

DISI Video Assignment

History of HCI

<http://www.flickr.com/photos/e3000/407839857/>

Due: –
Group size: 1

Contribution to the course score: 0/100
Estimated workload: 3 hours

Description

In the lecture, we showed several key innovations in HCI in both research and industry. Knowing history is crucial especially when you design new interactive systems. Without awareness of the past, innovators—such as you—often waste time reinventing the wheels or making same mistakes. Things that we are taken for granted today, such as WIMP interactions, were the combination of efforts from multiple designers, researchers, and scientists. The lone hero is a myth.

Task

1. Read: “As we may think” by Vannevar Bush. Notice inventions he proposed. What do we have now? What we still do not have? What are abandoned? Why?
<http://dl.acm.org/citation.cfm?id=227186>
2. Watch the history videos. Be active while you watch the video! Keep the guiding questions in your mind and try to answer them. Pause the video when you feel an urge to think about the content described. Rewind certain parts that is hard to understand. We will upload possible answers to the guiding questions next week.

Topic	Link
Sketchpad	Part 1: http://www.youtube.com/watch?v=USyoT_Ha_bA Part 2: http://www.youtube.com/watch?v=BKM3CmRqK2o
NLS	http://www.dougengelbart.org/firsts/dougs-1968-demo.html The 35-segment version with annotation is probably be the most accessible one.
Xerox Star	http://www.digibarn.com/collections/movies/digibarn-tv/gui-movies/xerox/index.html Demonstration from CHI '85 and CHI '98 are most useful

Guiding Questions

Sketchpad

1. Why is Sketchpad Important in historical aspect?
2. What devices and what interactions are present there, and are not present in modern day systems?
3. Which particular programming paradigm was presented, which is novel approach even by today's standards?
4. Which techniques are rooted from this system to today's software?
5. Devices used for interaction with the system?

NLS

1. Devices Used for interaction?
2. Why is it called mother of all Demos?
3. Novelties introduced with the system that still have traits even today.
4. Which were the targeted users of this system?

Xerox Alto and Star

1. Most important novelties introduced?
2. Differences from Sketchpad
3. Desktop paradigm, differences from today's systems?
4. Type of text editor?
5. Actions that were introduced, still used today as presented?
6. Problems with the systems
7. Notice anything with naming of the files.
8. Design lessons from Star

Submission: No submission needed