

MULTIMÈDIA I INTERFÍCIES D'USUARI

Universitat de Girona

GRAPHICAL USER INTERFACES

– DESCRIPTION

The main goal of this project is to present in a visual and interactive way the computer **graphical user interfaces** that have existed over the history from the beginning of the personal computing.

From that first concept Xerox introduced on their Xerox Alto, to the newest and innovative graphical interface that can be found nowadays.

In the main page there will be a time line where all those interfaces are placed chronologically and related to each other.

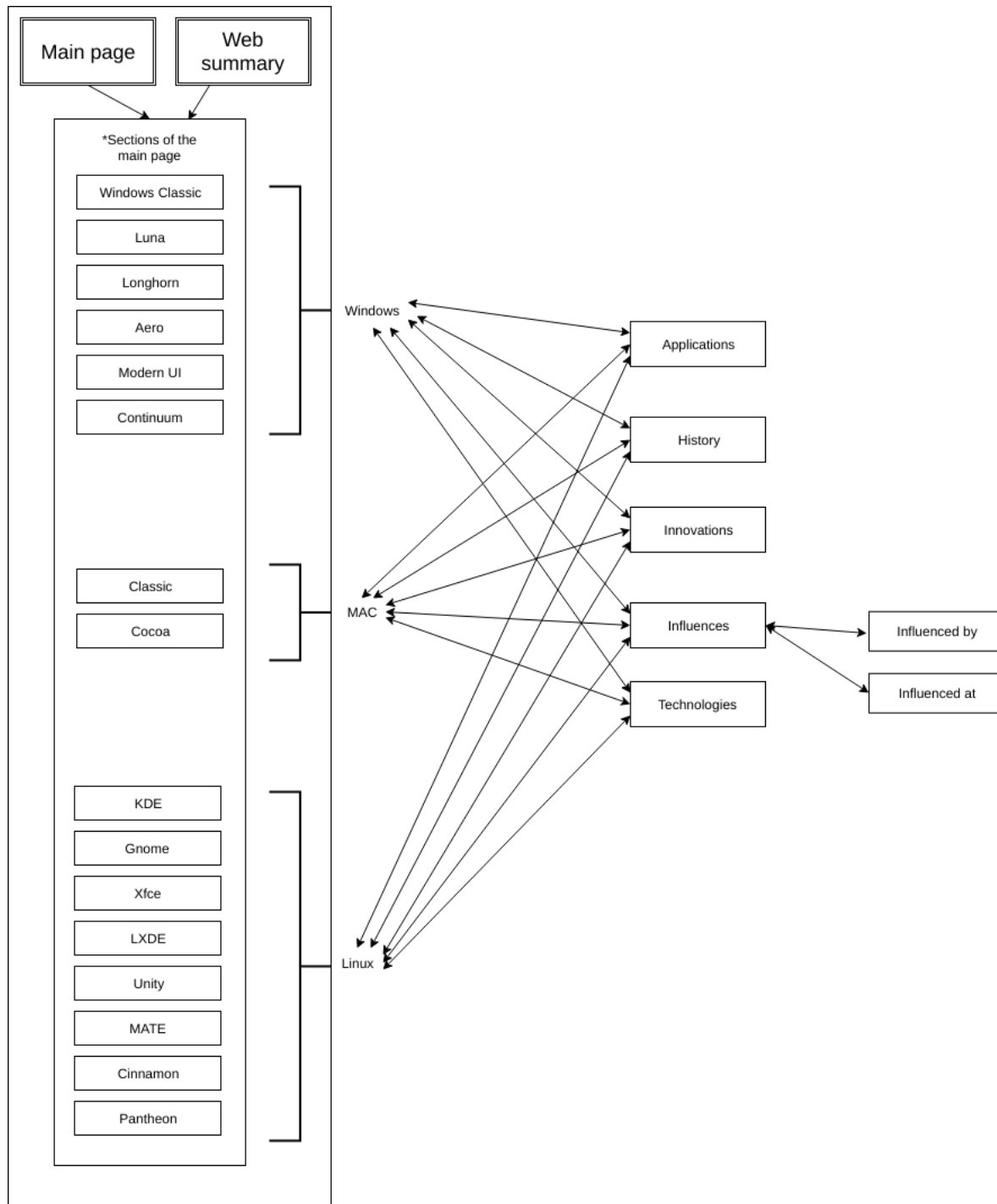
One of the objectives is trying to recreate some of the – most influent – interfaces on a web page using the technologies that the web brings to us so that the user can revive that sentiment that felt the first time he opened a computer.

The project pretends to be more oriented on the graphical information than the academical one, so it will not have lot of useful information.

– TARGET USER PROFILE

The expected target are all the people that have used sometimes an operating system and want to have a new experience on the web. The target can be from an unexperienced young user to a veteran of the computing.

PRELIMINARY STORYBOARD



DRAFT

HISTORY OF GRAPHICAL USER INTERFACES

* Summary of
the Gui concept and
more info

✓
Scroll

Windows

* OS's with
their respective
timelines

Linux

Mac