LUKE WROBLEWSKI CHIFOO PORTLAND 2011





# ABSTRACTION

- User interfaces give you access to computing capabilities
- By abstracting away all the messy stuff





# **PUNCHED CARD INTERFACES**

- Lived outside the computer
- Had specific formats that needed to be learned
- Had to be punched by hand or on a key punch machine
- Had to be fed into a computer
- Output was delivered on paper



## **PUNCHED CARD INTERFACES**

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			-		-	-	
	-				1		
		-			-4		











#### INPUT

### OUTPUT

**Punched Cards Interfaces** 



# **COMMAND LINE INTERFACES**

- Input typed directly on computer
- Required specific commands & syntax
- Objects and actions hidden behind cryptic commands



Set the output file, if appropriate -0  $-\mathbf{i}$ Add an input file. -stdin Read input from standard input -stdout Send result to standard output -change-id Change the file's /ID tag -keep-version Don't change the version number -1 Linearize output files where possible Merge a number of files into one -merge -retain-numbering Don't renumber pages when merging -remove-duplicate-fonts Remove duplicate fonts when merging -split Split a file into individual pages -chunk Set chunk size for -split (default 1) Split a file at bookmark boundaries at a given level -split-bookmarks -scale-page "sx sy" scales by (sx, sy). -shift "dx dy" shifts the chosen pages by (dx, dy). -scale-page -shift Set rotation of pages to 0, 90, 180, 270 -rotate -rotateby Rotate pages by 90, 180 or 270 degrees -rotate-contents Rotate contents of pages -upright Make pages upright -hflip Flip pages horizontally -vflip Flip pages vertically -crop **Crop** specified pages Remove cropping on specified pages -remove-crop Set media box on specified pages -mediabox Encrypt a document -encrypt -decrypt Decrypt a file -no-edit No edits -no-print No printing No copying -no-copy No annotations -no-annot No forms -no-forms No extracting -no-extract No assembling -no-assemble -no-hq-print No high quality printing Don't encrypt metadata (AES only) -no-encrypt-metadata -decompress Decompress -compress Compress with FlateDecode. Leaves metadata alone. -list-bookmarks List Bookmarks -remove-bookmarks Remove bookmarks from a file -add-bookmarks Add bookmarks from the given file -presentation Make a presentation Set the transition method for -presentation -trans Set the display duration for -presentation -duration Set dimension for Split and Blinds styles -vertical Set direction for Split and Box presentation styles -outward

000 Terminal - bash - 70x60 Last login: Wed Oct 12 13:21:17 on ttys000 LukeWi7:~ lukew\$ bogid ĵ, itemid gediten AddItes LukeWi7:- lukev\$ || litem bog alsolike bog composite bog createbag bog deletebog bog deletecommentonbog bag deletecommentonbaggeditem bog editbag bag editconnentonbag bog editcommentonbaggeditem bog edititen bag featured bag feed bag following bog get bog lookup bag lookupbagconnent bag lookupbaggeditescomment bog lookupitem bog noveiten bog nevbags bog recent bdg removeitem bag search bag searchbags bog set bog setcomposite bag share bag similarbags bog suggestitens bog unlikebaggeditem bog unmerge LukeVi7:~ lukev\$

#### ./bagcheck bag additem name='toast'

#### INPUT

### OUTPUT

**Punched Cards Interfaces** 

**Command Line Interfaces** 





## **GRAPHICAL USER INTERFACES**

- Made objects and applications visible
- Enabled manipulation through icons, controls, and mouse
- Resulted in lots of time interacting with UI components





#### INPUT

### OUTPUT

**Punched Cards Interfaces** 

**Command Line Interfaces** 

**Graphical User Interfaces** 





# NATURAL USER INTERFACES

- The content itself serves as the interface
- Interact with guessable, physical, and realistic gestures
- Make use of skills learned through a lifetime of living





# www.lukew.com/touch















#### INPUT

### OUTPUT

**Punched Cards Interfaces** 

**Command Line Interfaces** 

**Graphical User Interfaces** 

**Natural User Interfaces** 





#### INPUT

### OUTPUT

**Punched Cards Interfaces** 

**Command Line Interfaces** 

**Graphical User Interfaces** 

**Natural User Interfaces** 

**First** Person User Interfaces

Allow people to digitally interact with the real world as they are currently experiencing it.

Automatically get relevant output based on where you are, and who or what is near you.

Turn objects, locations, and people into networked, interactive elements



#### **Location Detection**





#### What's nearby?

Krispy Kreme Doughnuts 2146 Leghorn St

Lee's Comics 1020 N Rengstorff Ave # F

Pet Club Mountain View 1010 Rengstorff Ave

OfficeMax - Mountain View 1030 North Rengstorff Avenue

Perfect Studio 1040 N Rengstorff Ave # E

#### **Location Systems**

	Accuracy	Positioning Time	Battery Life
GPS	10m	2-10 minutes (only outdoors)	5-6 hours on most phones
WiFi	50m (improves with density)	Almost instant (server connect & lookup)	No additional effect
Cell tower triangulation	100-1400m (based on density)	Almost instant (server connect & lookup)	Negligible
Single Cell Tower	500-2500m (based on density)	Almost instant (server connect & lookup)	Negligible
IP	Country: 99% City: 46% US, 53% Intl ZIP: 0%	Almost instant (server connect & lookup)	Negligible

Smartphones: hybrid of GPS, Wifi, and cell tower triangulation Laptops/desktops: WiFi, IP, rarely GPS





# **Sensor Capabilities**

- Location detection: GPS, WiFi, cell towers
- Orientation: direction from a digital compass
- Device positioning & motion: from an accelerometer
- Audio: input from a microphone; output to speaker
- Video & image: capture/input from a camera
- Device connections: through Bluetooth between devices
- Proximity: device closeness to physical objects
- Ambient Light: light/dark environment awareness
- RFID reader: identify & track objects with broadcasted identifiers
- Multi-touch sensors
- Haptic feedback: "feel" different surfaces on a screen
- Biometrics: retinal, fingerprint, etc.
- Push: real-time notifications "instant" to user





- Interaction through a set of always-on sensors
- Instant, relevant output based on your position
- Or based on who or what is near you



- 1. Navigate the space around you
- 2. Augment your immediate surroundings
- 3. Interact with nearby objects, locations, or people



- 1. Navigate the space around you
- 2. Augment your immediate surroundings
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- 1. Navigate the space around you
- 2. Augment your immediate surroundings
- 3. Interact with nearby objects, locations, or people



#### Tube map



MAYOR OF LONDON

E tfl.gov.uk 1 020 7222 1234

Transport for London










#### LOOKING UP



LOOKING DOWN



#### LOOKING AHEAD





#### Yelp Monocle







When discovered by users boosted their sustained traffic by 40 to 50 percent.

"It was sort of beyond our expectations. We had no idea."

Yelp CEO, Jeremy Stoppelman

#### Wikitude AR Guide





#### **IBM Seer at Wimbeldon**





![](_page_42_Picture_1.jpeg)

![](_page_42_Picture_2.jpeg)

![](_page_43_Picture_1.jpeg)

![](_page_43_Picture_2.jpeg)

#### Layar Browser

![](_page_44_Picture_1.jpeg)

![](_page_44_Picture_2.jpeg)

#### Layar Browser

![](_page_45_Picture_1.jpeg)

![](_page_45_Picture_2.jpeg)

#### **More Approaches**

![](_page_46_Picture_1.jpeg)

![](_page_46_Picture_2.jpeg)

![](_page_46_Picture_3.jpeg)

# **Usage Curve**

![](_page_47_Figure_1.jpeg)

![](_page_47_Picture_2.jpeg)

# **Usage Curve**

![](_page_48_Figure_1.jpeg)

![](_page_48_Picture_2.jpeg)

## FIRST PERSON USER INTERFACES

- 1. Navigate the space around you
- 2. Augment your immediate surroundings
- 3. Interact with nearby objects, locations, or people

![](_page_49_Picture_4.jpeg)

![](_page_50_Picture_1.jpeg)

![](_page_50_Picture_2.jpeg)

#### ShopSavy on iPhone

![](_page_51_Picture_1.jpeg)

![](_page_51_Picture_2.jpeg)

#### Shop Savvy on Android

![](_page_52_Picture_1.jpeg)

![](_page_52_Picture_2.jpeg)

#### SnapTell on iPhone

![](_page_53_Picture_1.jpeg)

![](_page_53_Picture_2.jpeg)

![](_page_53_Picture_3.jpeg)

#### Amazon Flow on iPhone

![](_page_54_Picture_1.jpeg)

![](_page_54_Picture_2.jpeg)

![](_page_54_Picture_3.jpeg)

![](_page_55_Picture_1.jpeg)

![](_page_55_Picture_2.jpeg)

#### **Images as Input**

![](_page_56_Picture_1.jpeg)

![](_page_56_Picture_2.jpeg)

0

Cancel

![](_page_56_Picture_3.jpeg)

☆ Kasa Indian Restaurant - Indian Food Delivery

4001 18th Street San Francisco, CA 94114 www.kasaindian.com - web site

![](_page_56_Picture_6.jpeg)

![](_page_56_Picture_7.jpeg)

6

"Kasa was a nice take on Indian 'fast food'." ... "San Francisco likes Indian food." ... "The portions were very generous and tasted really good." ... "And besides, who needs ambiance with an idea this good?" ... "I'm a little obsessed with Kasa...it's that good!" ... "I am hooked!"

insiderpages.com, citysearch.com

![](_page_56_Picture_10.jpeg)

**Google Goggles** 

![](_page_57_Picture_1.jpeg)

![](_page_57_Picture_2.jpeg)

	46° 🛛 🔂 🖬 🗂 💶 11:04 AM
	Google goggles tabs
Ihr A	German (auto) = English
a uf Toper	Sour cream cake with elderberry sauce

![](_page_58_Picture_0.jpeg)

### Images as Input

![](_page_59_Picture_1.jpeg)

0	
IAT&T 🕤 5	s! Card scanned.
Number	4998
Expires	11 / 2019

![](_page_59_Picture_3.jpeg)

### Images as Input

# CHASE 🗘

![](_page_60_Picture_2.jpeg)

### charles SCHWAB

![](_page_60_Picture_4.jpeg)

![](_page_60_Picture_5.jpeg)

![](_page_60_Picture_6.jpeg)

![](_page_61_Picture_0.jpeg)

# **AWKWARD INTERACTIONS**

- 1. Small screens
- 2. Handheld positioning
- **3**. Scanning for information

![](_page_62_Picture_4.jpeg)

### **SMALL SCREEN, BIG WORLD**

![](_page_63_Picture_1.jpeg)

![](_page_64_Picture_0.jpeg)

### **SCAN TO CHECKOUT**

Flickr photo by Nokia Point & Find

# Nokia Point & Find Nerd. Found.

9

Flickr photo by Nokia Point & Find

### iPhone with an RFID/NFC reader

![](_page_66_Picture_1.jpeg)

#### **Location Check-in**

![](_page_67_Picture_1.jpeg)

_AT&T 후 10:5	54 AM	*	II AT&T 3G	9:37 PM	0 🔳	
Spots Augus	t Capital	No.	Friends	foursquare		
Aug	ust Capital	Austin Convention Center 500 E. Cesar Chavez St (Red River St)				
AUGUST		CHECK-IN HERE				
			People	Details	Tips	
Che	ck In		Ad is the may	obeSXSW		
Details & Map	Menlo Park, C	A >	Who's here (84 people)			
Photos		0 >	just now			
Leaderboard		>	Erik F. a minute ago			
29 PEOPLE (55 CHE	CK-INS)		Eric B.			
<b>D</b>		3	60	♥ ■		

#### **Facebook Presence**

![](_page_68_Picture_1.jpeg)

![](_page_68_Figure_2.jpeg)

![](_page_68_Picture_3.jpeg)

![](_page_69_Picture_0.jpeg)

![](_page_70_Picture_0.jpeg)

![](_page_71_Picture_1.jpeg)

![](_page_71_Figure_2.jpeg)
## FIRST PERSON USER INTERFACES

Further reduce abstraction by allowing people to interact digitally with the real world as they are currently experiencing it.

- 1. Navigate the space around you
- 2. Augment your immediate surroundings
- 3. Interact with nearby objects, locations, or people

## **NEED DESIGN HELP**



## **MOBILE FIRST**

- @lukew
- www.lukew.com

## Mobile First!

abookapart.com

