UI CS50 AP

Amazon Echo is a good example of a VUI (Voice User Interface) system which can help you with whatever you need from the internet, minus the physical interaction. Previously was the TUI (Tactile User Interfaces) being the previous next big thing, giving us access to the beauty known as the touchscreen smartphone, introduced by Apple in 2007. Touch screen interfaces existed even before the 1990s, 1992 to be exact on Simon powered devices.

Apple created the first commercially successful modern GUI (Graphic User Interface) we had long been able to interact with machines. During the mid-1960s through mid-1980s, most of that interaction was done through a **command-line interface** (CLI) which can indeed be a bit more complex.

Command-line interfaces are still quite common today, with us still doing the interpreter level environment with the problems in Unit 1 and working with CS50’s IDE at the terminal. They are beneficial as it is a speedy means of navigating one’s system and eliminates the need to use any part of the machine’s RAM to deal with the overhead that comes with supporting a GUI.

Even prior to that was the batch interface interactions where computer programme are written by punching holes in cards that are identified by the computer and in batches.

With that we shall juxtapose them in terms to how those above systems are similar and different. Yes, a CLI is similar to a VUI inasmuch as both allow humans to interact with a computer. They are as well both quite frustrating to use, as CLI requires you (the user) to learn the commands required to interact with the system by learning them from reading a manual, or in this manner through Scratch and CS courses in today’s slang; this requires much time and effort. But a VUI can be tricky to work with, too.

How many times have we used Siri or Google to find it has completely misinterpreted what we said, requiring us to repeat ourselves (perhaps ridiculously and loudly enunciating in a public space, and hence the awkwardness) in order to have the desired result, or sometimes not even achieving what we wanted despite our efforts?

Things have certainly evolved since the 1940s, but it seems quite unlikely that we’ve reached the pinnacle of human-machine interaction already. Our prediction is the wave of the future in the sense of automation and the self-driving vehicles, and that going beyond that of VUIs, where we already have visual systems that can project holographic visuals that can interact with users, to that of user interfaces that purely respond to the visuals of our eye movement to fall into place, think of virtual Tetris, and to think that looks can kill! This visual systems that can track the movement of sight, and being lightweight if to be attached on us, to aid us in the most complex of operations, i.e. that of equipping us the ability to have real time data to correspond to the toughest of working conditions, i.e. repair technician in aeroplanes, think Boeing 737s, think wall street high frequency traders, who rely on every advantage they can to get to close the lead to their advantage, and to that of operating surgeons who need that extra aid to serve to save yet another medical patient to greater efficiency. That is the future, and this is CS50.