1. Tell me why this paper is important?'
2. What should I know and why is it important?'
3. How does this paper affect our development?'
4. What insights does the paper have and how does it affect us?'
5. Can we use this paper to our advantage?'
   1. The fact that the ‘office’ conceptual model is still being adopted today, shows that making the UI relate to real word makes it easier to use, faster to learn. Also, less to learn as the interaction may work in the same way as in the real world. (**conceptual model.)**
   2. Talk about the steps involved in the User Interface design.
   3. Insinuates that User Interface design is something which is hard to get right the first

time, so prototyping is valuable. In the case of Star, Alto was used as the prototype.

* 1. The design of the user interface should not just be something which is done at the last after hardware and software design. It should be designed first and should drive the hardware and software design.
  2. Proves that the many years of planning and designing the UX of Star made it a great computer in terms of its usability.
  3. A good UI is consistent, learnable and relatable (conceptual model).
  4. The design of the UI and hardware and software is not independent. Because the UI is what the user interacts with, it should drive the design of the hardware and the software where applicable.
  5. User interface design is something that need a lot of thought and structure when designing, needs to make use of prototyping.

Xerox Star:

1. Use the best features of Alto and make it easy to use.
2. Requirements capturing, also took account of the user interface.
3. Mimic office paradigm, desktop metaphor
4. WYSIWYG
5. Based on the concept of objects.
6. Xerox Alto was the first computer to support operating system based on a GUI.

Possible Structure:

Introduction

Points from the paper but i**nferred.**

Conclusion

The