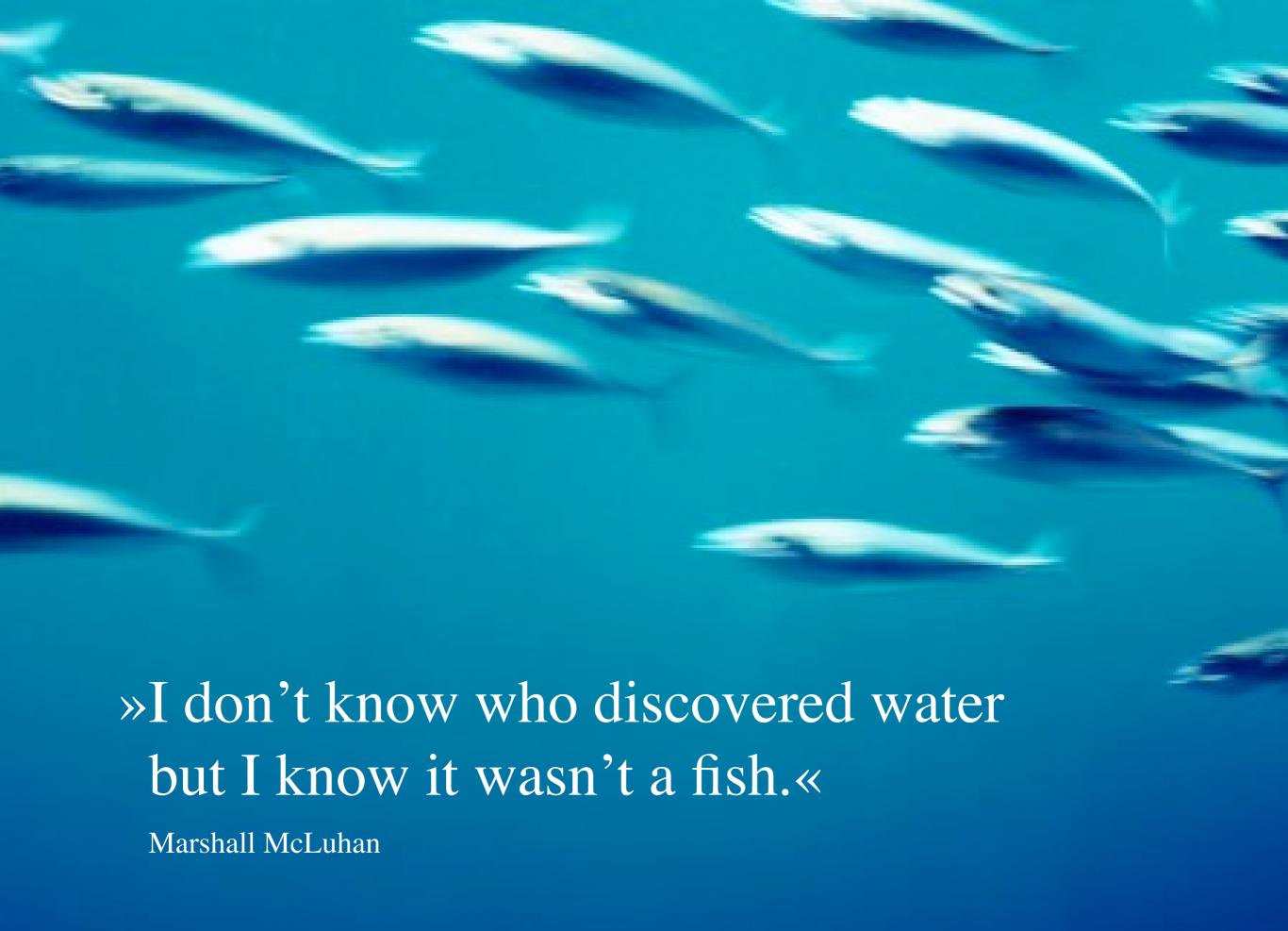
# Back to the Future – The Way to a Personal Dynamic Medium for Creative Thought

Matthias Müller-Prove

# Why look back?



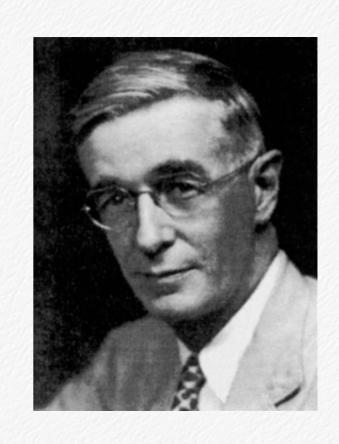
## Vannevar Bush (\*1890 †1974)

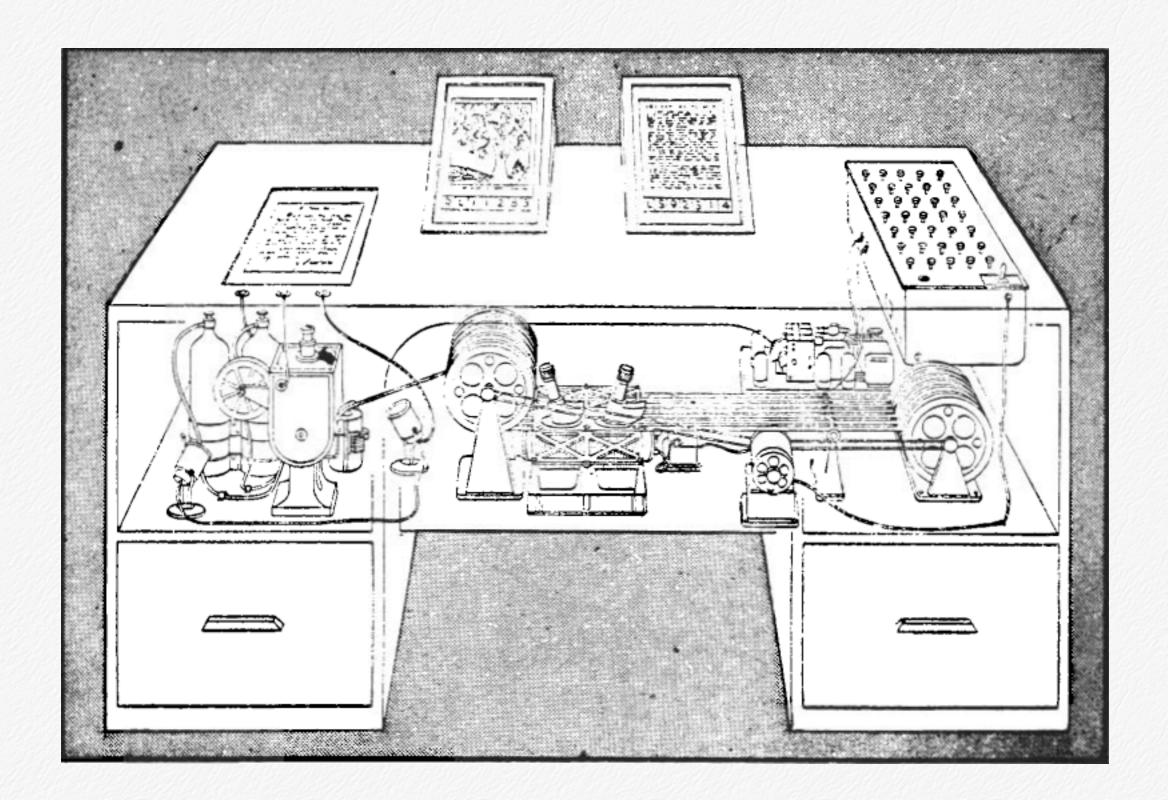
1945

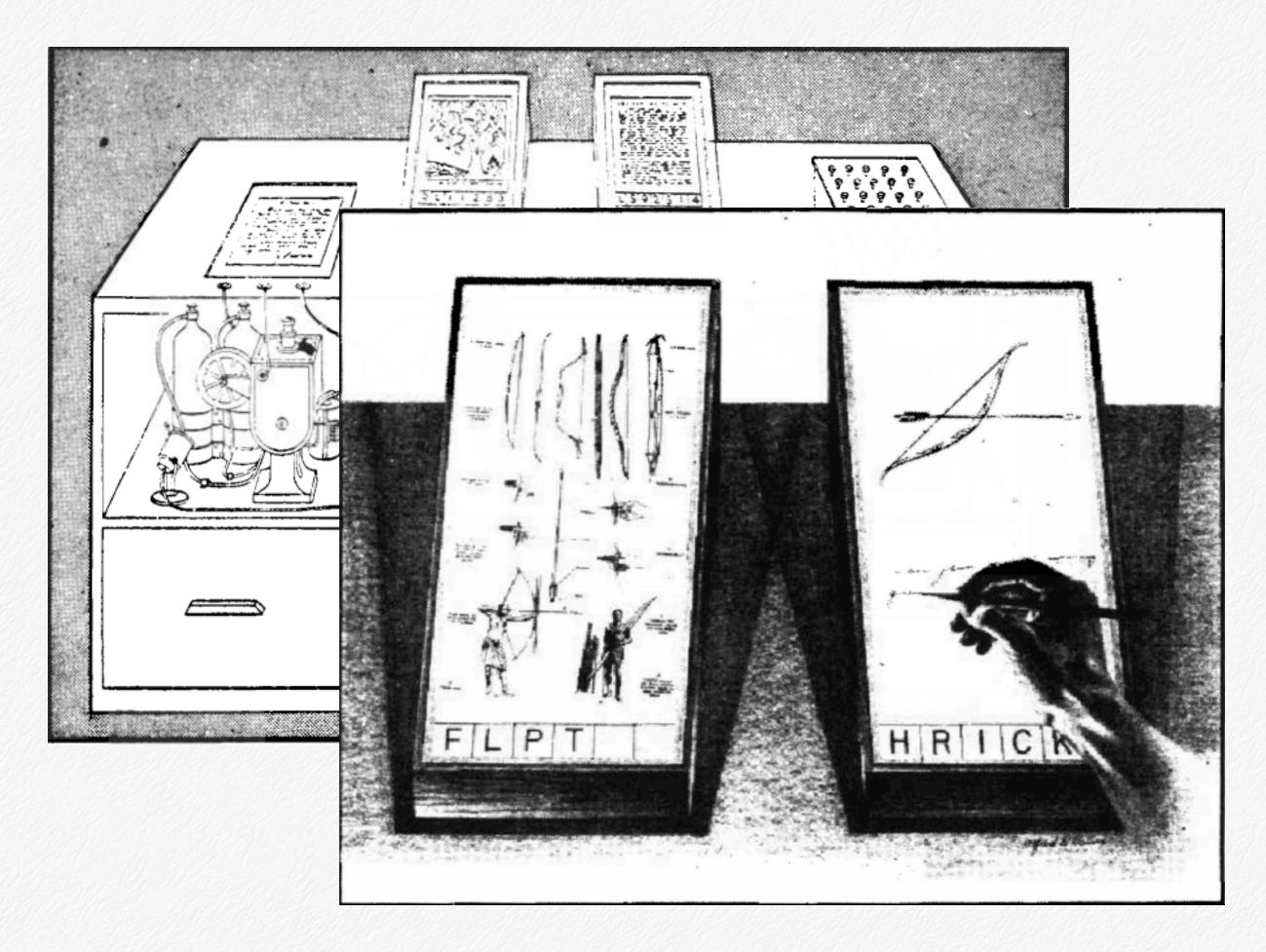
As We May Think

»... publication has been extended far beyond our present ability to make real use of the record.«

Memex







# Sputnik Shock

1957

First artificial satellite launched by USSR

1958

Advanced Research
Project Agency (ARPA)
founded



# Joseph R. Licklider (\*1915 †1990)



1960

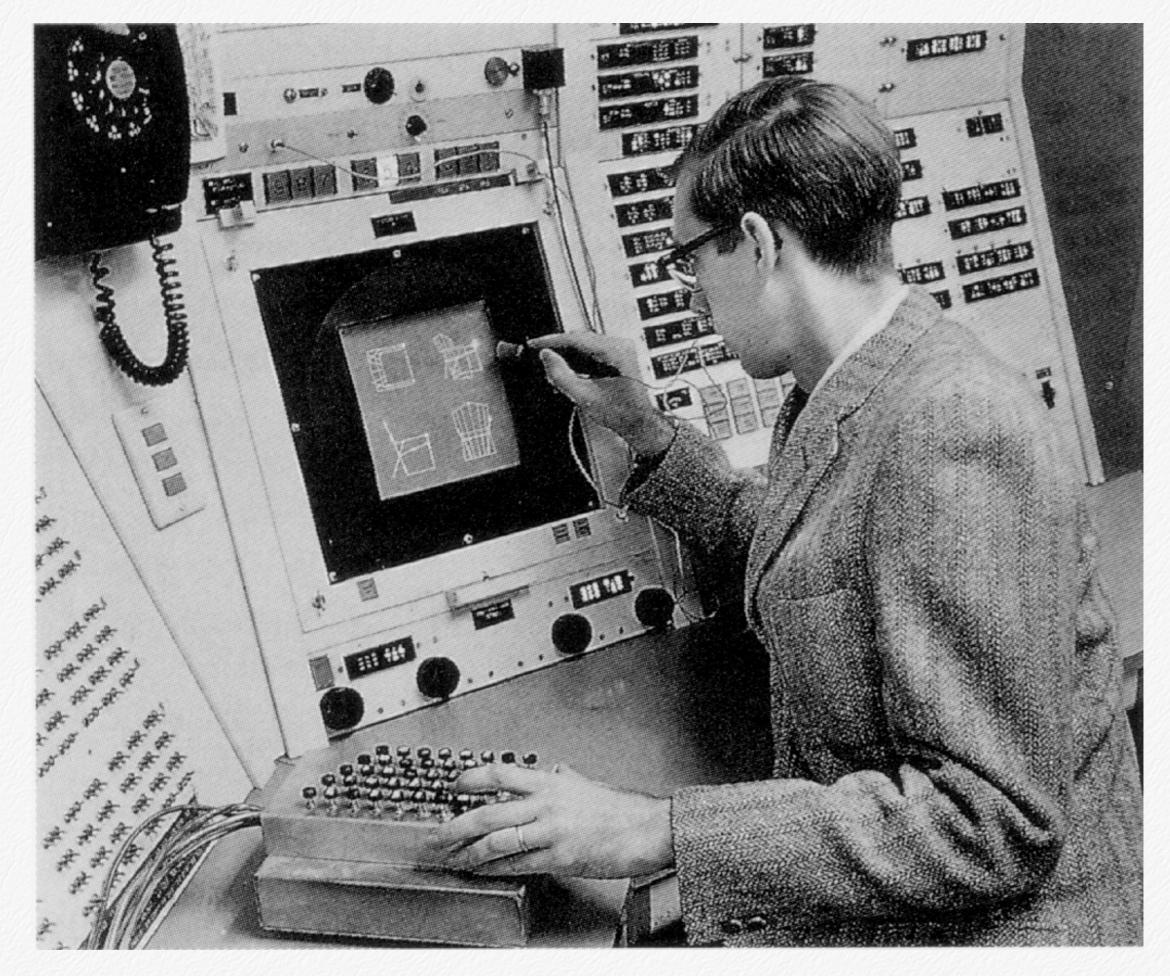
### Man-Computer Symbiosis

»The hope is that ... human brains and computing machines will be coupled together very tightly and that the resulting partnership will think as no human brain has ever thought and process data in a way not approached by the information-handling machines we know today.«

# Ivan Sutherland (\*1938)



1963
Sketchpad, a Man-Machine
Graphical Communication
System





# Ivan Sutherland (\*1938)



1963
Sketchpad, a Man-Machine
Graphical Communication
System

Today
Throughput Computing
at Sun Microsystems

# Theodor Holm Nelson (\*1937)



1965
The Hypertext

1967

Hypertext Editing System (HES) by Ted Nelson and Andries van Dam

1972

ComputerLib/Dream Machines

### Xanadu / Dream Machines

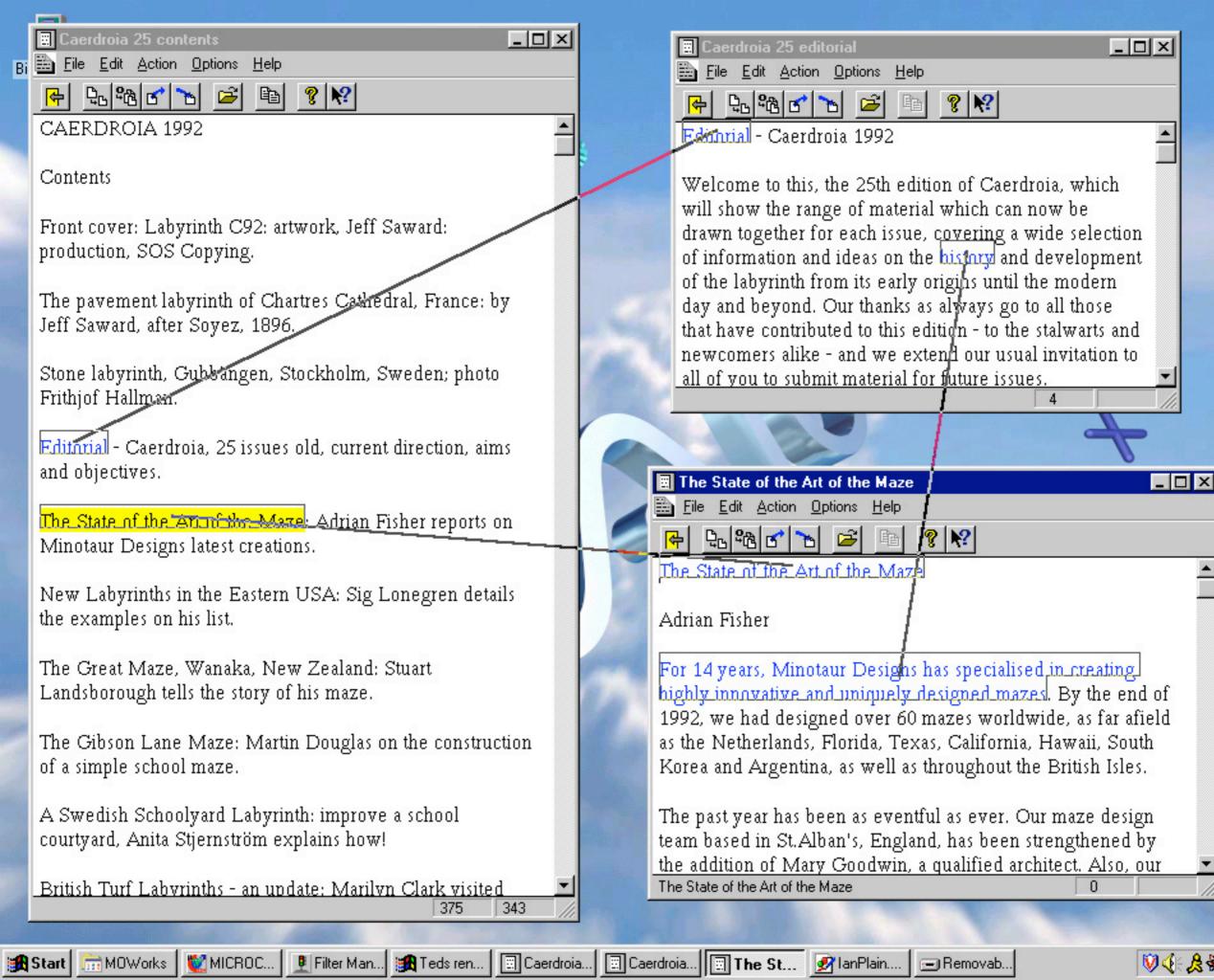
### PARALLEL TEXTFACE (1971)



Real person sits at cardboard Xanadu mockup.



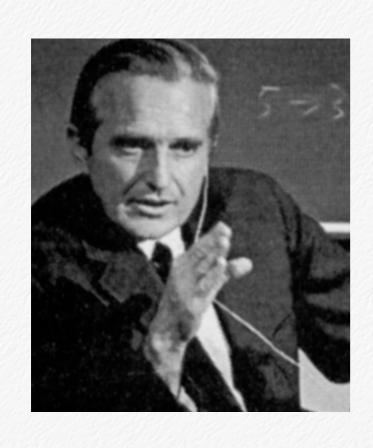
Independent text pulls dependent text along. Painted streaks simulate motion, not icicles.





**(** 

# Douglas Engelbart (\*1925)

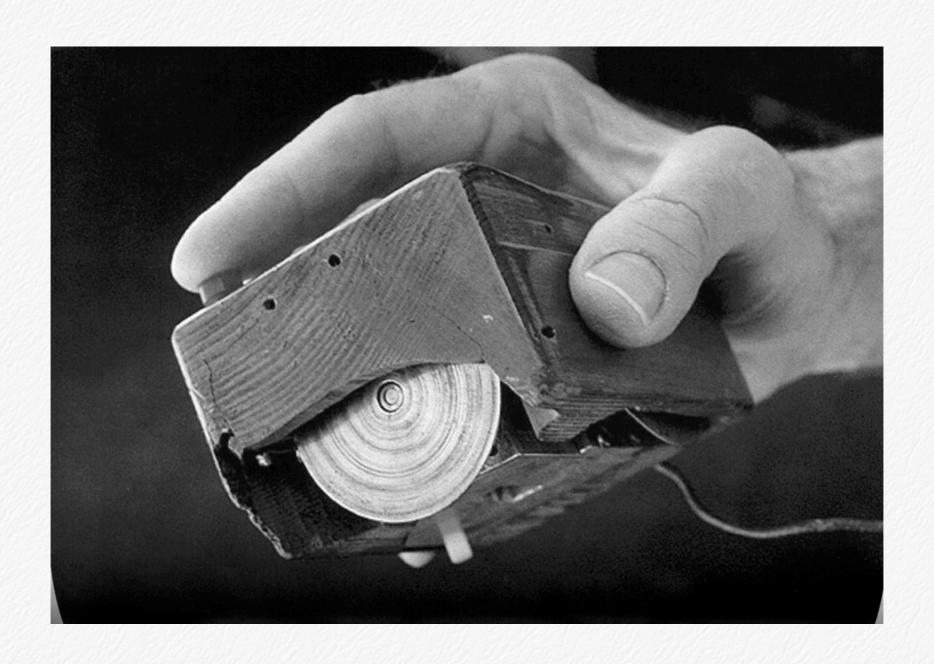


1962

Augmenting Human Intellect: A Conceptual Framework

Stanford Research Institute -Augmentation Research Center (SRI-ARC)

Augment/NLS











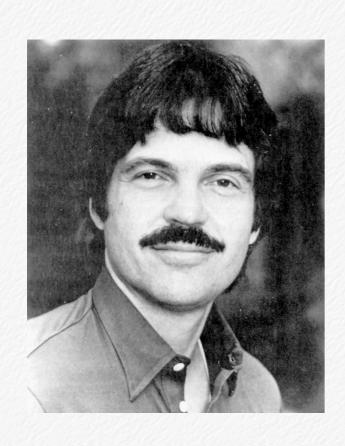
### 1968: "The Mother of all Demos"

### How long did it take to reboot NLS?



Johns F. (Jeff) Rulifson

# Alan Kay (\*1940)



1972

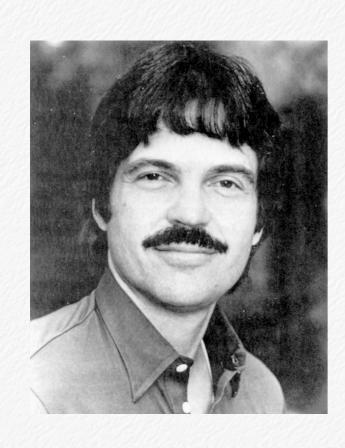
A Personal Computer for Children of All Ages

Learning Reasearch Group at Xerox PARC

Dynabook Smalltalk



# Alan Kay (\*1940)



1972

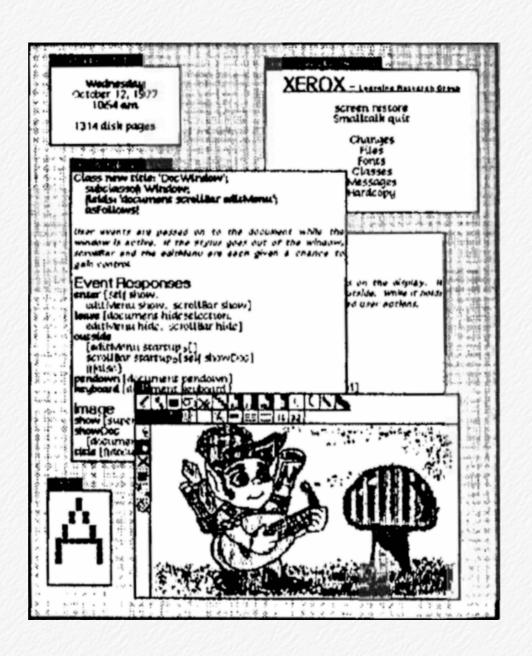
A Personal Computer for Children of All Ages

Learning Reasearch Group at Xerox PARC

Dynabook Smalltalk







up/down/jump scrolling (try them now), and the fourth indicates availability of a pop-up menu relating to the pane you are in.

### Menus

Pane menus (often different in different panes) can also be invoked by option-click (and hold) in most panes, and window menus can be invoked by cmd-click. Many menu commands can also be invoked by cmd-key combinations, indicated in the menus. The global 'screen menu' can be invoked simply by clicking in the gray area within the Squeak screen, but outside any Squeak windows.

up/down/jump scrolling (try them now), and the fourth indicates availability of a pop-up menu relating to the pane you are in.

### Menus

Pane menus (often different in different panes) can also be activated by option-click (and hold) in most panes, and window menus can be invoked by cmd-click. Many menu commands can also be invoked by cmd-key combinations, indicated in the menus. The global 'screen menu' can be invoked simply by clicking in the gray area within the Squeak screen, but outside any Squeak windows.

) (t

(d)

up/down/jump scrolling (try them now), and the fourth indicates availability of a pop-up menu relating to the pane you are in.

Menus	find(f)	7
Pane menus (often diffe can also be activated by	find again (g) set search string (h do again (j)	) les)
in most panes, and wind invoked by cmd-click. I can also be invoked by	undo (2) copy (c) cut (x) paste (v)	s s,
indicated in the menus. menu' can be invoked s	do it (d) print it (p) inspect it (i)	the
gray area within the Sc any Squeak windows.	accept (s) cancel (1) show bytecodes	side

up/down/jump scrolling (try them now), and the fourth indicates availability of a pop-up menu relating to the pane you are in.

### Menus

Pane menus (often different in different panes) can also be invoked by option-click (and hold) in most panes, and window menus can be invoked by cmd-click. Many menu commands can also be invoked by cmd-key combinations, indicated in the menus. The global 'screen menu' can be invoked simply by clicking in the gray area within the Squeak screen, but outside any Squeak windows.

READY: Select operand or type command Last command was LOOK

(Don\*L.pu..ons.yet.) {2.78in}

### SampleDoc.Bravo .

The three buttons on the mouse are called LEFT (the left-most one), MIDDLE (the middle one) and RIGHT (the right-most one). They have different functions depending on where the cursor is on the screen and what shape it has. Don't push any buttons yet.

### Mouse lore:

You will find that the mouse works better if you hold it so that it bears some of the weight of your hand.

{bazinga}

If the cursor doesn't move smoothly when the mouse is moving, try turning the mouse upside down and spinning the ball in the middle with your finger until the cursor does move smoothly as the ball moves. If this doesn't help, your mouse is broken; get it fixed.

### 2. Basic features

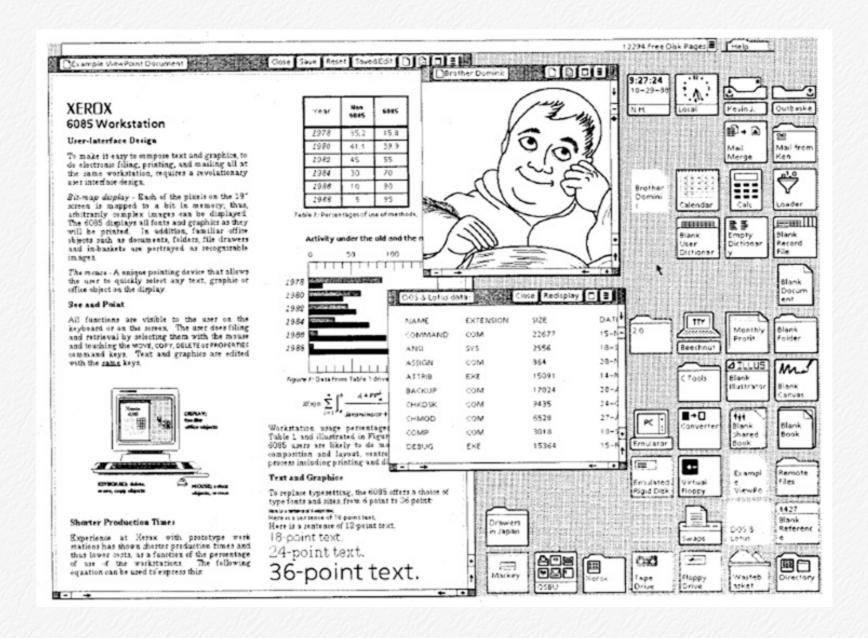
This section describes the minimum set of things you have to know in order to do any useful work with Bravo.

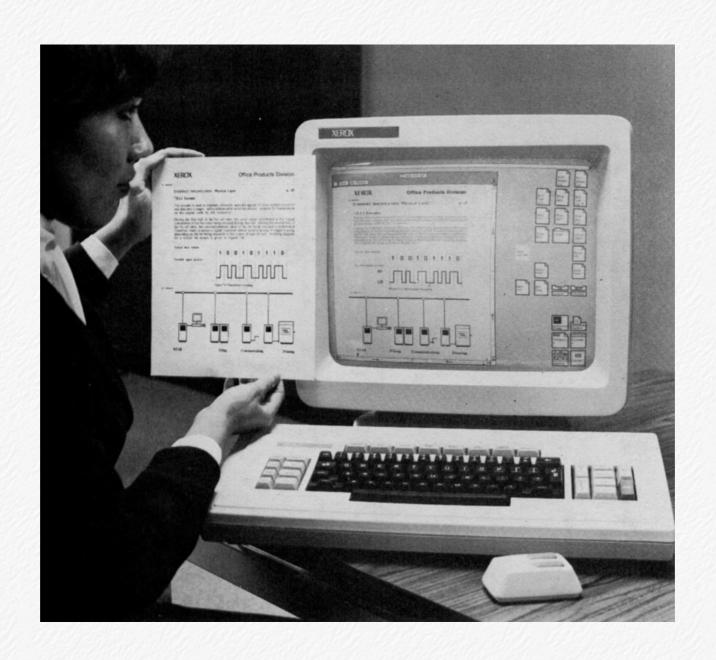
### 2.1 Moving around

Move the cursor to the left edge of the screen and a little bit below the heavy black bar. Notice that it appears as a double-headed arrow. It will keep this shape as long as you stay near the left edge, in a region called the scroll bar. If you move it too far right, the shape will change. Keep the cursor in the scroll bar for the moment.

Now push down the LEFT button and hold it down. Notice that the cursor changes to a heavy upward arrow. This indicates that when you let the button go, the line opposite the cursor will be moved to the top of the window. Try it. This is called scrolling the document up.

Next push down the RIGHT button and hold it down. Now the arrow points down, indicating that when you let the button go, the top line on the screen will be moved down to where the





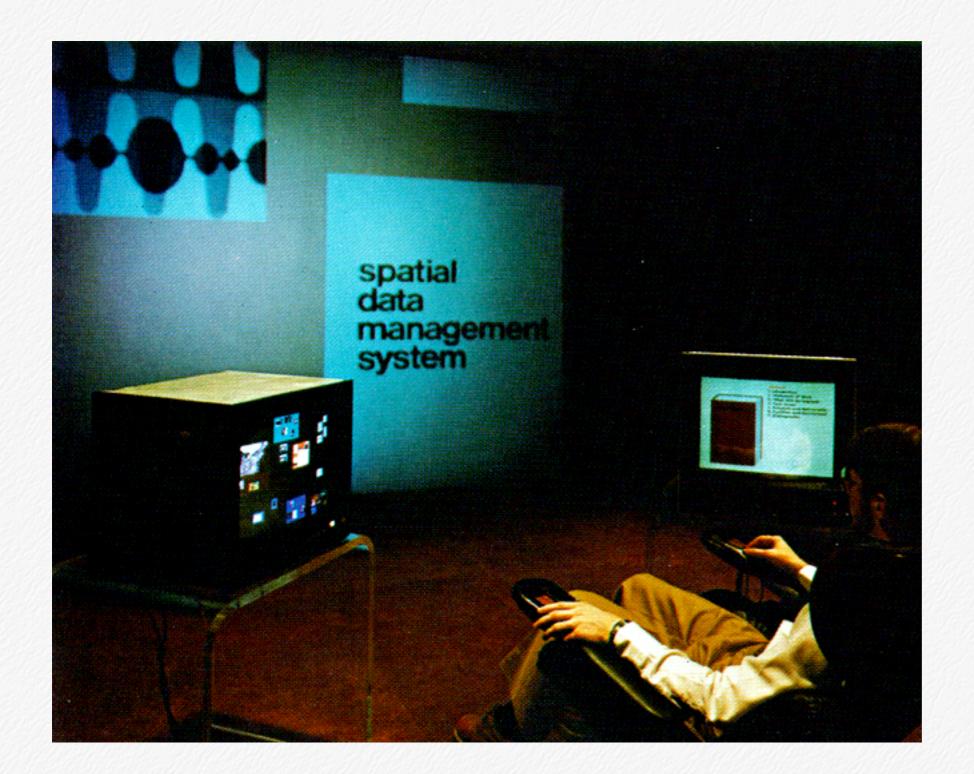
# Nicholas Negroponte (\*1938)

### 1970s

Architecture Machine Group at MIT
Spatial Data Management System / Dataland

### 1980

'Put-That-There': Voice and Gesture in the Graphics Interface by Richard Bolt



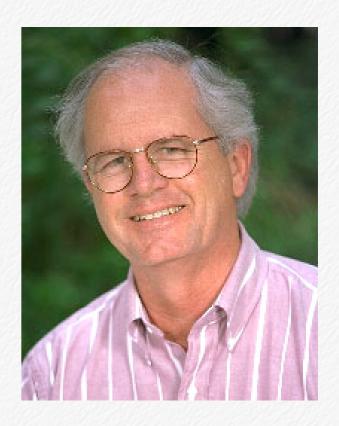


HORSH ATLANDIC BAMFMAS LEMBICS ONDUTAS.

# David Canfield Smith, F. Ludolph

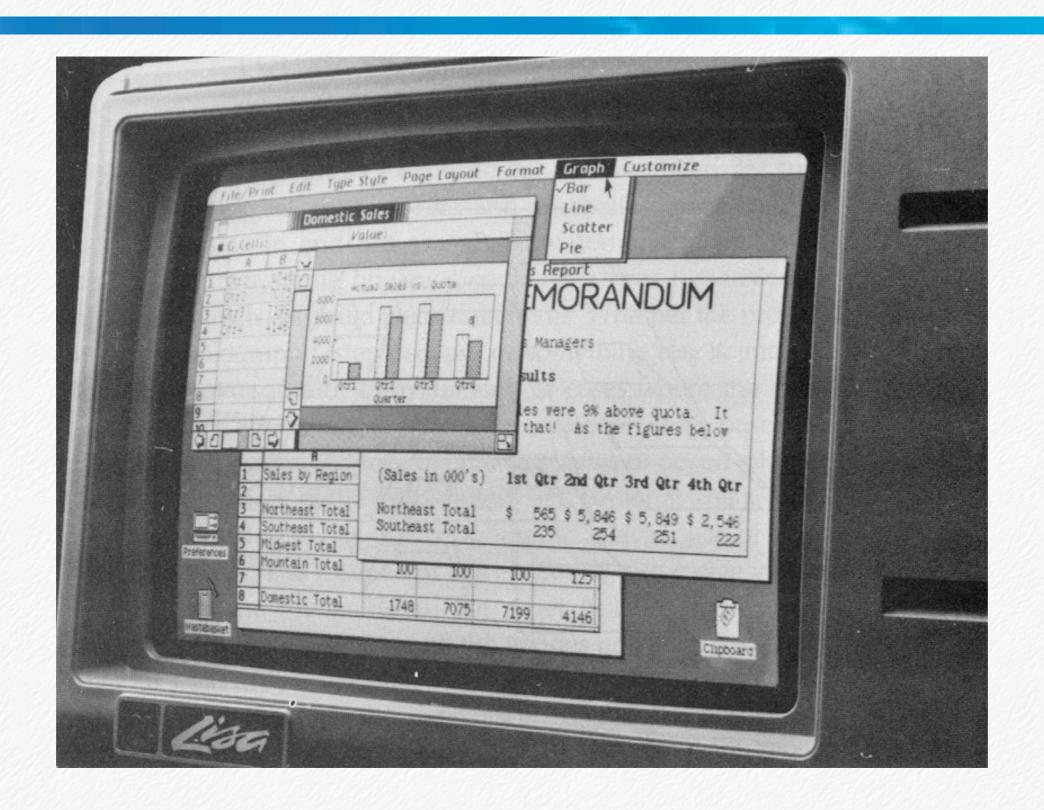
1983 Apple Lisa

Today
Project Looking Glass
(3D Desktop) at Sun



Frank Ludolph

# Apple Lisa

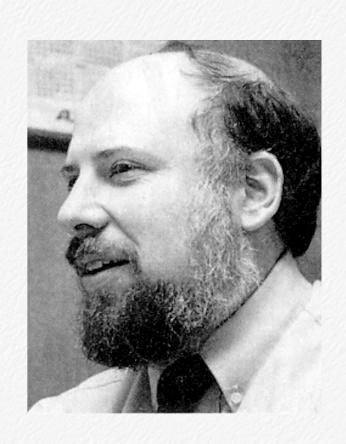


## Jef Raskin (\*1943 †2005)

1979-1982
Lead of Apple Macintosh
Project

2000

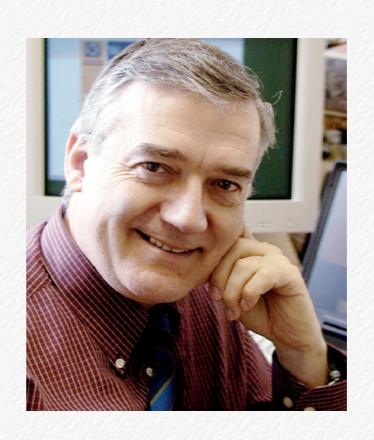
The Humane Interface — New Directions for Designing Interactive Systems

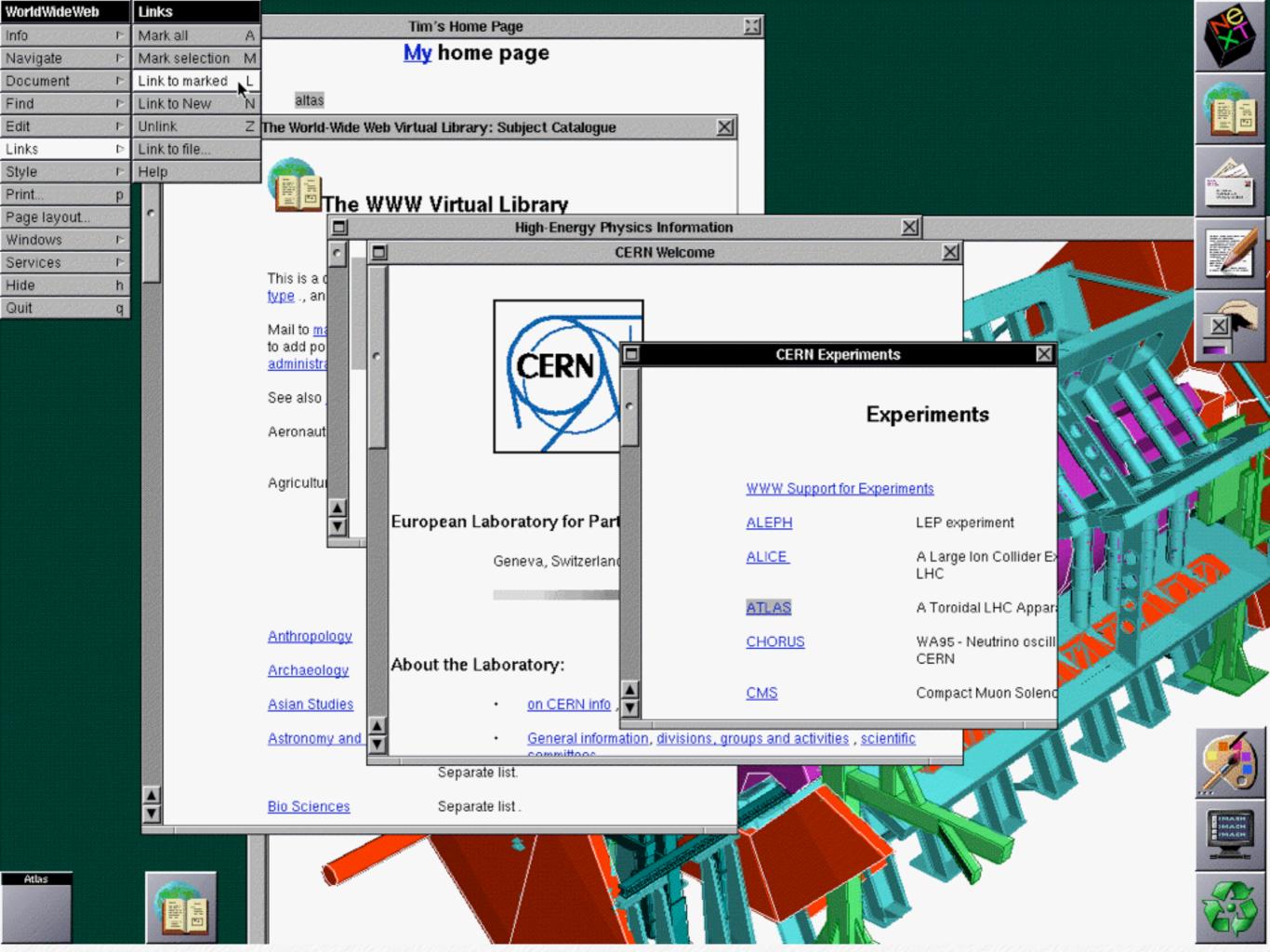


# T. Berners-Lee (\*1955) R. Cailliau (\*1947)

1989
Information Management: A Proposal
World Wide Web







# Summary and Conclusion

	Desktop	Hypertext	Network
1940s	Memex	Trails	
1960s	Sketchpad	"Hypertext"	
Augment/NLS		nt/NLS	ARPAnet
1970s	Personal Computing		Ethernet
1980s	Desktop Metaphor	Local Hypertext	Internet
1990s		World Wide Web	

What is missing today from a Personal Dynamic Medium for Creative Thought?

# Lost Concepts

- 1) Document-centric User Interface
  Application- and protocol-independency
  A robust way to store, find and identify
  documents is needed.
- 2) Authoring Hypertext
  Wikis and Blogs are just a (shallow) workaround.

# Lost Concepts

- 3) Consistent User Interface

  Desktop and Web pose different styles of interaction.
- 4) Persistency and Spatiality
  Desktop and Browser should store positions of objects.
- 5) Gestures & Context

  There is much more than keyboard and mouse.

Matthias Müller-Prove www.mprove.de