


dt -UX DESIGN THINKING FOR USER EXPERIENCE DESIGN + PROTOTYPING + EVALUATION

Designing the Future:  
*Early & Future Visions of HCI*

Prof. James A. Landay  
Computer Science Department  
Stanford University

Autumn 2018  
October 24, 2018

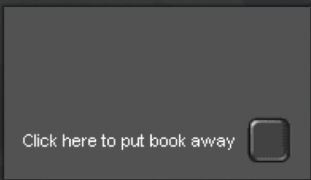
Interface Hall of Shame or Fame?



- From IBM's Real Series
  - prompt
  - button

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Interface Hall of Shame!



- From IBM's Real Series
  - prompt
  - button
- Black on black???
  - cool!
  - but you can't see it
  - "click here" shouldn't be necessary
    - like a door that has a sign telling you to push

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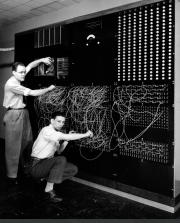
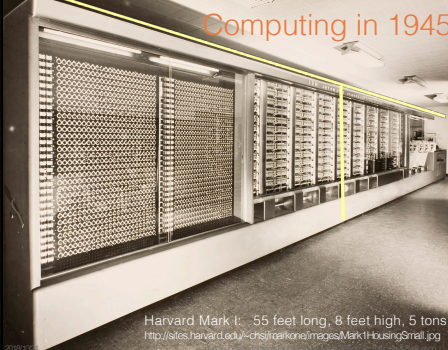
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Outline

- Computing in 1945
- Vannevar Bush & "As We May Think"
- Doug Engelbart & Augmenting Intellect
- SketchPad, Dynabook & The Xerox Star
- Future Visions of HCI
- Administrivia
- Break
- Special Guest: Prof. Ge Wang

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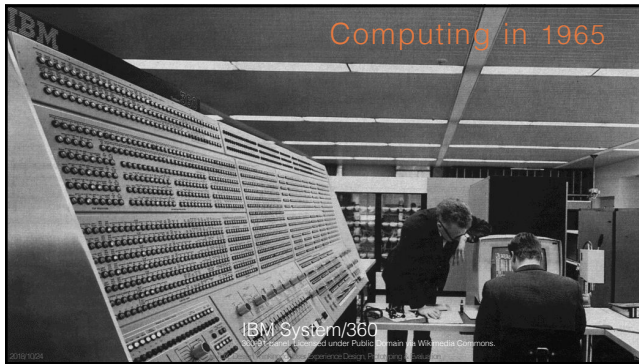
Computing in 1945



Harvard Mark II: 55 feet long, 8 feet high, 5 tons  
<http://sites.harvard.edu/~cristof/khona/megasa/MarkIIhousing2.html>

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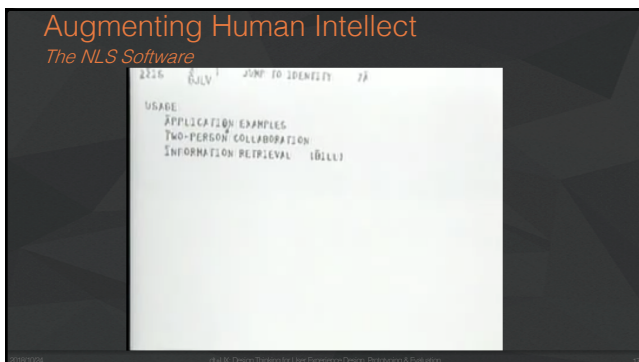
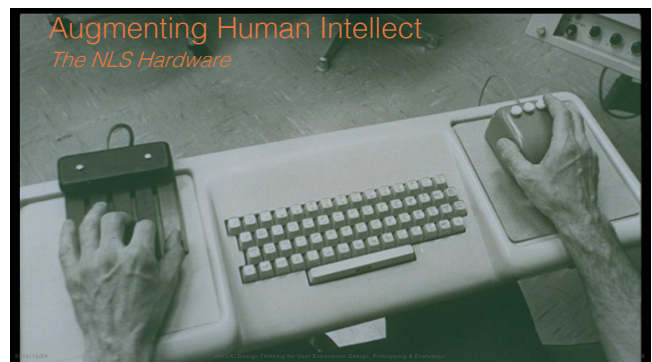
### Douglas Engelbart (Turing Award 1997) Augmenting Human Intellect

- Stanford Research Institute (SRI) in the 1960s
- 1962 Paper "Conceptual Model for Augmenting Human Intellect"
  - complexity of problems increasing → need new tools to solve
- Demoeed NLS (oNLine System), 1968 Fall Joint Computer Conf. (SF)
- Known for?
  - mouse

### Engelbart's Crusade

*"The **complexity** of a lot of the problems [in the world] and the means for solving them are just getting to be too much. The **time available** for solving a lot of the problems is getting **shorter and shorter**. So the urgency goes up... The complexity/urgency factor had transcended what humans can cope with. I suddenly flashed that if you could do something to **improve human capability** to cope with that, then you'd really contribute something basic."*

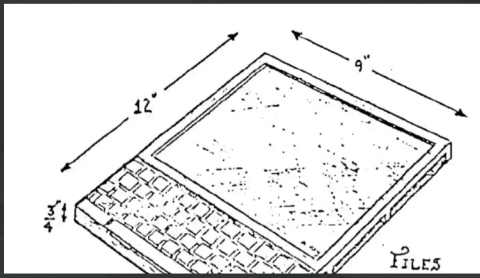
– Douglas Engelbart (1996)



- ### Augmenting Human Intellect: Firsts!
- First mouse, and ?
  - First 2D editing & windows
  - First hypertext
  - First word processing
  - First document version control
  - First groupware (shared screen teleconferencing)
  - First context-sensitive help
  - First distributed client-server
  - Many, many more!



### Dynabook – Kay (1974)



### Xerox Star – 1st Commercial GUI (1981)



“The best way to predict the future is to invent it”

*Alan Kay*



The Future

### Minority Report (2002)



### Microsoft Productivity Future Vision 2019



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### Next Time

- Lecture
  - Visual Information Design
- Watch Scott Klemmer's HCIOnline lectures
  - [6.1 Visual Design](#) (7:37)
  - [6.2 Typography](#) (10:47)
  - [6.3 Grids & Alignment](#) (17:33)
- Studio
  - Low-fi prototypes results
    - what did you do? what did you learn?
  - Start sketching out medium-fi storyboards based on test results

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### Administrivia

- Keep up w/ readings/HW on class website
  - <http://hci.stanford.edu/cs147>
  - remember midterm based on lecture, reading & project HW
- Questions about Low-fi Prototype assignment?

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# TEAM BREAK

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