3.0 development, features and release plans
- 5 min - QGIS 3.0 migration paths for users and third-party developers
- 5 min - Thanks to talk contributors; how to contribute; attendee Q&A

Abstract:
QGIS is the leading open source desktop GIS application and a real success story. This status update talk, crafted by the QGIS developer community, is a chance to catch up on the latest news from contributors and learn first hand what is in store for QGIS 3.0.

Contributors have been quite busy on exciting advancements to the project and its upcoming release. This talk covers how QGIS is developed, new features, as well as our release schedule. QGIS 3.0 is a major release offering, giving developers an opportunity to modernize the underlying technologies to Qt 5 and Python 3, and fix/update the QGIS C++ and Python APIs. Since this affects all third-party plugin developers and users, the talk will highlight the effort and tools by QGIS developers to ensure the migration to 3.0 is a smooth one.

For those considering adopting QGIS we will look at how the QGIS project is organized, and how it is effectively raising and utilizing funding. If you are interested in joining our community this talk covers recent changes to the QGIS project, highlighting the many ways to get involved. This talk will have something for everyone, from newbies to power users and developers.