

How To Make Linux Mainstream (stillOS)

- **Speaker:** Cameron Knauff
- **Room:** CC 236
- **Time:** Sat 4:00 pm – 4:30 pm
- **Format:** Lecture (30 Min + Q&A)
- **Difficulty:** Introductory
- **Track:** OSS Distributions
- **Presenter Location:** In-person
- **Experience:** several-th time speaking
- **At:** at lfnw

Description:

This talk explores the challenges preventing Linux from becoming a truly mainstream desktop operating system — and how those challenges can be addressed. While many people point to app compatibility as the primary barrier, Cameron argues that deeper issues lie in **stability**, **usability**, and **public perception** of Linux desktops.

The session also demonstrates how these lessons are being applied in the development of **stillOS**, a project aimed at creating a polished, user-friendly Linux distribution that learns from both the strengths and weaknesses of Windows and macOS. Cameron discusses how Linux can leverage current frustrations with proprietary platforms while improving its own shortcomings to become a compelling everyday OS for the general public.

Note: This talk was originally presented at SeaGL 2025. The topic may shift slightly before April, but any version will focus on bridging Linux and marketing to reach mainstream audiences.

Target Audience:

- Anyone

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