



# Digital Interfaces: GUI History and Design Trends

Lecture 7  
IML 499



# The GUI

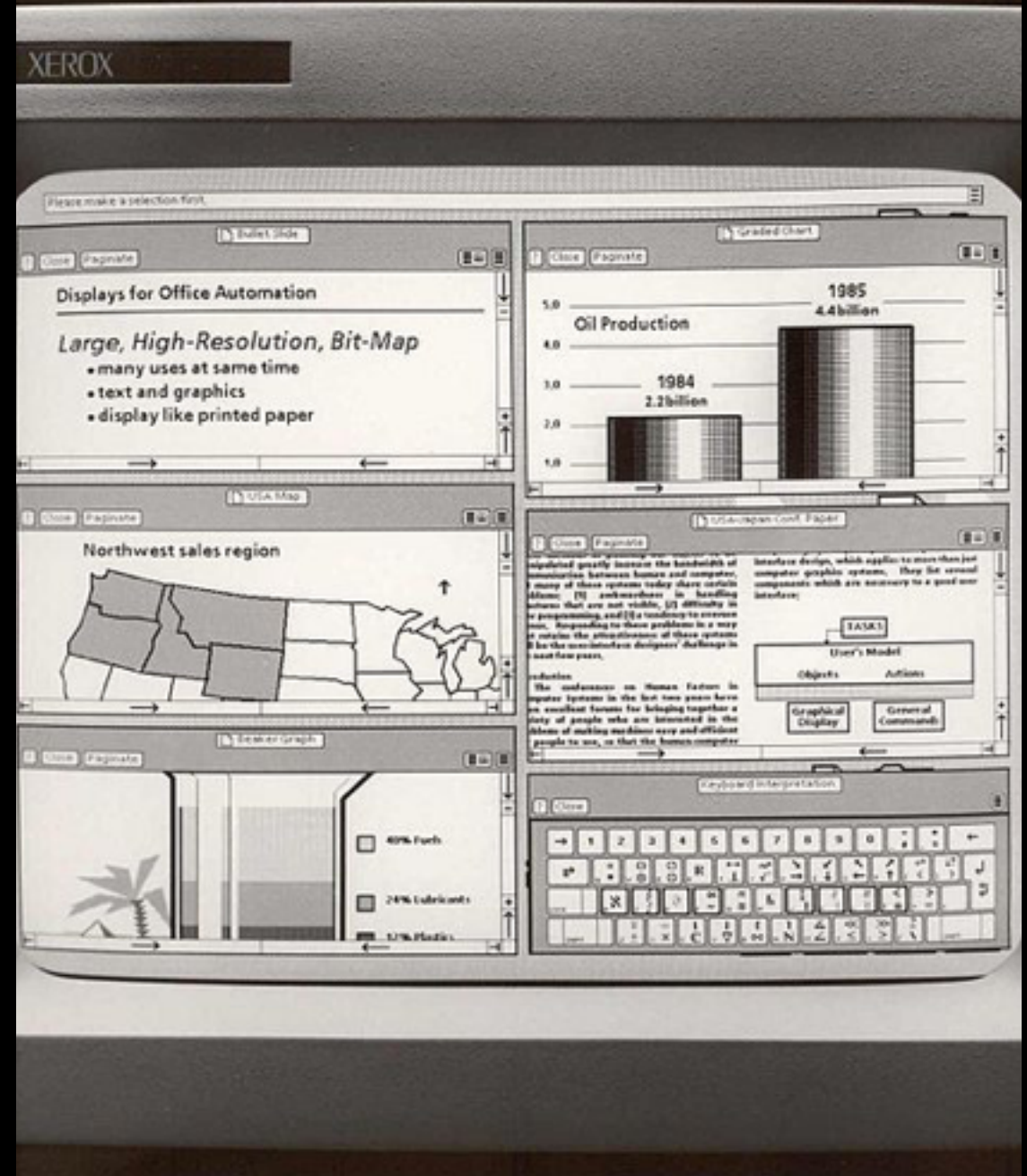
1968 - Doug Engelbart Demo

1973 - Xerox PARC develops the Alto PC

1974 - Gypsy, the first WYSIWYG

1975 - GUI Demonstration at Xerox PARC

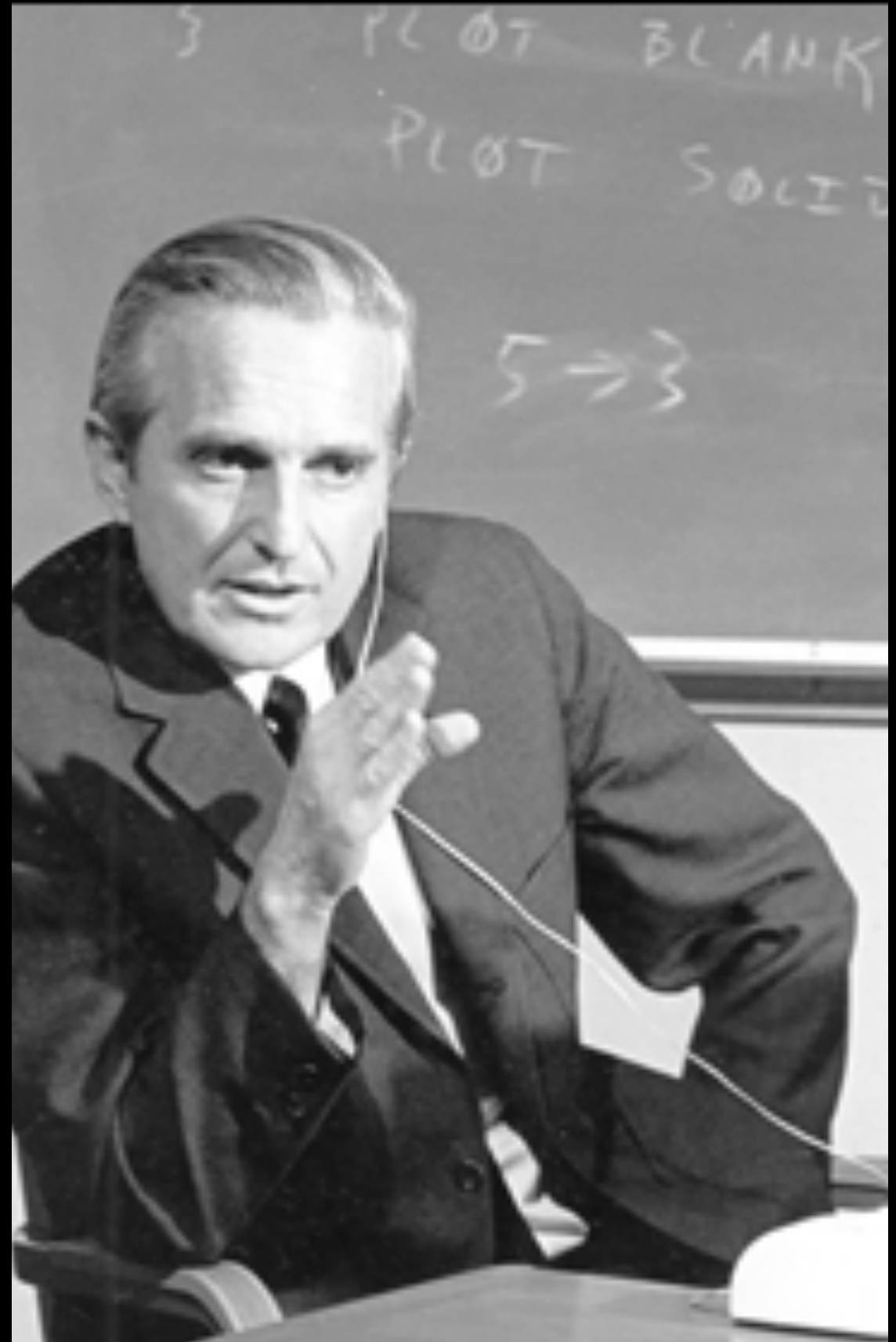
1976 - Jobs & Wozniak work on Apple Computer ][ and LISA



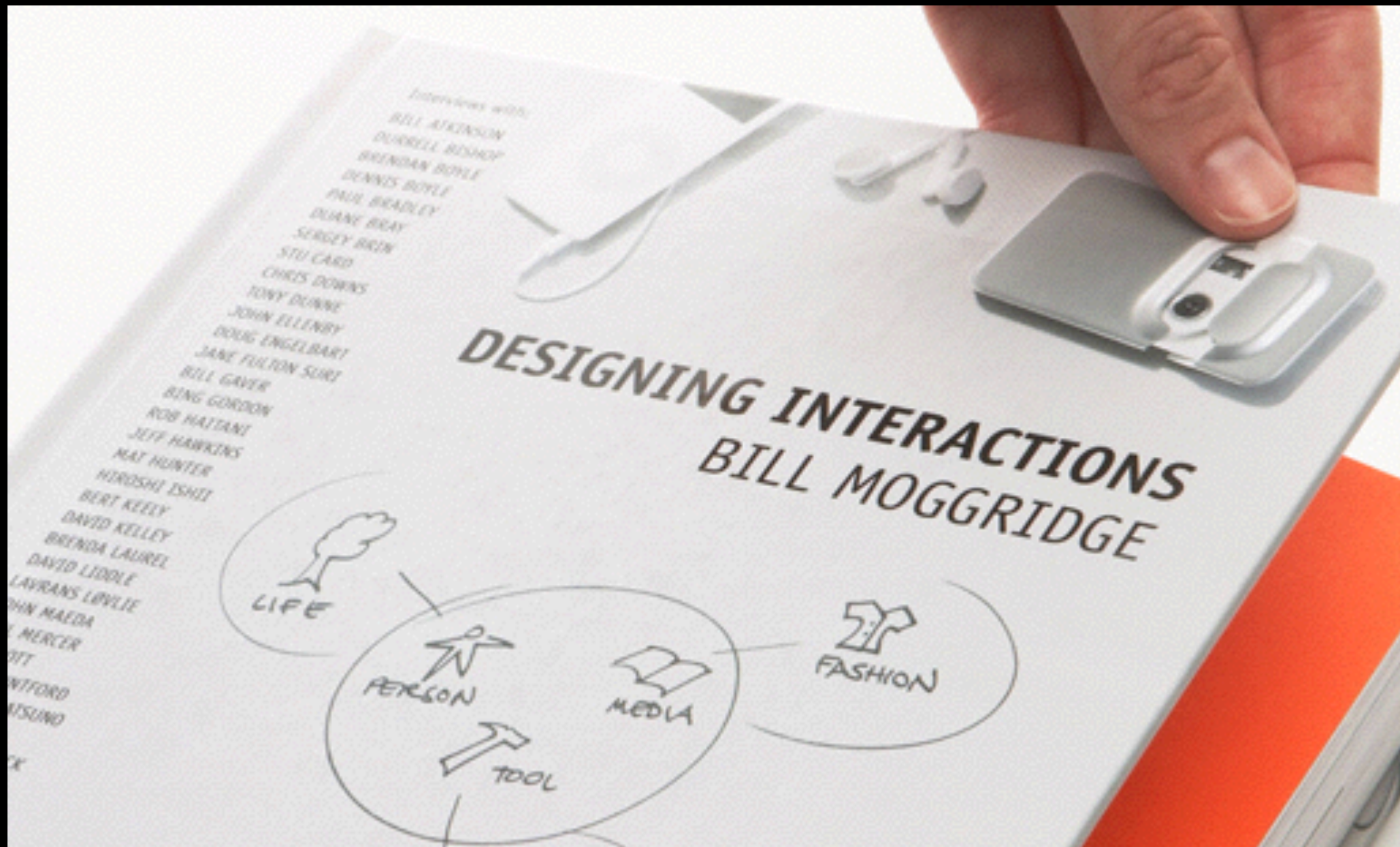


# Doug Engelbart

HCI Engineer & Inventor







# The Mouse and the Desktop

*Designing Interactions* - Bill Moggridge



# Stu Card

HCI Engineer







# Tim Mott

HCI Researcher



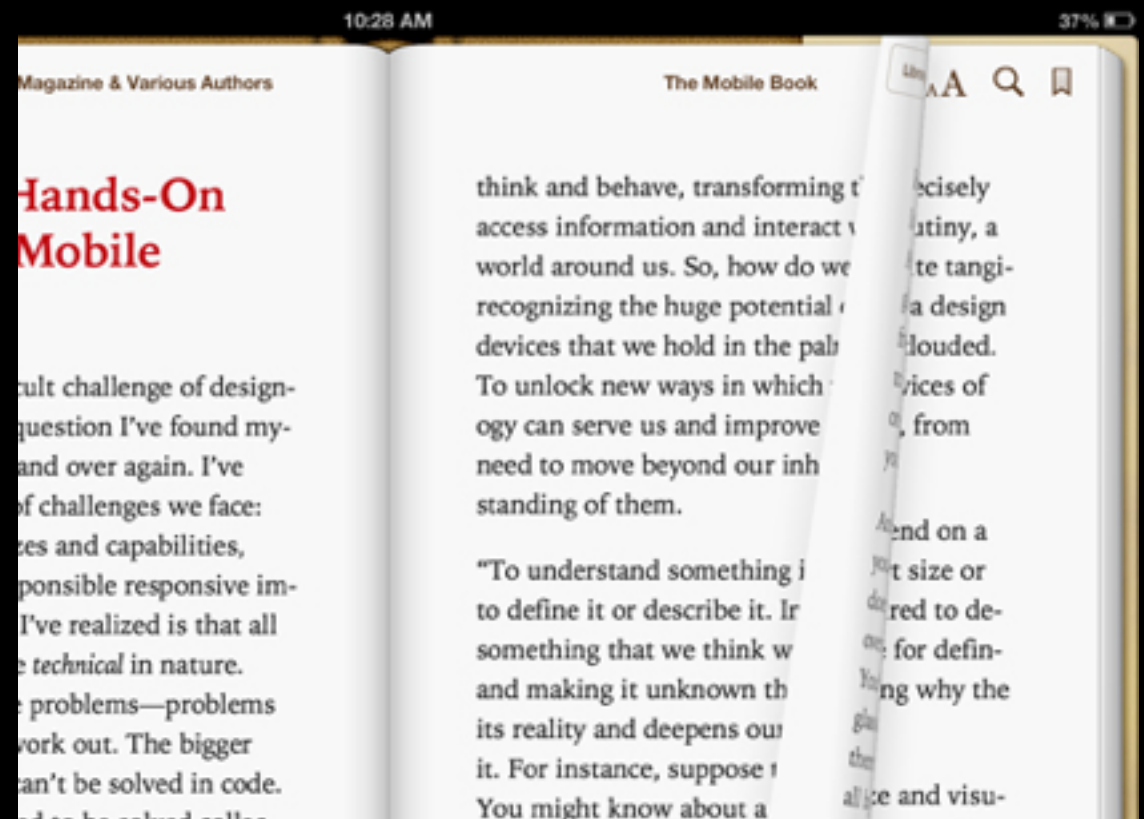
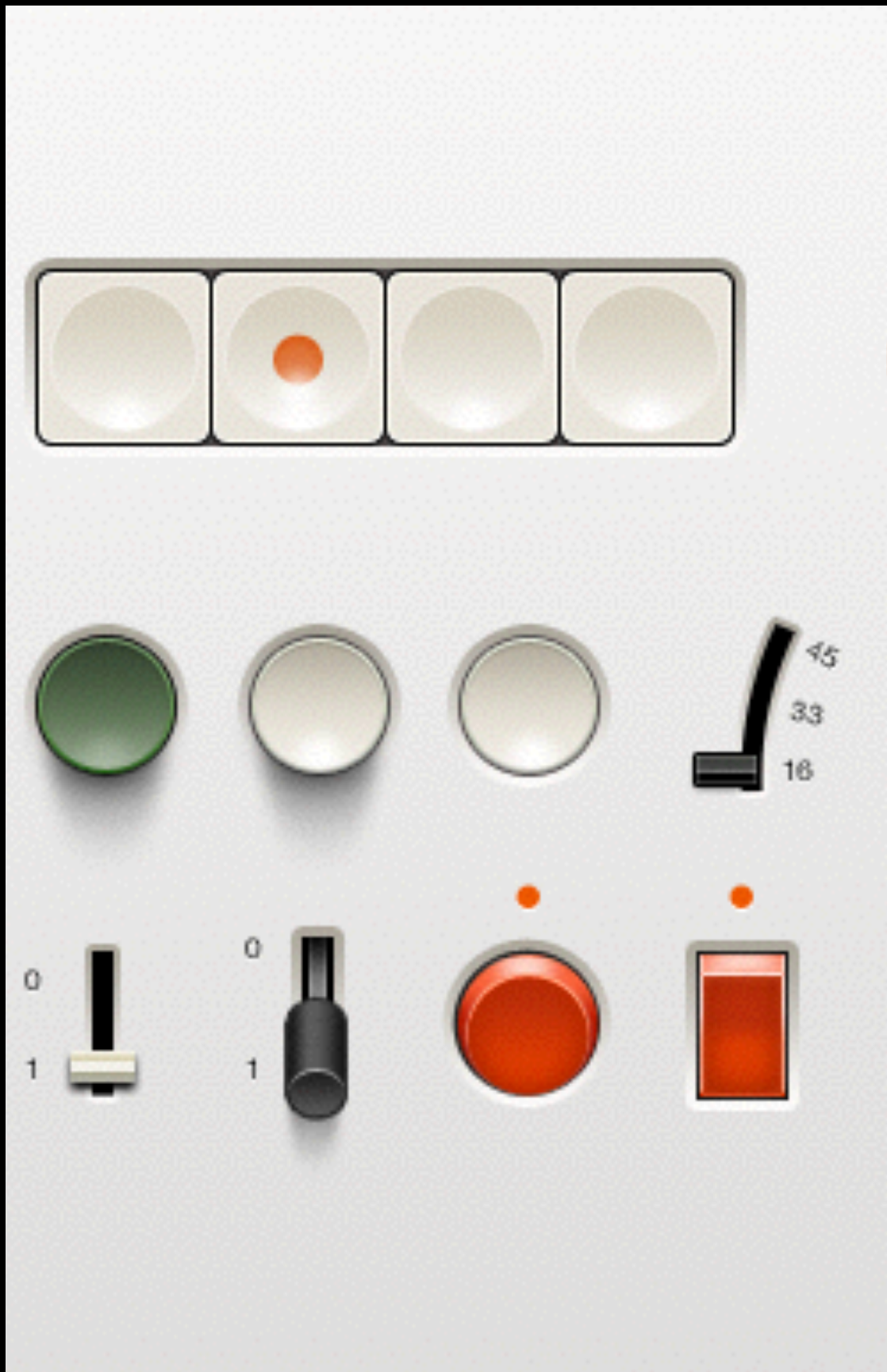


# Larry Tesler

HCI Researcher





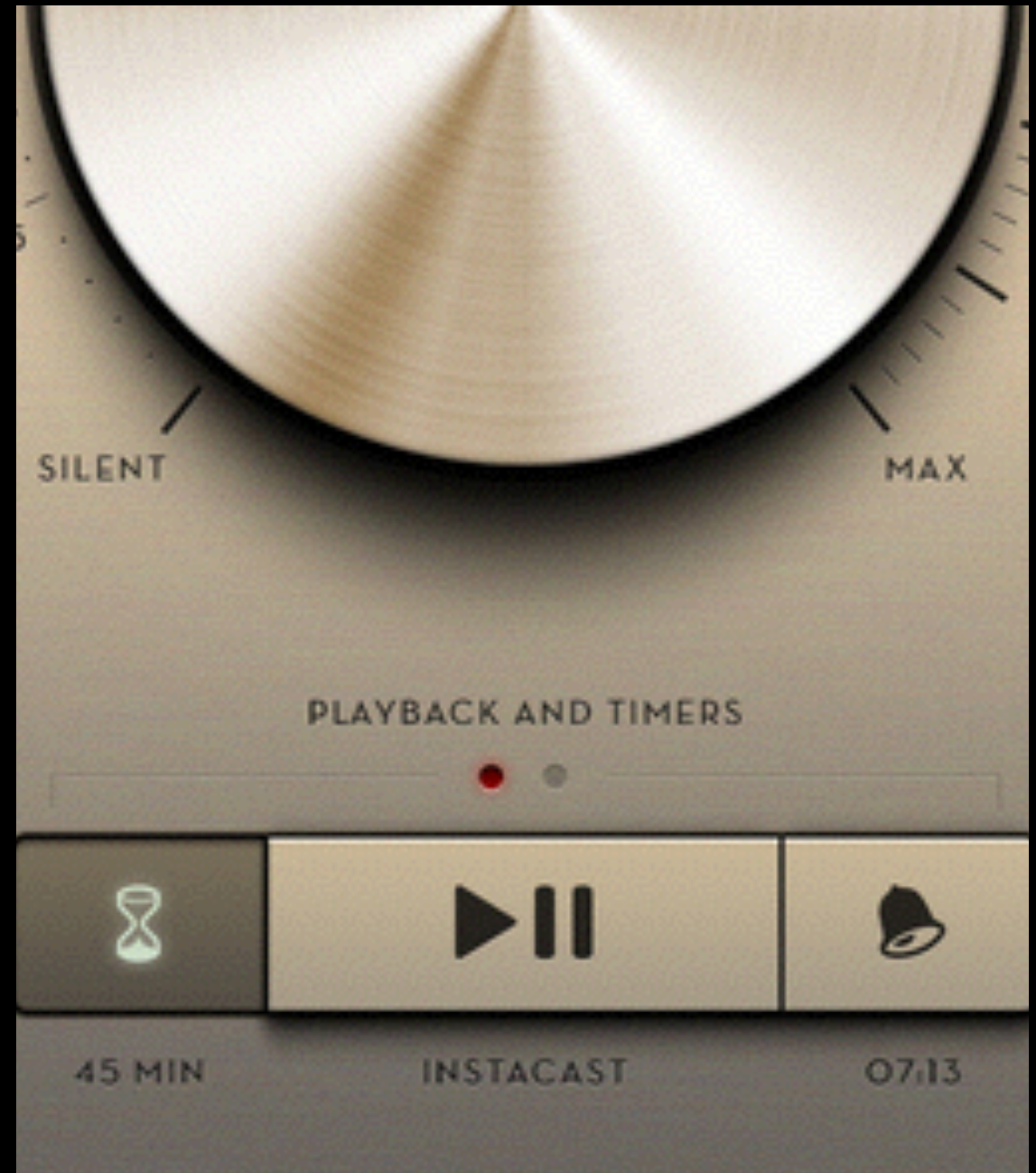






# Skeumorph (n)

- 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

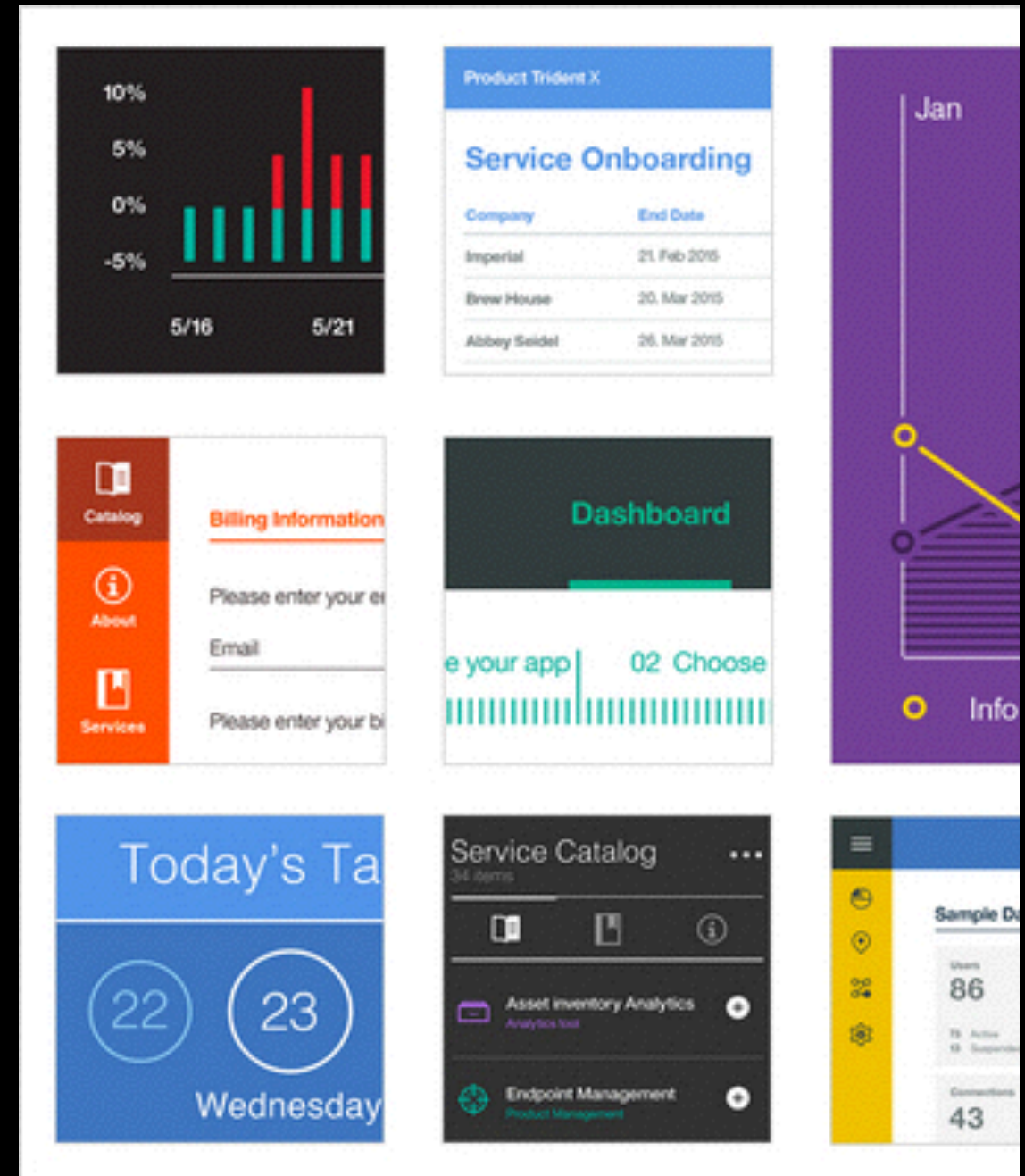
- Pride in craftsmanship
- Do more with less
- Fast and fluid
- Authentically digital
- Win as one





# 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.