

HISTORIA DE HCI

Referencias:

- I. Scott Mackenzie. "Human-Computer Interaction, An empirical research perspective. Elsevier 2013.
- John M. Carroll. "Human Computer Interaction". The Encyclopedia of Human-Computer Interaction (2nd edition).
- Brad A. Myers. "A Brief History of Human Computer Interaction Technology." ACM interactions. Vol. 5, no. 2, March, 1998. pp. 44-54.

¿QUÉ HABLAMOS LA CLASE PASADA?

De qué se trata el curso

Reglas, evaluaciones, etc.

Hoy:

- * Conversación sobre interfaces
- * Un poco de historia

¿QUÉ ES HCI (HUMAN-COMPUTER INTERACTION)?

HCI es amplio, incluyendo conocimiento de sicología, sociología, antropología, ciencias cognitivas, computación, lingüística

Estudia relación entre humanos (usuarios) y computadores (tecnología)

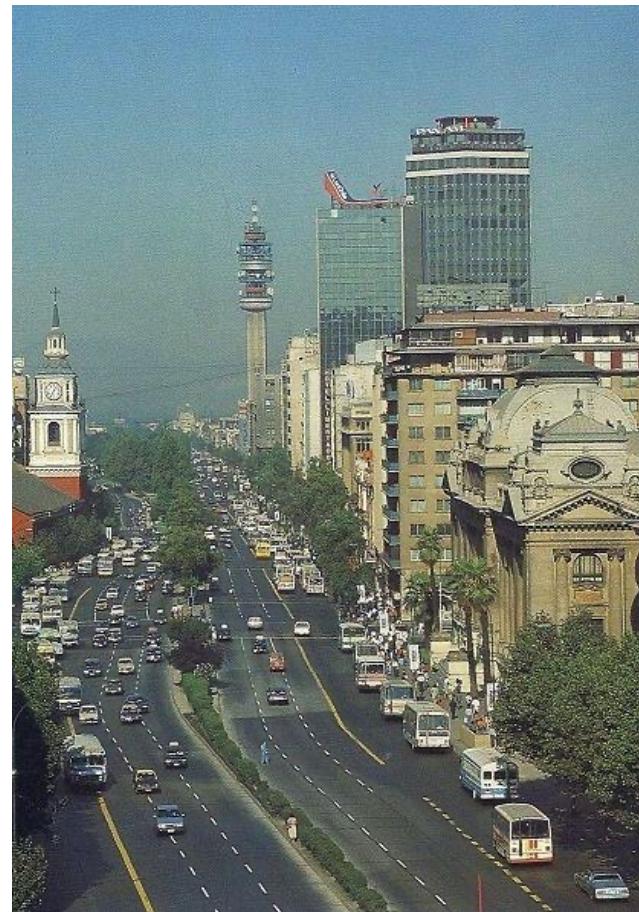
Human factors (Ergonomics):

- Capacidades humanas, limitaciones, performance
- Diseño de sistemas eficientes, seguros, cómodos, agradables para los seres humanos



HOY HABLAREMOS DE LA HISTORIA

1940-1980: COMPUTACIÓN PARA LOS ESPECIALISTAS

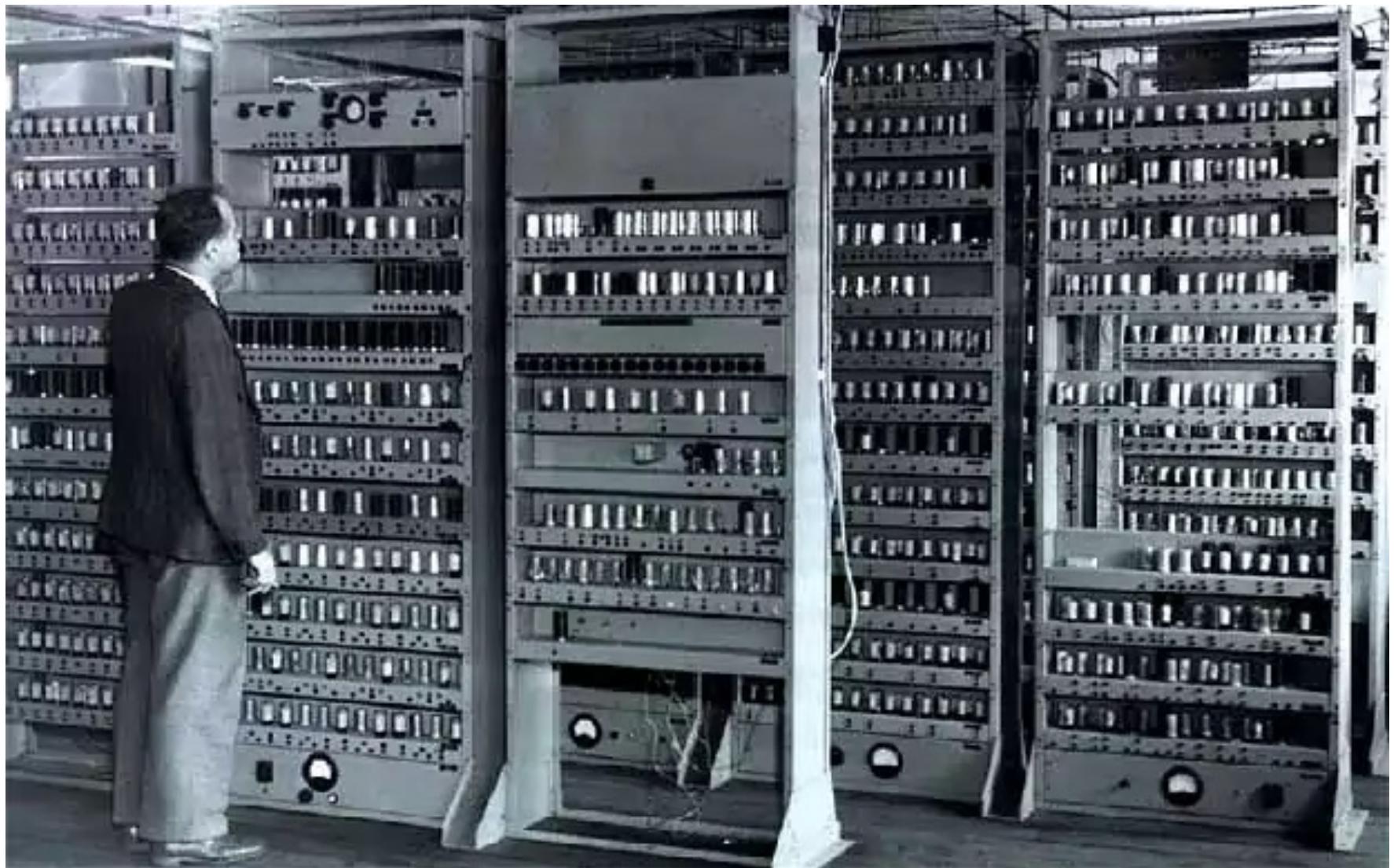


ENIAC (1945)



Más: https://www.youtube.com/watch?time_continue=2&v=aPweFhhXFvY

EDSAC (1949)

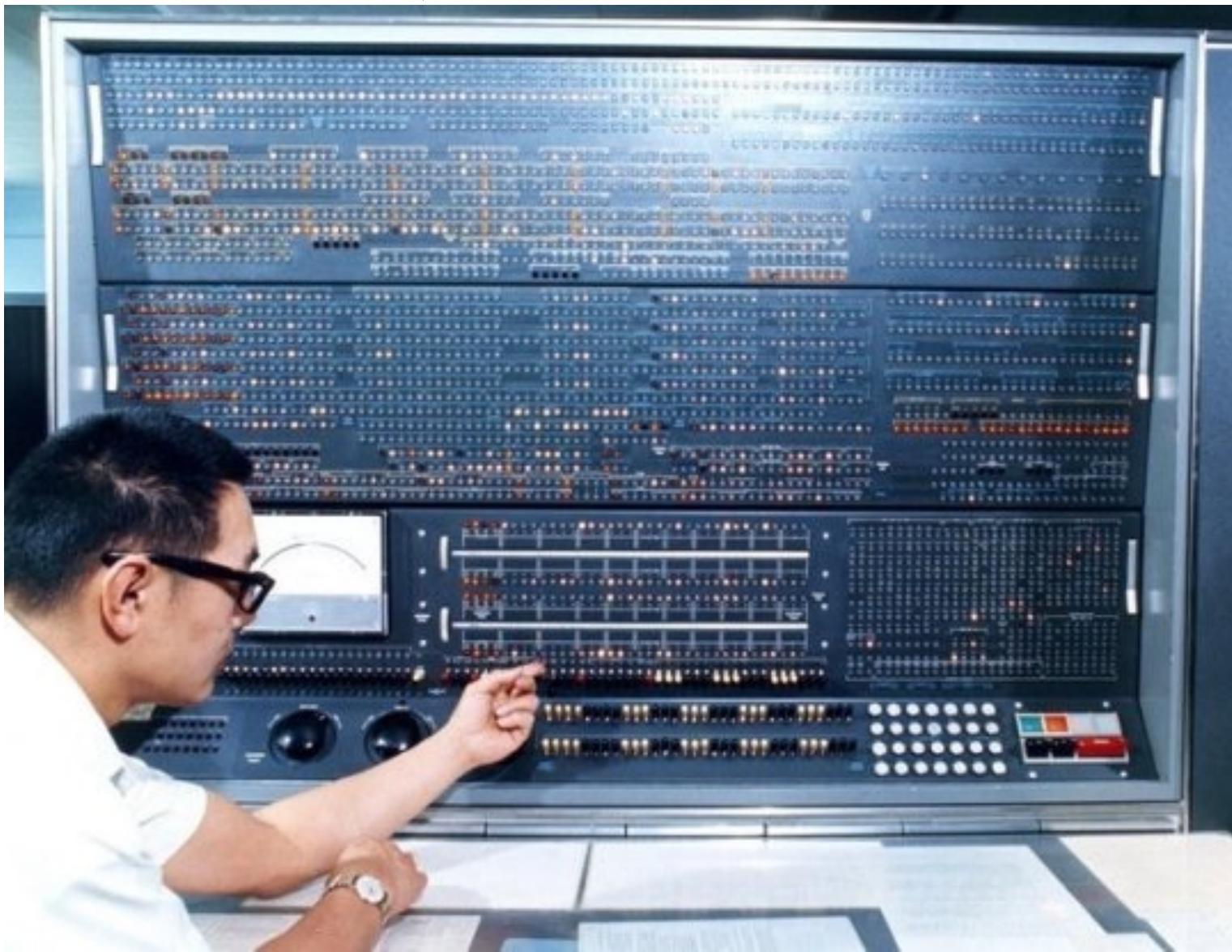


1957

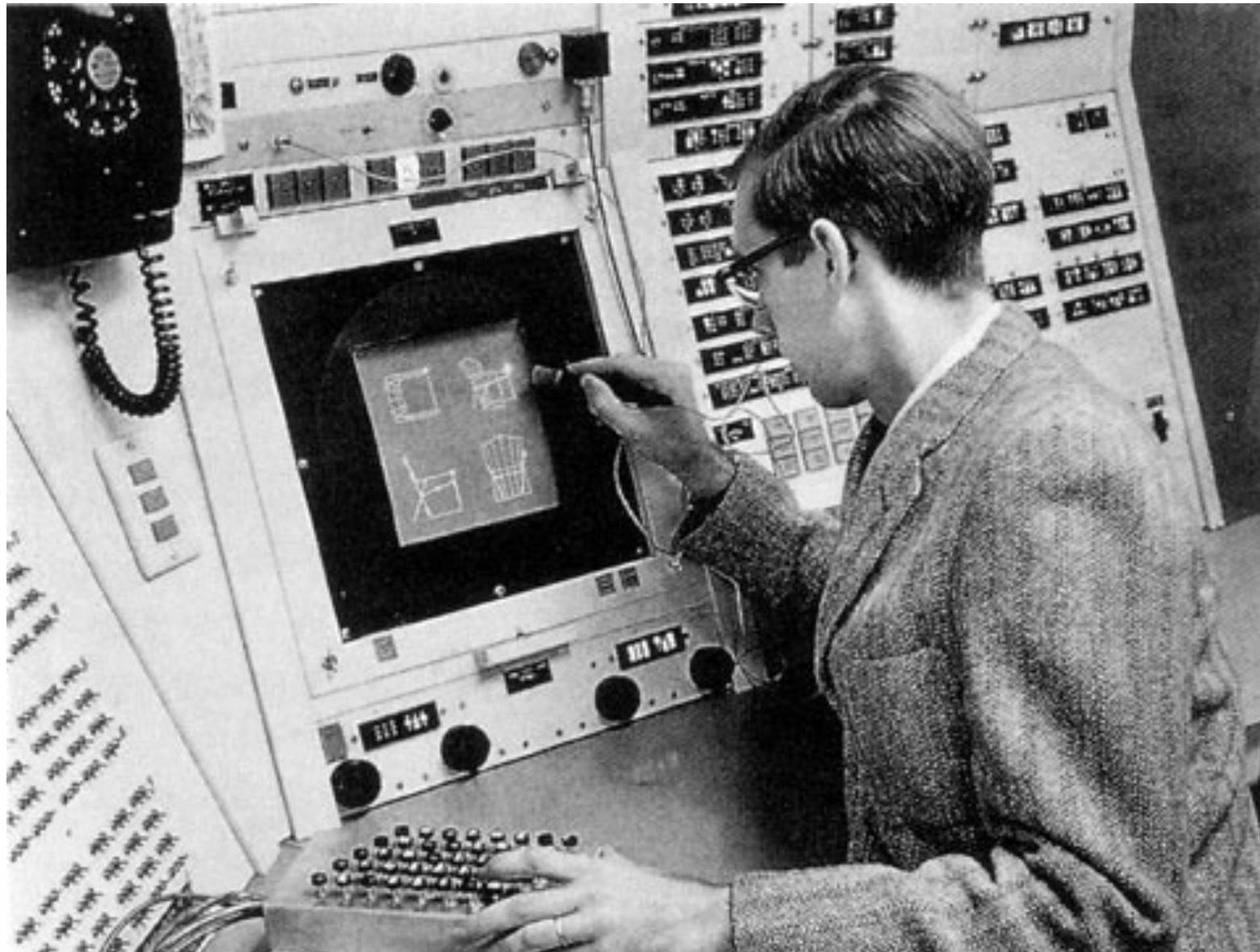


It's much easier for most people to write an English statement than it is to use symbols. So I decided data processors ought to be able to write their programs in English, and the computers would translate them into machine code."

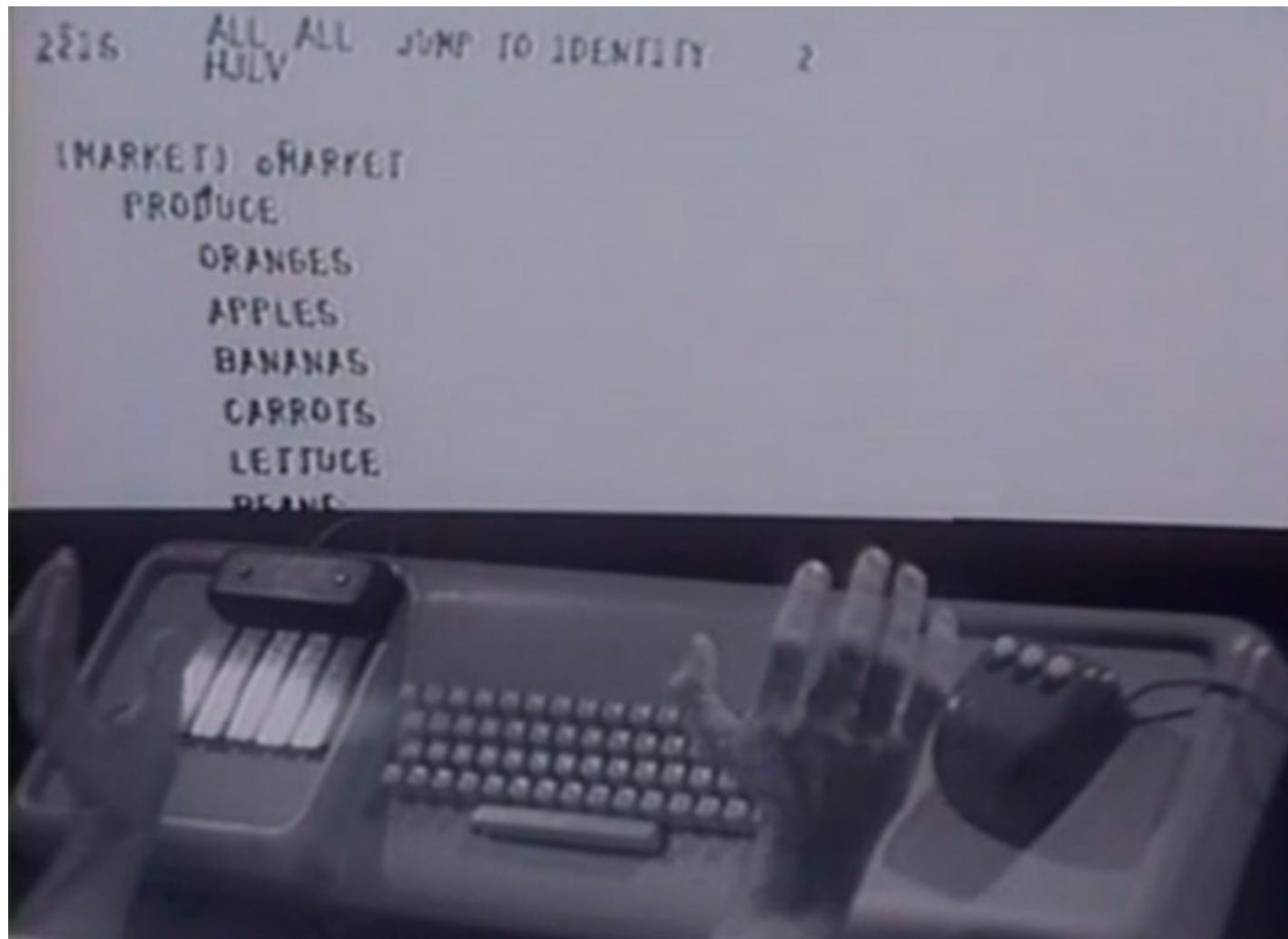
IBM STRETCH (1961)



SKETCHPAD (1962)

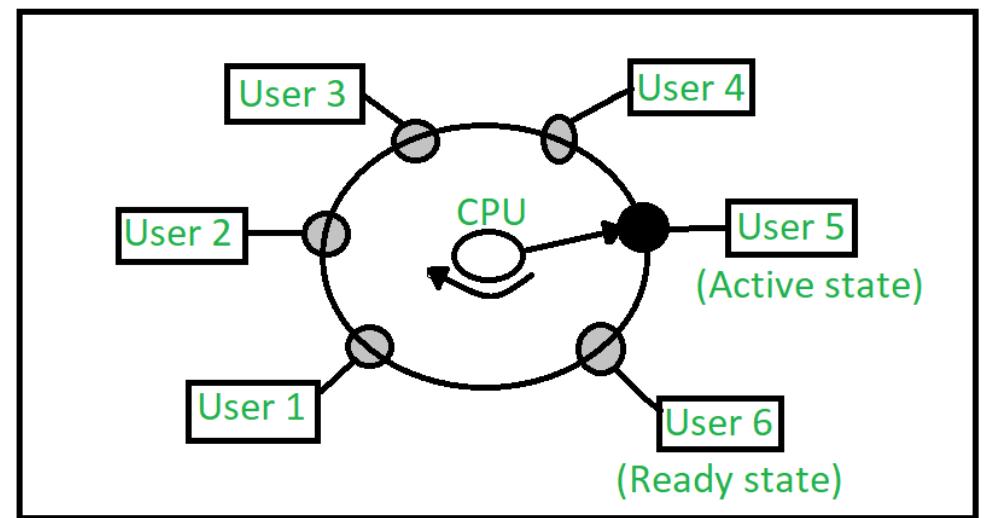


DOUG ENGELBART (1963)



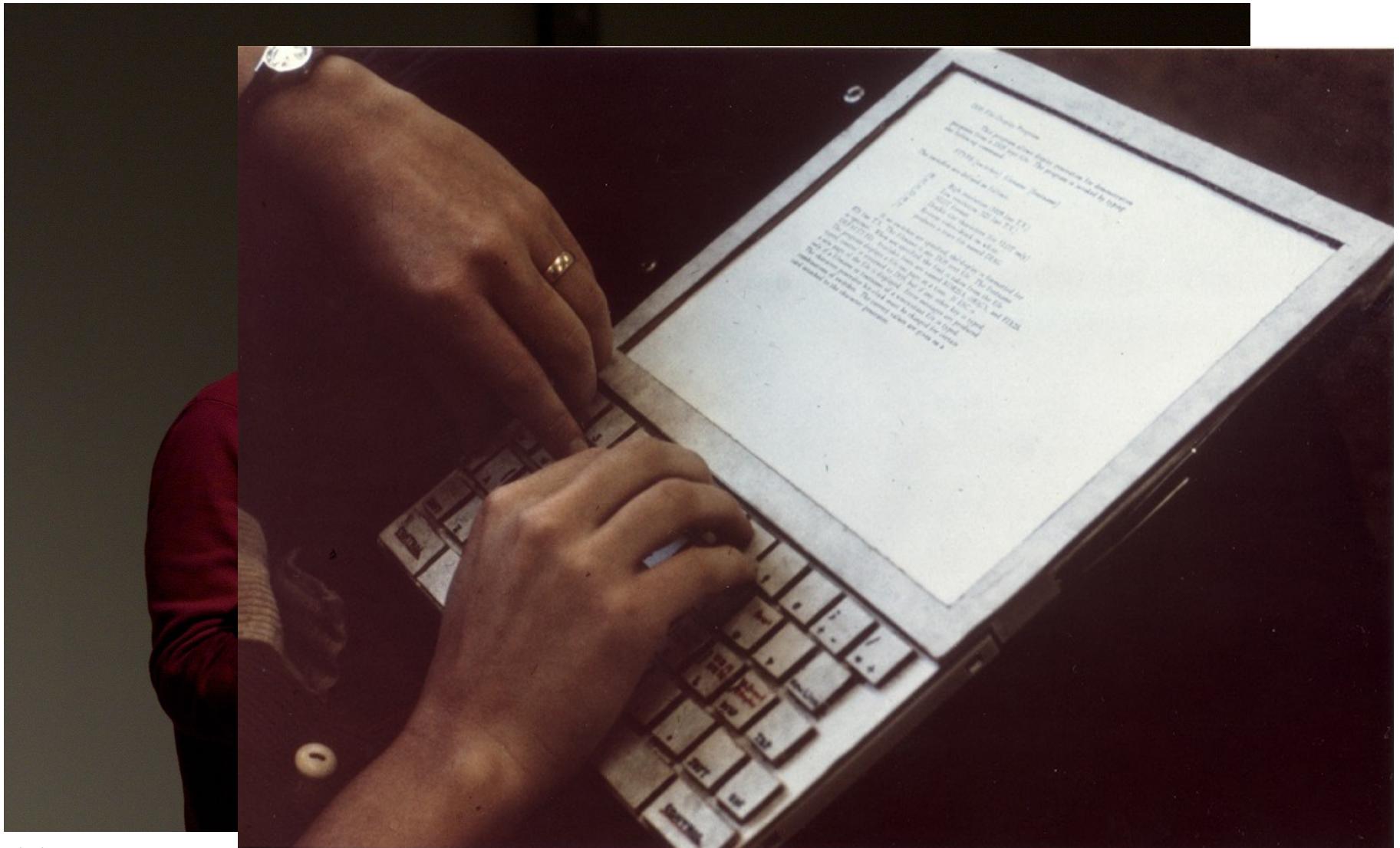
Mother of all demos- <http://www.douengelbart.org/firsts/dougs-1968-demo.html>

MID-1960'S



"The best way to predict the future, is to invent it."

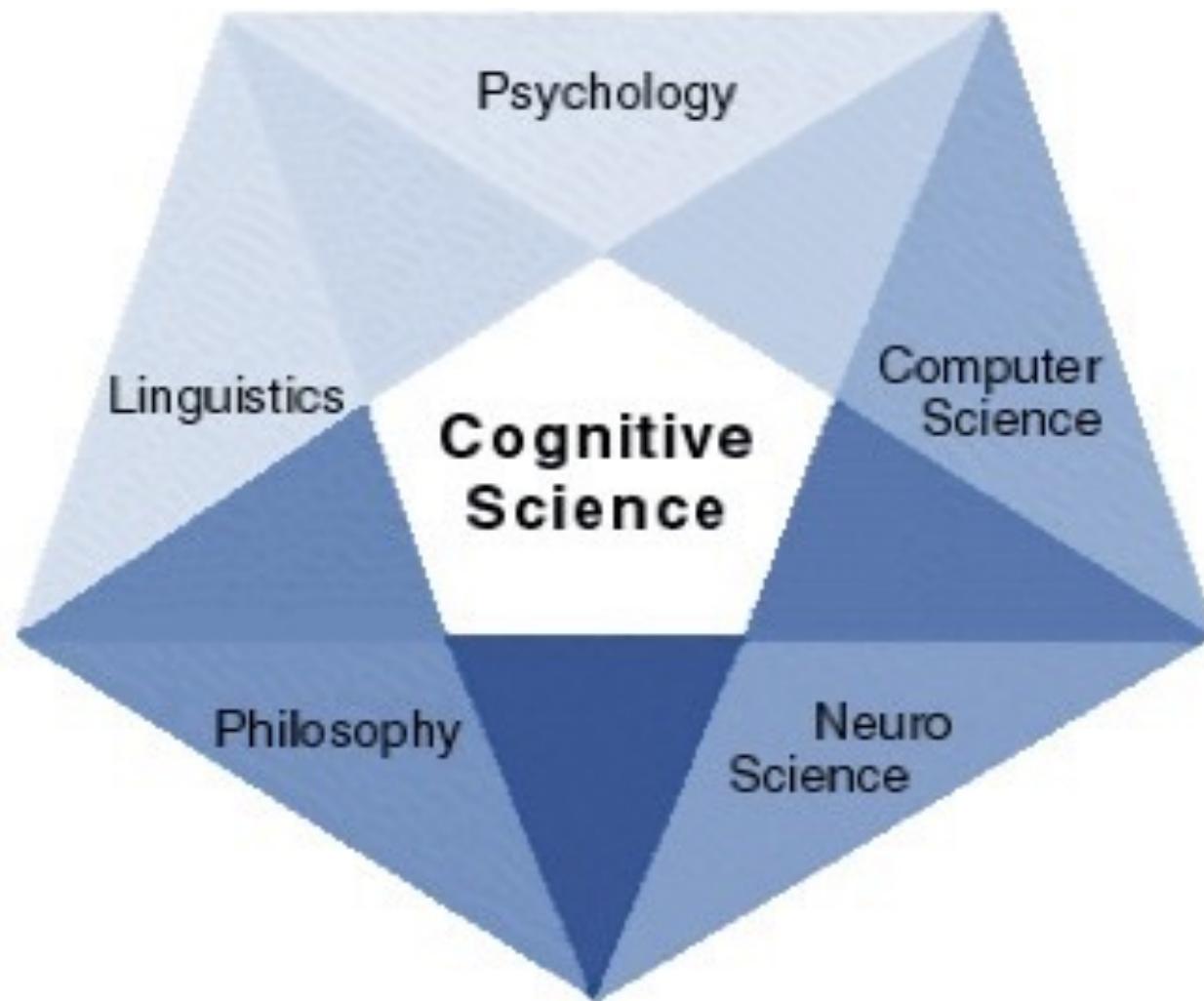
DYNABOOK (1968) – ALAN KAY



MID-1970S: EMPIEZA A SER IMPORTANTE LA INTERFAZ



Computer History Museum – Xerox Parc Alto <https://www.computerhistory.org/>



PUT THAT THERE (1979)



<https://www.youtube.com/watch?v=RyBEUyEtxQo>

1981

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But as surely as an IBM Personal Computer can help you, it can also help your children. Because just by playing games or drawing

The IBM Personal Computer

colorful graphics, your son or daughter learns how to type in the process. And even get so "computer smart," they can learn their own programs in BASIC or Pascal.

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To introduce your family to the IBM Personal Computer, visit any Computerland Business Systems Center. Or see Product Centers. (The IBM Data will serve business customers who qualify.)

And remember. When you buy an IBM Personal Computer, be sure you can get it back, still wearing that tie, and me.

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INT'L November 1981 - 39

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A DESKTOP



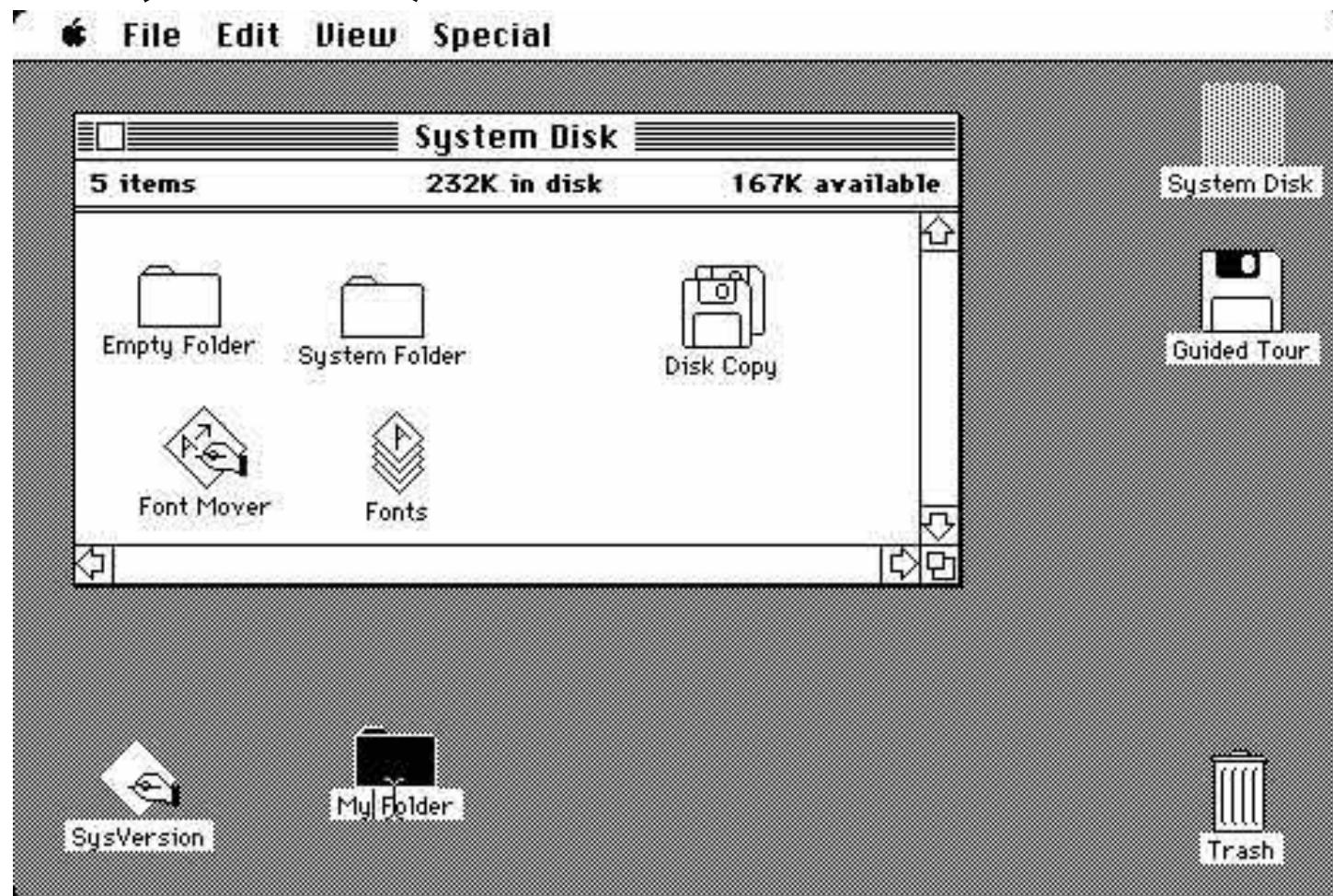
XEROX STAR (1981)



APPLE LISA (1983)



MAC (1983-4)





The Psychology of Human-Computer Interaction

STUART K. CARD
THOMAS P. MORAN
ALLEN NEWELL



Proceedings of the SIGCHI Conference on Human Factors in Computing Systems

Chairmen: [Raoul N. Smith](#)

[Richard W. Pew](#)

Editors: [Ann Janda](#)

Publication:

- Proceeding

CHI '83 Proceedings of the SIGCHI Conference on Human Factors in Computing Systems

Boston, Massachusetts, USA — December 12 - 15, 1983

[ACM New York, NY, USA ©1983](#)

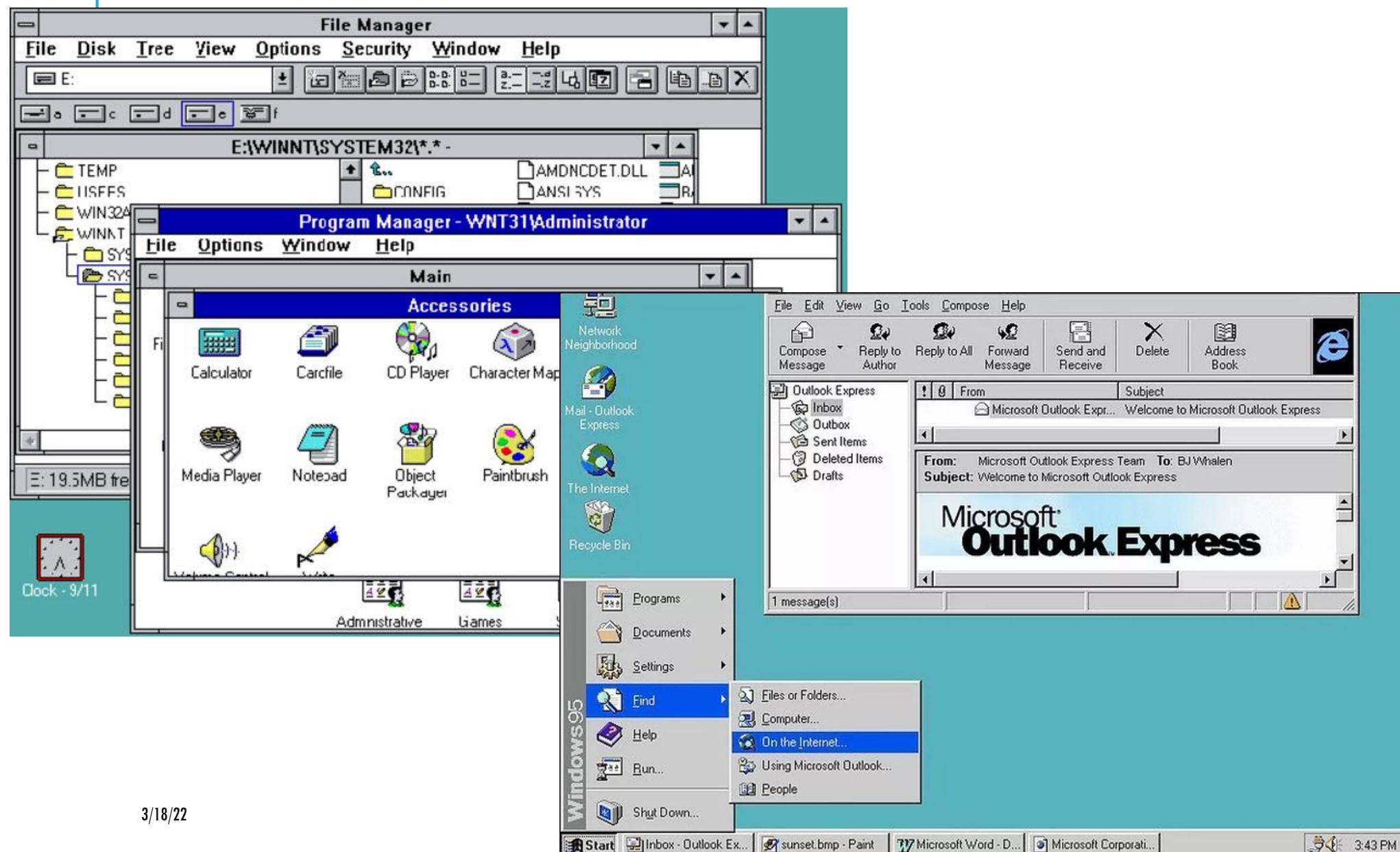
[table of contents](#) ISBN:0-89791-121-0

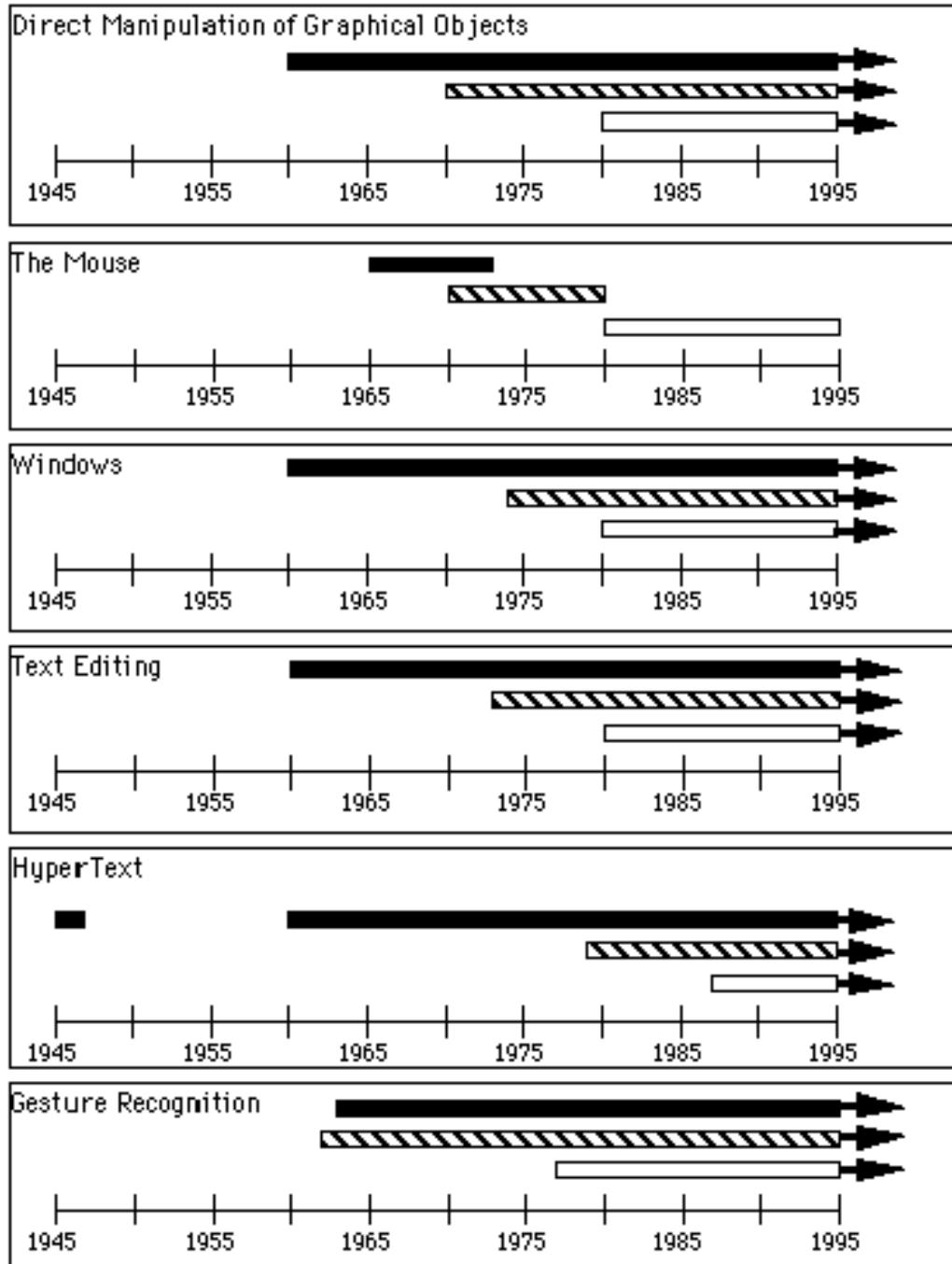
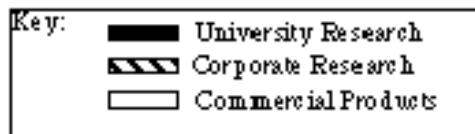
 1983 Proceeding

 [Bibliometrics](#)

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WINDOWS 3.1 (1992) – 95 (1995)

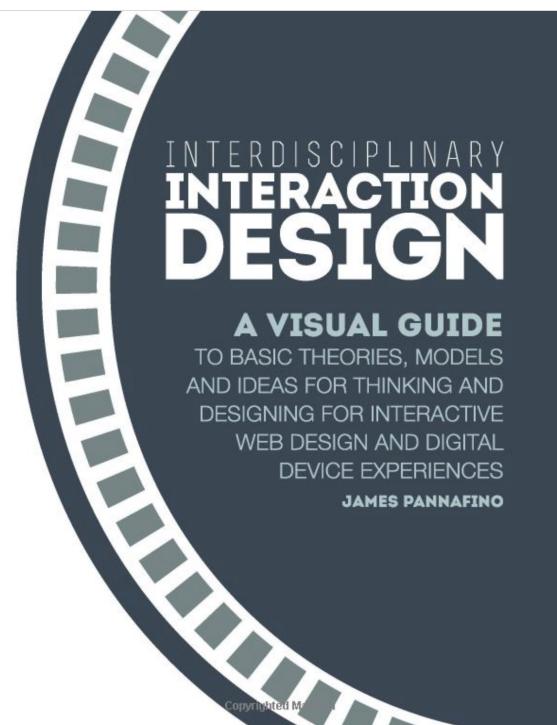
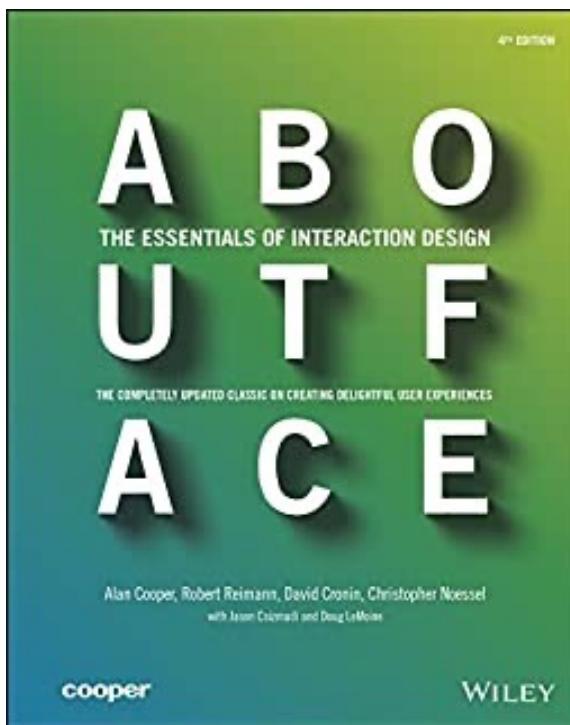
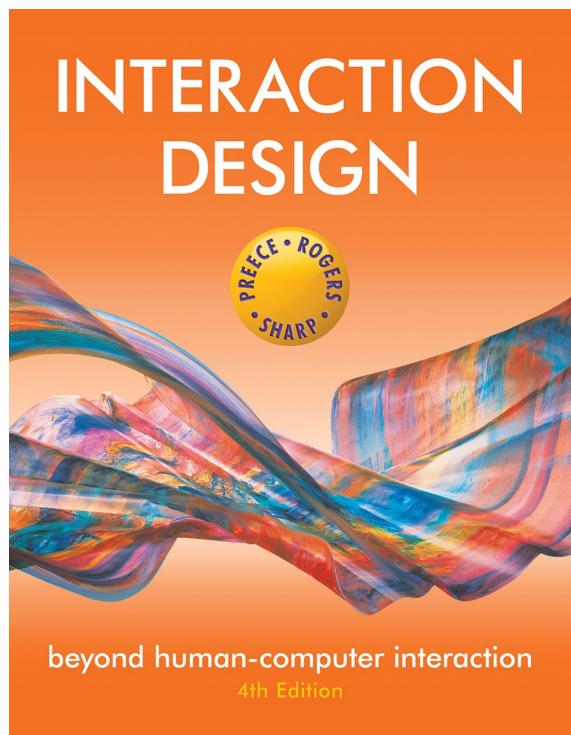




1990'S – 2000'S



1990'S – 2000'S



2000'S-2010'S+



<https://blog.prototypio.io/the-rise-of-human-computer-interaction-hci-823dd6286e1d>

AVANZANDO HACIA EL FUTURO: DESKTOP METAPHOR PARA LA WEB?



AVANZANDO HACIA EL FUTURO: COMPUTACIÓN EN COMPUTADOR?



HUMAN-COMPUTER INTERACTION



EN RESUMEN

HCI se desarrolló por:

- Computadores personales cambiaron foco a personas, en vez de máquinas
- Diseño centrado en usuarios
- Ideas → Productos (en tiempos largos!)
- Ya no son aceptables las malas interfaces

EN RESUMEN

	<i>Input</i>	<i>Output</i>
Early days	connecting wires paper tape & punch cards keyboard	lights on display paper teletype
Today	keyboard + cursor keys + mouse + microphone	scrolling glass teletype character terminal bit-mapped screen audio
Soon?	data gloves + suits computer jewelry natural language cameras	head-mounted displays ubiquitous computing autonomous agents multimedia
The lesson		<ul style="list-style-type: none">- keyboards & terminals are just artifacts of today's technologies- new input/output devices will change the way we interact with computers

MÁS INFO: (OPCIONAL PERO SUPER INTERESANTE!)

Leer “As we may think” (Vannevar Bush) (hay una traducción disponible) – lo dejaré en Canvas, en el material de la clase de hoy