

# GNOME vs. KDE vs. Unity: Performing Seven Basic Tasks

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Created 09/11/2011 - 12:50am

Submitted by srlinuxx on Wednesday 9th of November 2011 12:50:04 AM Filed under [Software](#) [1]

When users talk about the latest generations of Linux desktops, almost always they report general impressions. They say that GNOME 3 seems needlessly complex, or that Unity seems too basic, but they're vague on the specifics. In the past, I've been guilty of dealing with impressions myself.

But what, I wonder, is the real story? In the hopes of providing some substance, I've to compare GNOME 2 and 3, KDE, and Ubuntu's Unity, using seven basic tasks that anyone using a desktop is likely to do. The comparison is not just a matter of mouse-clicks -- although that metric is sometimes revealing -- but, in some cases, a matter of design as well.

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## Links:

[1] <http://www.tuxmachines.org/taxonomy/term/38>

[2] <http://www.datamation.com/open-source/gnome-vs.-kde-vs.-unity-performing-seven-basic-tasks-1.html>