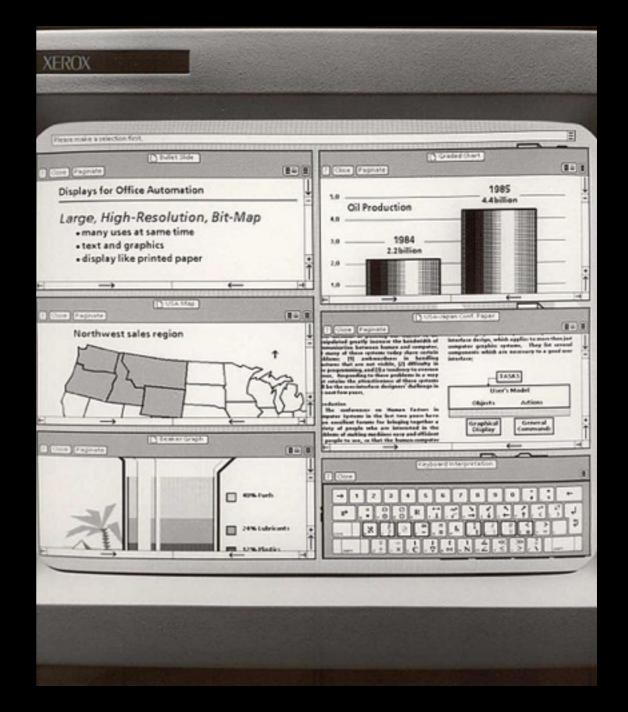
Digital Interfaces: GUI History and Design Trends

Lecture 7 IML 499



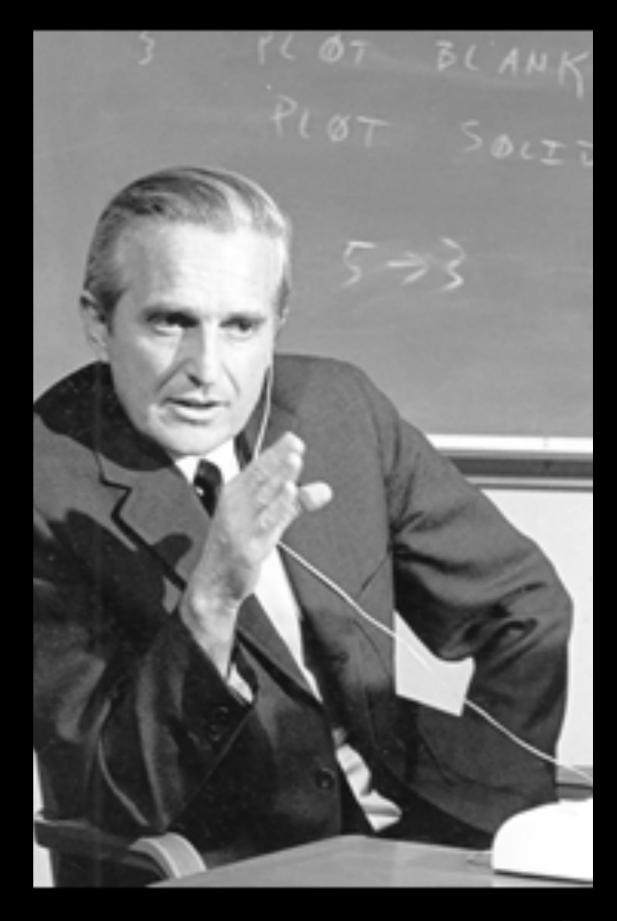
The GUI

- 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

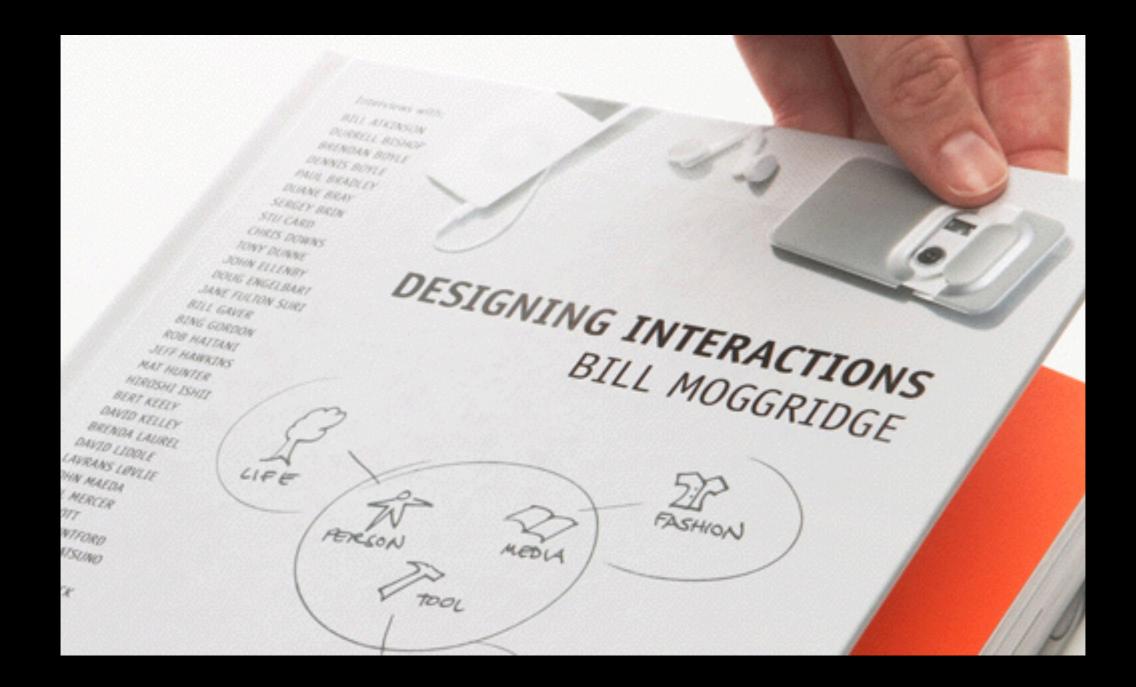


Doug Engelbart

HCI Engineer & Inventor







The Mouse and the Desktop

Designing Interactions - Bill Moggridge



Stu Card HCI Engineer



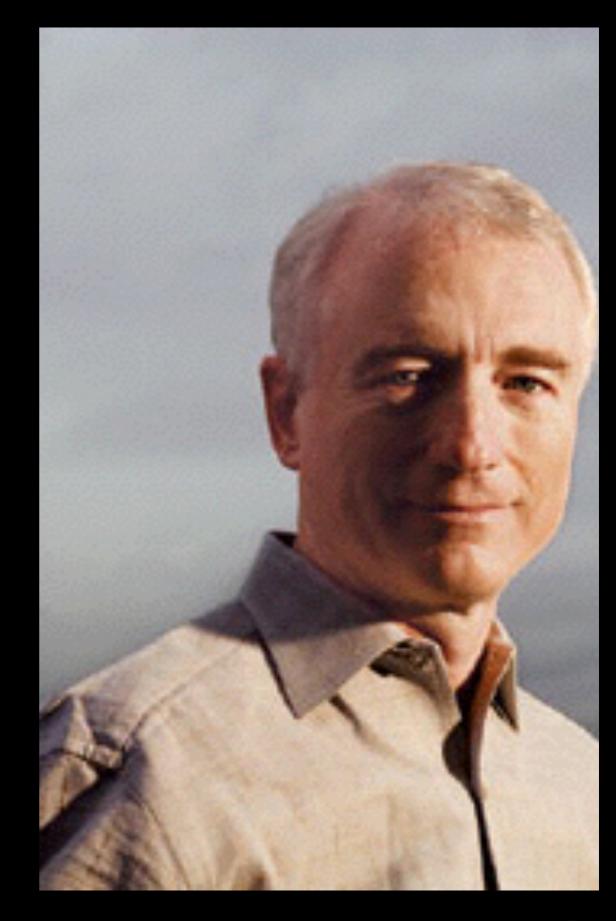


Tim Mott HCI Researcher

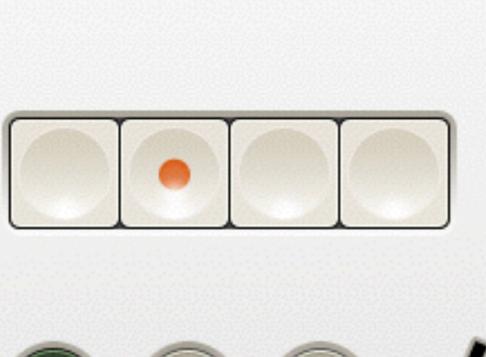




Larry Tesler HCI Researcher











10:28 AM

Magazine & Various Authors

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Hands-On

Mobile

The Mobile Book

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devices that we hold in the pals To unlock new ways in which ogy can serve us and improve need to move beyond our inh standing of them.

"To understand something i to define it or describe it. Ir something that we think w and making it unknown th its reality and deepens our it. For instance, suppose 1 You might know about a

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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





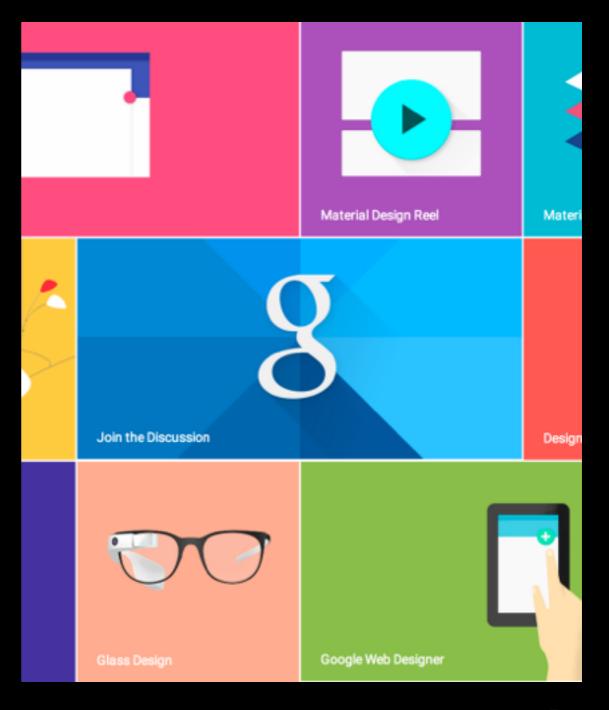
Google Material Design

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





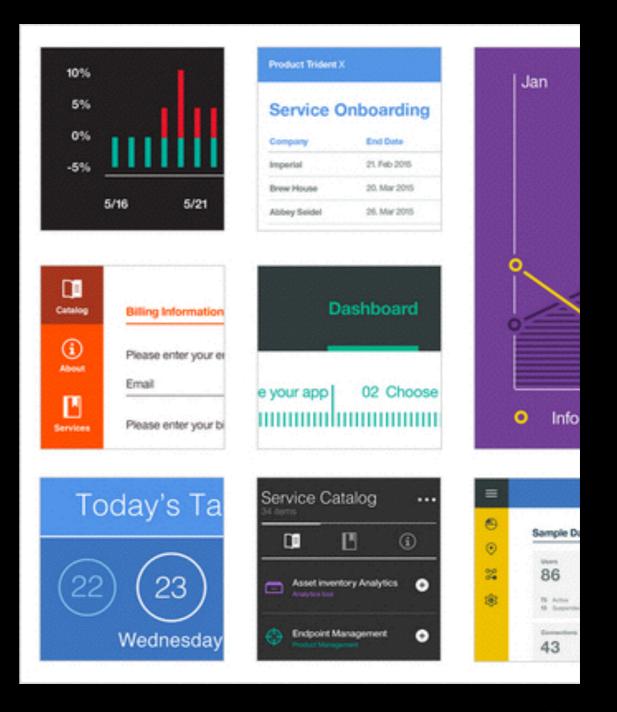
Microsoft Metro Design

- 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.

