Historical Perspective

CS160: User Interfaces
Maneesh Agrawala

Upcoming Schedule

Final Presentation and Report (due Apr 29)
- Revise interface based on pilot study
- Last chance to finish implementation
- Presentations held in my office Apr 29 and May 1
  * Sign up for 15 min slot next week
- We are planning a project fair for Tue May 6 3:30-5pm
**Review: 3 Functions of Vis.**

Record information
- Photographs, blueprints, ...

Support reasoning about information (analyze)
- Process and calculate
- Reason about data
- Feedback and interaction

Convey information to others (present)
- Share and persuade
- Collaborate and revise
- Emphasize important aspects of data

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**Review: Data and Image**

N - Nominal (labels)
- Fruits: Apples, oranges, ...

O - Ordered
- Quality of meat: Grade A, AA, AAA

Q - Quantitative
- Ordered, with measurable distances, or amounts
- Physical measurement: Length, Mass, Temp, ...

**Visual Variables**
- Position
- Size
- Value
- Texture
- Color
- Orientation
- Shape
Review: Deconstruction

x-axis: time (Q)
y-axis: price (Q)
Napoleon’s March [Minard 1869]

Single Axis Composition

[based on slide from Mackinlay]
Mark Composition

y-axis: temperature (Q)

+ x-axis: time (Q)

= temp over time (Q x Q)

[based on slide from Mackinlay]

Mark Composition

y-axis: longitude (Q)

+ x-axis: latitude (Q)

+ width: army size (Q)

= army position (Q x Q) and army size (Q)

[based on slide from Mackinlay]
• Depicts at least 5 quantitative variables
• Any others?
Historical Perspective

Topics

• Precursors
• 1940’s Early Visions
• 1960’s Visionary Demos
• 1970’s Personal Computing
• 1980’s Graphical User Interfaces
• 1990’s Mobile and Ubiquitous
Precursors

Astrolabe (Middle Ages)

Convenient interface to complex computation
Mechanical Control & Computation

Jacquard Loom (1804)

Babbage Difference Engine (1849)

Hollerith Punch Cards (1890)

Teletype (ca. 1910)

1940’s Early Visions
ENIAC (1943)
World’s first numerical integrator and computer

Harvard Mark I (1944)
55 feet long, 8 feet high, 5 tons
Harvard Mark I (1944)

Hardware
– Physical switches (before microprocessors)
– Paper tape

Uses
– Ballistics calculations
– Simple arithmetic & fixed calculations (before programs)
– 3 seconds to multiply

Adm. Grace Murray Hopper
First programmer of Mark I
Adm. Grace Murray Hopper

First programmer of Mark I

Filed first bug report

Vannevar Bush

- Name rhymes with "Beaver"
- Faculty member MIT
- Coordinated WWII effort with 6000 US scientists
- Social contract for science
  - Federal government funds universities
  - Universities do basic research
  - Research helps economy & national defense

1890 - 1974
As We May Think

• Published in the *Atlantic Monthly* in 1945!
• What will the computer of the future look like?
  – Wearable cameras for photographic records
  – Encyclopedia Brittanica for a nickel
  – Automatic transcripts of speech
  – Memex
  – Trails of discovery
  – Direct capture of nerve impulses

Memex
Memex

- Store all personal books, records, communications
- Items retrieved through indexing, keywords, cross references,...
- Can annotate text with margin notes, comments...
- Can construct a trail through the material and save it
- Acts as an external memory

1960’s Visionary Demos
Context - Computing in 1960s

- Transistor (1948)
- ARPA (1958)
- Timesharing (1950s)
- Terminals and keyboards

- Computers still primarily for scientists and engineers

Sketchpad (1963)

- Ivan E Sutherland’s PhD thesis
- Modern pen-based system supporting
  - CAD design
  - 3D modeling
- Key: Interactivity (real-time computing was non-existent)
Ivan Sutherland (1938 - )

- Established Computer Graphics
- Turing award 1988
- Now a fellow at Sun and visiting Professor at Berkeley

Doug Engelbart (1925 - )

Strongly influenced by Bush
- How would you implement the Memex in 1963?
NLS: oNLine System (1968)

- 1968 Fall Joint Computer Conference (SF)
- Demonstrated NLS to 1000 computer scientists
  - Video screen, chording keyboard, mouse, videoconferencing, hyperlinking, word processing, email,
  - User testing
  - Extremely influential

Chording Keyboard and Mouse

Advantages/Disadvantages?
Doug Engelbart (1925 - )

- Graduate of Berkeley (EE '55)
  - bi-stable gaseous plasma digital devices
- Stanford Research Institute (SRI)
  - Augmentation Research Center 1959
- ARPA funding in 1963
  - Starts work on NLS
- Funding dwindles in 70’s, AI↑ HCl↓
- McDonnell-Douglas 1984-1989
  - Worked on open hypertext systems
- Started Bootstrap institute in 1989
- Turing award 1997

1970’s Personal Computing
Altair (1975)

Apple I (1976)
Personal Computers

Apple II 1977

IBM PC 1981

VisiCalc (Bricklin, 1979)
1980’s Graphical User Interfaces

Xerox Star (1982)

Bitmapped display, windows, icons, menus, pointer, desktop, direct manipulation, WYSIWYG …

Video: 1:11 – 8:20
Designing the Star

Design team developed new methodology
- Task analysis
- Wide range of users
- Usage scenarios
- Decomposition of design:
  - Display and control interface
  - User’s conceptual model
- Many prototyping cycles

User centered design

Star → Mac

But the Star was expensive and slow ($25k).

Steve Jobs visits PARC in 1979
- Sees Alto (precursor to Star)
- Lisa ships in 1983 at $10,000,
  - 1-button mouse
  - Menu bar (instead of pop-up menus)
- Fails in marketplace

Macintosh ships in 1984 at $2500
- Most consistent WIMP UI
  - Look and feel guidelines
- Personal computing market changes for good
1990’s Mobile & Ubiquitous

Personal Digital Assistants

Apple Newton (1993)

Palm Pilot (1996)
Mobile Devices

Ubiquitous Computing (1991)

Marc Weiser’s vision
- 100s of computers work together
- Will disappear (invisible)
Ubiquitous Computing (1991)

Context awareness through active badges
– Privacy and security

Marc Weiser (1952 – 1999)

• Ph.D Univ. of Michigan 1979
• Prof at Univ. of Maryland 79-87
• Joined Xerox PARC 1987
  – Head of Computer Science Lab 1988

Coined term “ubiquitous computing” in 1988
What’s Next?

- Smart rooms, cars & homes
- Wearable computers
- Multimodal and tangible UIs
- Context-aware and “anywhere” interfaces

Summary

- Many seminal ideas came from early years of computing
- Considering the user leads to new ideas
- Innovation happened in bursts
- A modern design process led to GUI (the Xerox Star)
  - User-centered design
- Some appealing kinds of interaction haven’t taken over
  - VR
  - Speech
  - Agents
  - Beware naïve models of human behavior
Next Time

Mike Kuniavarsky - User Experience Design of Ubiquitous Computing Devices

– Only sections 1, 2, 7, and 8 are required. The others will probably be interesting if you want a cohesive picture.