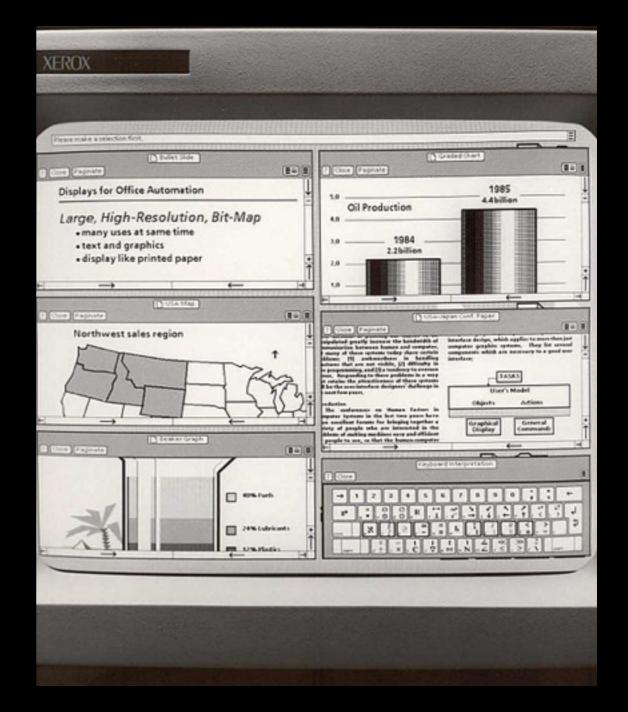
### Digital Interfaces: GUI History and Design Trends

Lecture 7 IML 499



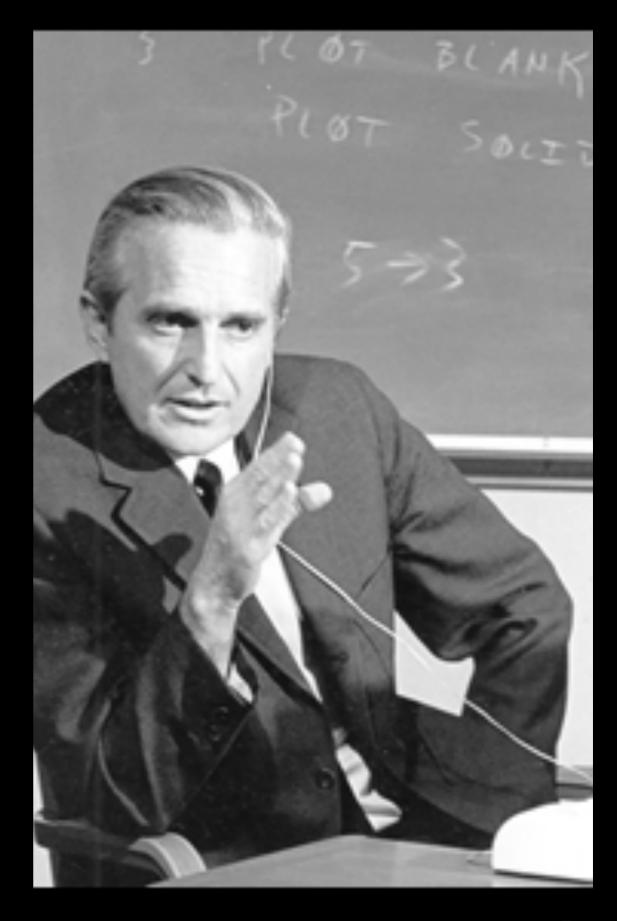
## The GUI

- 1968 Doug Engelbart Demo
- 1973 Xerox PARC develops the Alto PC
- 1974 Gypsy, the first WYSIWYG
- 1975 GUI Demonstration at Xerox PARC
- 1976 Jobs & Wozniak work on Apple Computer ][ and LISA

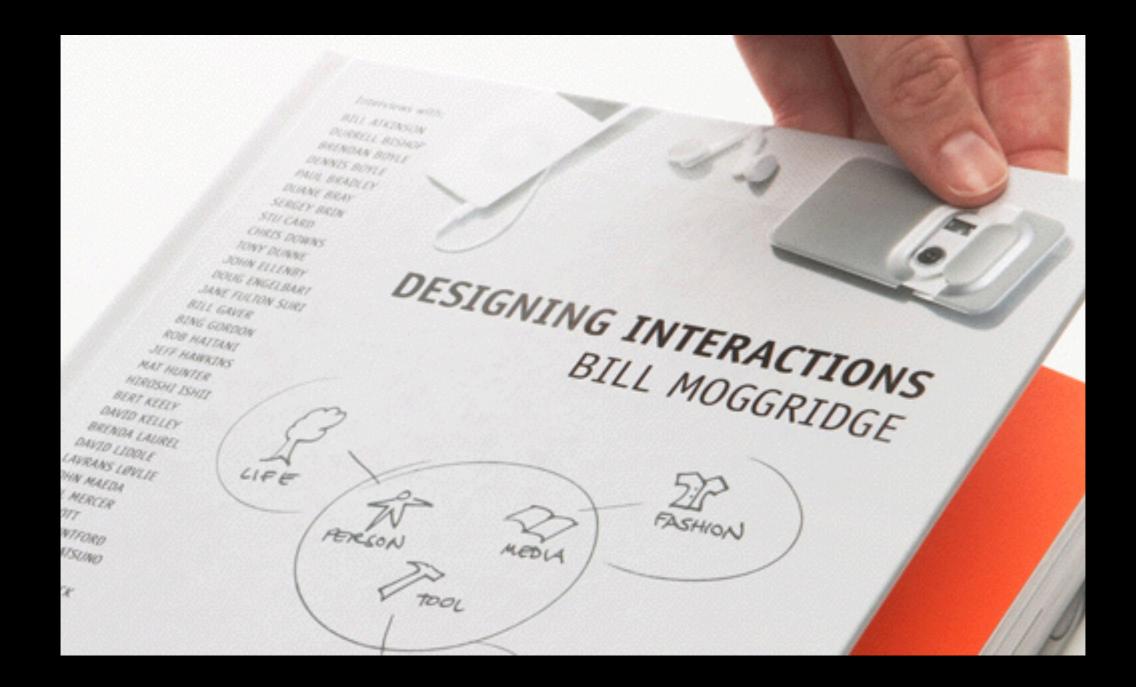


#### Doug Engelbart

HCI Engineer & Inventor







#### The Mouse and the Desktop

Designing Interactions - Bill Moggridge



#### Stu Card HCI Engineer



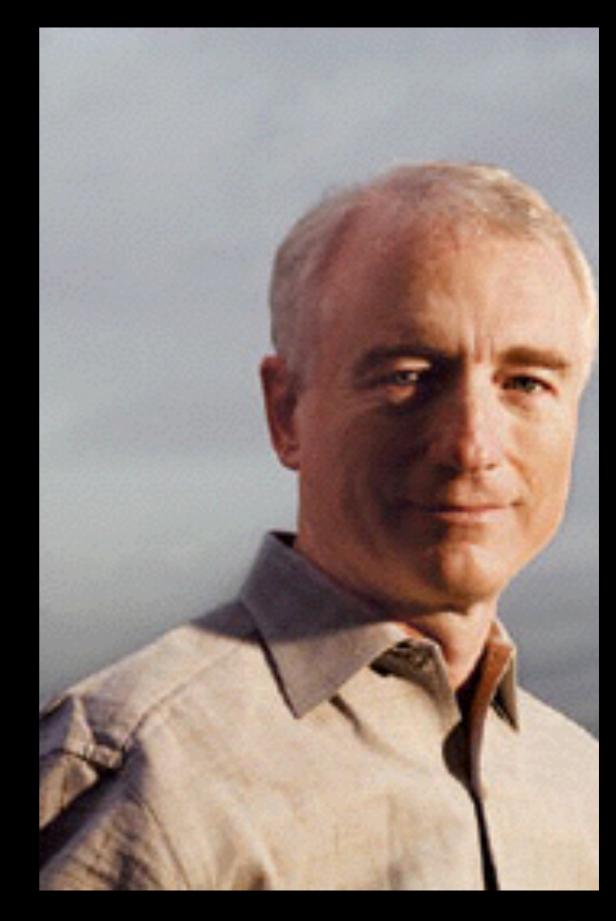


#### Tim Mott HCI Researcher

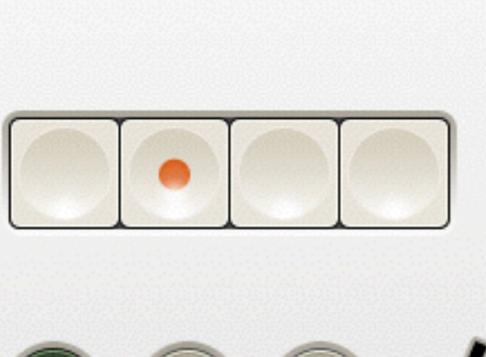




#### Larry Tesler HCI Researcher











#### 10:28 AM

Magazine & Various Authors

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Hands-On

Mobile

#### The Mobile Book

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## Skeumorph (n)

- An object or feature copying the design of a similar artefact in another material - *OED*
- A functional item redesigned as something decorative -*Collins*
- An ornament or design representing a utensil or implement - *Merriam-Webster*







### Apple's iOS 7

Flat Design



# Apple Design

- Craftsmanship Throughout
- Empathy
- Focus
- Impute
- Friendliness
- Form and process





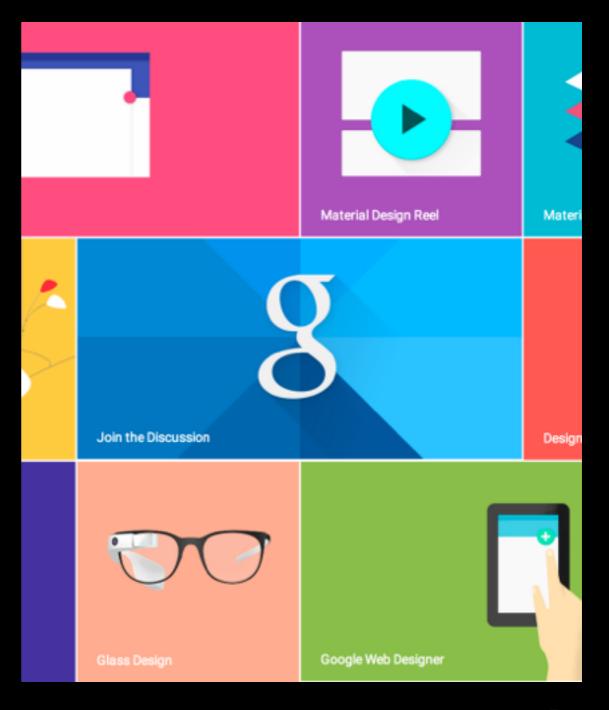
# Google Material Design

#### Goals

- Create a visual language that synthesizes principles of good design with the innovation and possibility of technology and science.
- Develop a single underlying system that allows for a unified experience across platforms and device sizes.

#### Principles

- Material is the metaphor
- Bold, graphic, intentional
- Motion provides meaning





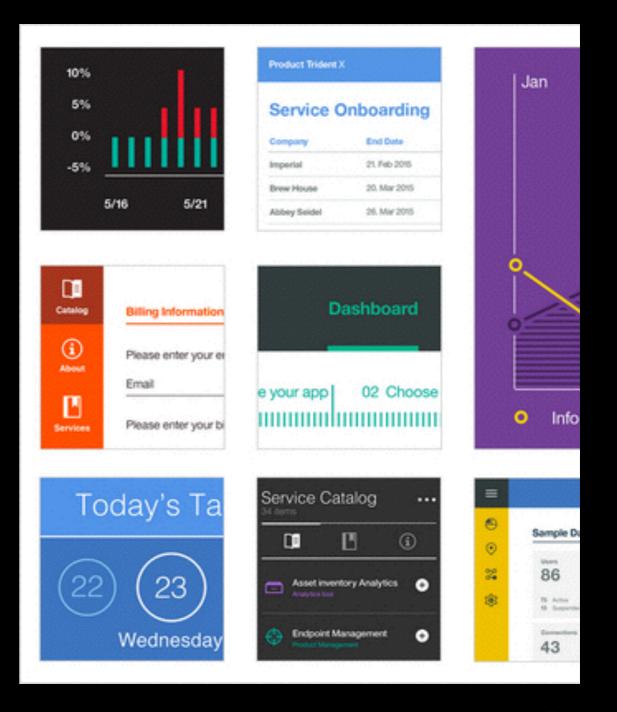
## Microsoft Metro Design

- Pride in craftsmanship
- Do more with less
- Fast and fluid
- Authentically digital
- Win as one



# IBM Design Language

- Design with soul
- Be authentically thoughtful
- Design for an outcome
- Defer to content
- Clarify complexity
- Make the useful beautiful
- Inform and delight
- Be contextually aware
- Make it obvious





#### Similarities

- Clean, flat design
- Responsive design that adapts to various screen sizes and devices
- Human-centered



#### Differences

- What are some of the major differences?
- Take a few minutes to find examples of each.
  Post them in the Slack channel.



#### For next class...

Read Chapter 1 "The Unworkable Interface" from *The Interface Effect* by Alex Galloway. Write a response covering an aspect of the reading.

