

# A Duel between Desktop and Web

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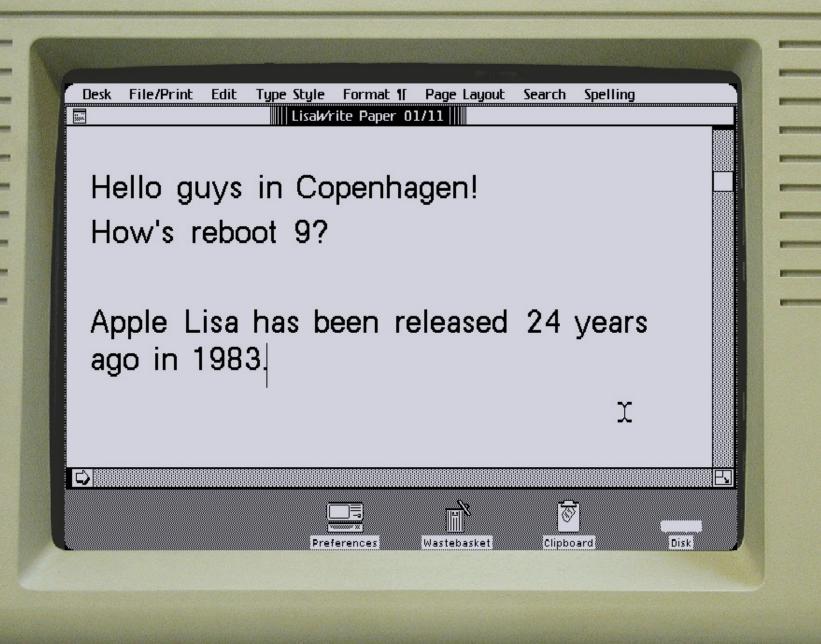






## Desktop Metaphor







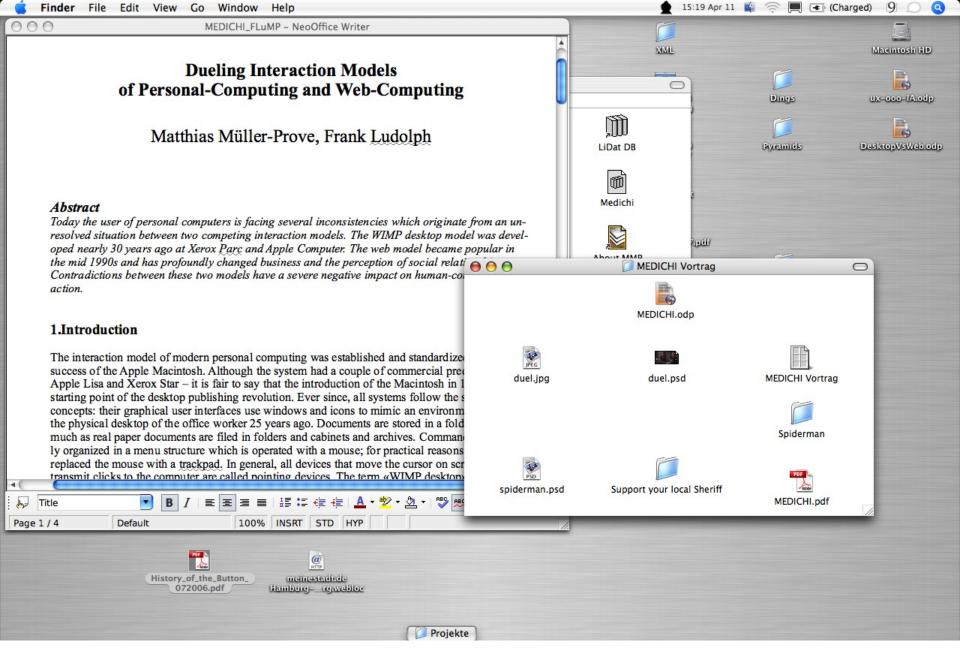
### Metaphor

- Office / Desktop
  - > file, folder, desktop, trash can
- physical world metaphor
  - object oriented in the everyday sense of the word
  - Tools: paint brush, eraser
  - > document
  - > File menu

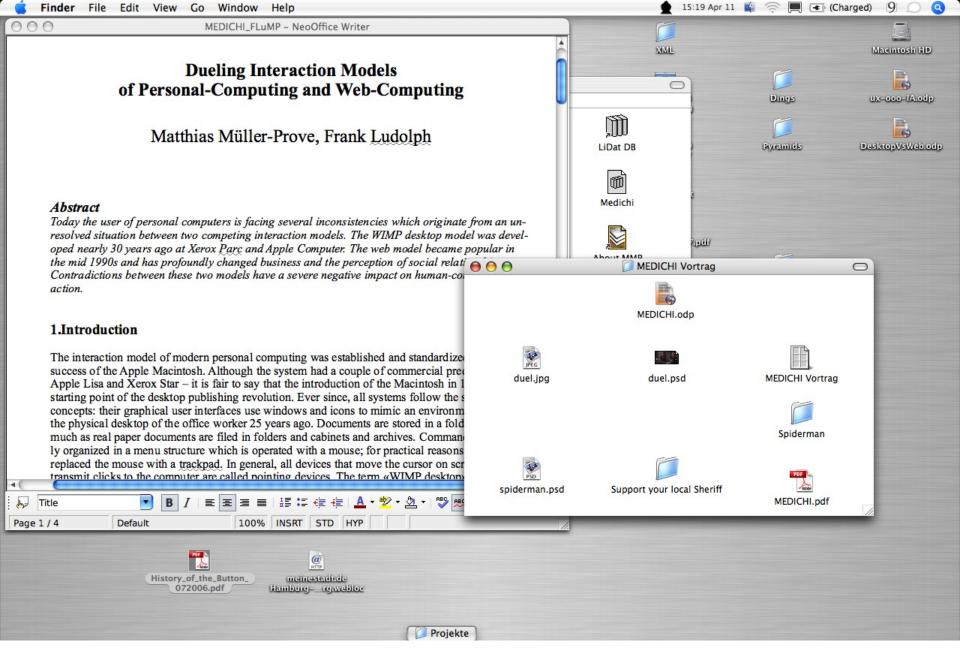


### User's mental state (Underlying Metaphor)

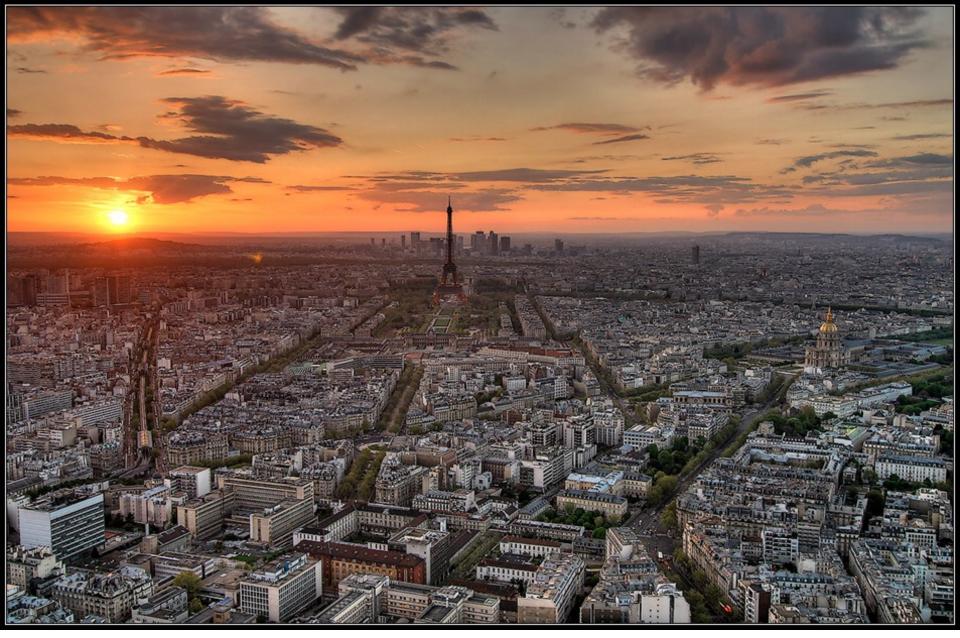
- Dealing with objects
  - that belong to me
  - > represented as icons
- I move stuff around
- I stay where I am
- A closed world with strong boundaries



windows – icons – menus – pointing device + desktop metaphor



documents as objects – windows display the content of files



## Web Metaphor



### Metaphor

- Office / Desktop
  - > file, folder, desktop, trash can
- physical world metaphor
  - object oriented in the everyday sense of the word
  - > Tools: paint brush, eraser
  - > document
  - > File menu

#### Architecture

- home (in browser), home page, landing page, web site, site map, portal, window, chat room, online forum, online shop, information highway, world wide web, cyberspace, community, domain
- user moves in virtual space
  - > surfing, browsing
  - > forward, backward
- > e.g. google maps
  - > virtual and real space connected

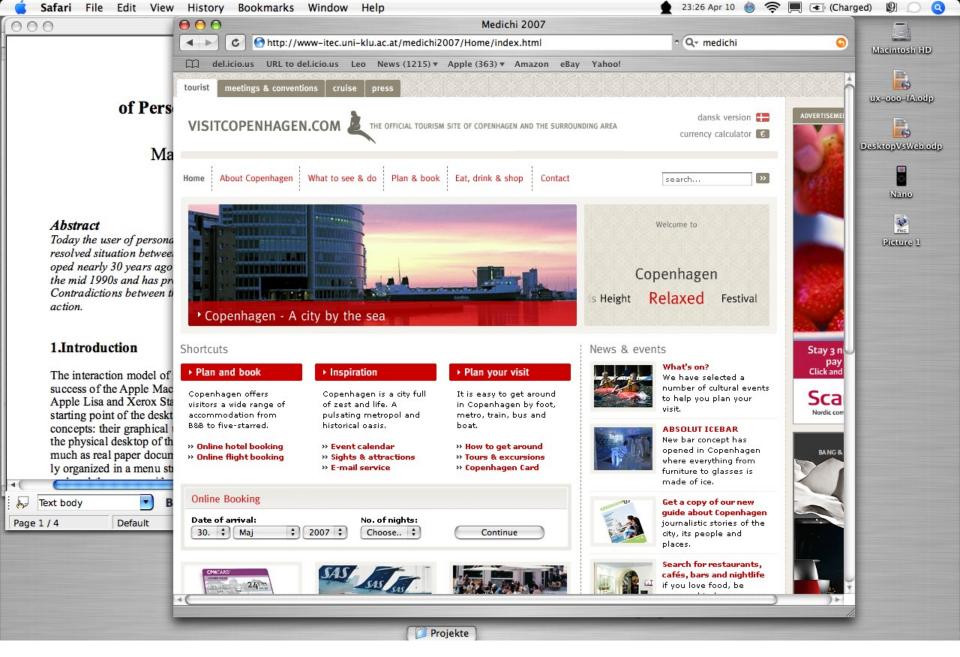


### User's mental state (Underlying Metaphor)

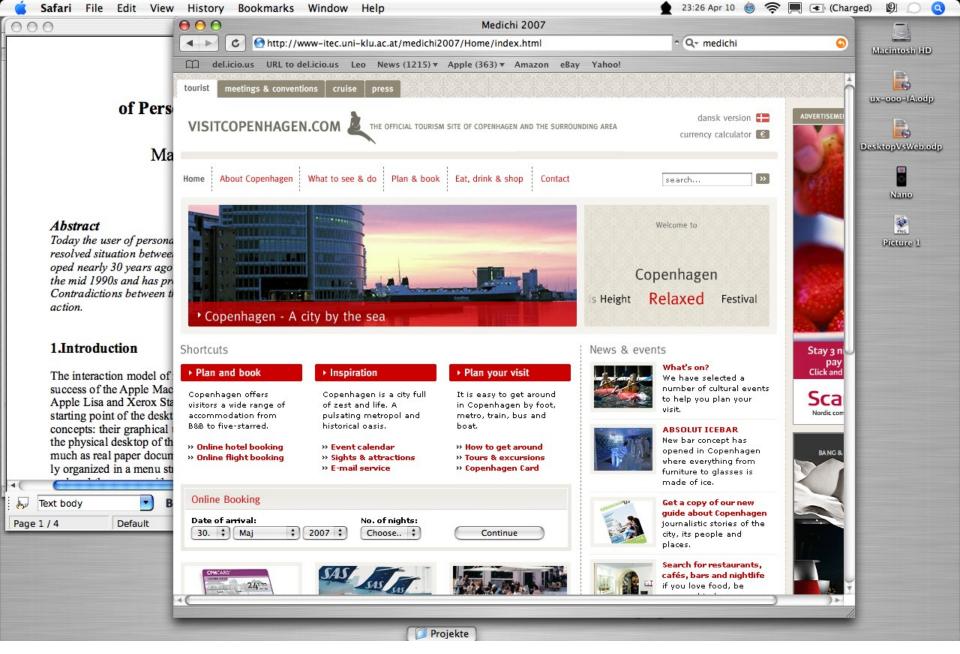
- Dealing with objects
  - that belong to me
  - represented as icons
- I move stuff around
- I stay where I am
- A closed world with strong boundaries

- Dealing with Information
  - that belongs to others

- I go somewhere else
- An open world with no boundaries



The Web is a new GUI paradigm – unfolding on the desktop



different interaction model – information-oriented browsing





# Something is wrong...





# Pointing Device







### Click

- select
- set cursor

trigger hyper jump

### **Double Click**

trigger Open command

n/a

### Drag'n'Drop

- command with 2 parameters
- move objects

n/a



### Something is wrong because...

...the mode has to be considered in order to predict the effect of the next user action.

This causes problems because humans do not pay attention to the surrounding context once they are focused on their activity.

In many cases this is the reason for errors and sometimes even loss of data.



### Some closing remarks







Marshall McLuhan



### **Thank You!**

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