

This paper shows the thought-process of every decision, in addition to the principles that helped with the making of Star's UI, and how it innovated GUI's at that time. Star designers had to allocate about thirty work years to perfect those principles, starting with the user interface before even setting the hardware and software specifications. Fortunately, they used Alto as a prototype to perform human testing on Star UI's principles, which provided much needed feedback. [1]

The impact of those ideas is clearly seen today, as this amazing design has been adapted for many widely-used interfaces, with companies going as far as mimicking the set of rules Xerox designers have established. This was shown by the prevalence of the desktop, icons, universal commands, or the use of a pointing device. Apple also based parts of the Lisa and Macintosh systems on the Star UI's principles [2], with designer Larry Tesler even stating that Star had an "immediate impact" on their own UI. [3]

I consider that the revolutionizing aspect of this design is the emphasis made on the user, their needs, and mindset. In consequence, the designers decided to make a familiar model for the clients centered around a desk-office, as their target audience was "business professionals who handle information". [5] The idea of UCD was also utilized in a paper, which looked at designing UIs for medical professionals. [4] This principle allowed users in both cases to make a smooth transition to their system, while also improving the quality of their work. Overall it created a positive experience for the users, which I believe is most important in UX.

References:

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