

Leveling Up the Ecosystem, Together.

The **Open Gaming Collective (OGC)** is building a **unified** set of gaming-focused components used across the Linux ecosystem.

The Mission

Open Gaming Collective (OGC) is a working group for organizations and individuals interested in improving the open source gaming ecosystem. The mission is to provide a collaborative framework for upstream changes to the various gaming components that will benefit all projects.

"Distros can now focus on the features and experience that make them unique, rather than repeating the tasks that are the same. In short: we all have **more time to game.**"

Founding Members

Universal Blue & Bazzite

We think the future of Linux gaming is a collaborative effort forged in mutual interest and friendship and want to do our part to make that happen!

REPRESENTED BY:

Kyle Gospodnetich Hikari

Noel Miller Tulip Blossom

ASUS Linux

Our team focuses on Linux for many ASUS hardware. In being part of OGC, we aim to provide seamless, high-quality, and early support for users and developers while collaborating with others and reducing fragmentation. In doing so, we more closely bridge the gap between enthusiast hardware and the mainline kernel.

REPRESENTED BY:

NeroReflex Sukiru Dragonn

GhouL

ShadowBlip

ShadowBlip is a collection of developers focused on enhancing gaming on Linux with handheld and console-like PCs. Our projects are used in many popular gaming distributions such as SteamOS, Nobara, Playtron, and more. As founding members of the Open Gaming Collective, we focus on delivering projects that benefit the whole gaming on Linux ecosystem.

REPRESENTED BY:

ShadowApex pastaq

Samsagax ruineka

PikaOS

One of our goals at Pika is to improve gaming accessibility and performance on Linux, with a particular focus on better support and representation for Debian-based distributions within the gaming ecosystem. The OGC is a great place to further these goals and really maximise and contribute to the great work done by Linux gaming community as a whole.

REPRESENTED BY:

Cosmo Ferreo

Fyra Labs

Fyra Labs was founded on the mission to bring desktop Linux to the everyday person. We believe that the growing popularity of Linux gaming is beneficial to that goal. Through our founding involvement in OGC, we hope to accelerate the adoption of gaming on Linux, advancing our core mission.

REPRESENTED BY:

Lleyton Gray Gilver Eckhart

Owen Zimmerman Madomado

Riley Loo Jaiden Riordan

Cappy Ishihara

Playtron

Our vision is a future where Linux gaming is accessible to users worldwide. Since its inception, Playtron has funded individual contributors and full FOSS projects alike. We want to accelerate the growth of Linux gaming. As one part of our OGC commitment, we will assist in the costs and management necessary to bringing out-of-the-box Secure Boot support to gaming distributions.

REPRESENTED BY:

LukeShortCloud

Strategic Partners & Core Contributors

Collaborating with **ChimeraOS**, **Nobara**, and **winesapOS** to maintain the core plumbing of the ecosystem.

SytheZN GloriousEggroll superm1 hphilm justinweiss JustRadical

R1kaB3rN xXJS0NDeruLoXx LionHeartP Alesh Slovak bouhaa

Shared Technical Pillars

OGC focuses on the foundational layers of the Linux gaming stack. We host shared components, agreed upon by the members, for all to use, with an "Upstream First" philosophy.

Some of the projects we have in mind:

- The OGC Kernel — a shared gaming-focused kernel
- A downstream fork of Gamescope that expands hardware support to more devices

"Upstream First" is a rigorous technical policy. Any code produced or improved by OGC is intended to live in the original source project (e.g, the official Mesa repository) rather than being maintained as a permanent "patch" or "fork". This enables rapid development while ensuring the long-term health of Linux gaming.

