

Down with IT - a summary about one of the key problems of IT

The one of main problems of IT is, that it still is not made for common people, because it isn't really intuitive and functionality and usability are two contrary.

For a long time you would have to be able to program to use a computer. Since some years interaction between humans and computers mostly happens between the human and a User Interface (UI) displayed on a screen. Still until now most people have to learn to interact with the computer. The learning process can take long and because of the fast changes and updates in the computer industry the learning could never end. One of the main problems, when you have to design a UI is that you have to make compromises between the power of a program and the ease-of-use. To interact with the computer you just have a mouse and a keyboard. Even keyboard-shortcuts require a certain amount of learning them.

I would like to use, and contribute to a computer with a UI that is easy to use and offers the biggest amount of function possible without being difficult to learn. The key to that is that software has to be intuitively. It has to have a certain amount of esthetics so you really like to use it. It has to be fun to use. To achieve that you have to think about the UI even before you start to code, because good UI-Design starts with the code and is in the programming. Detail is one of the most important points. If you pay attention to detail in your UI the user is going to feel the goods of your product, if even just subconsciously. Most of the Open-Source-Projects are made by people that can write very good code, but they are not in designing a good UI. The Open-Source-Community fails in making good code with a good UI.

One of the steps in the last few years in case of usability was the touch-screen. Apple did astonishing things with the introduction of the iPhone. They created a powerful and yet easy to use device that opened a new way a user is using a computer. I think in the next 10 years Google is going to introduce a watch, which is going to fail to change our basic narrative in any way. And I think we are going to be able to interact with the computer in much different ways than we do right now. There are going to be more sensors in every Device that we use, and the interaction methods are going to be more natural. At the moment you can undo things on the iPhone by shaking it. That feels natural and I think interaction has to be that natural.

So as a conclusion I would say that the biggest problem of the it-industry right now is that the software it is producing has to be as powerful and easy-to-use as possible. The way we archive that is by thinking in new patterns and start to think of the way to use the software not at last but from the start.