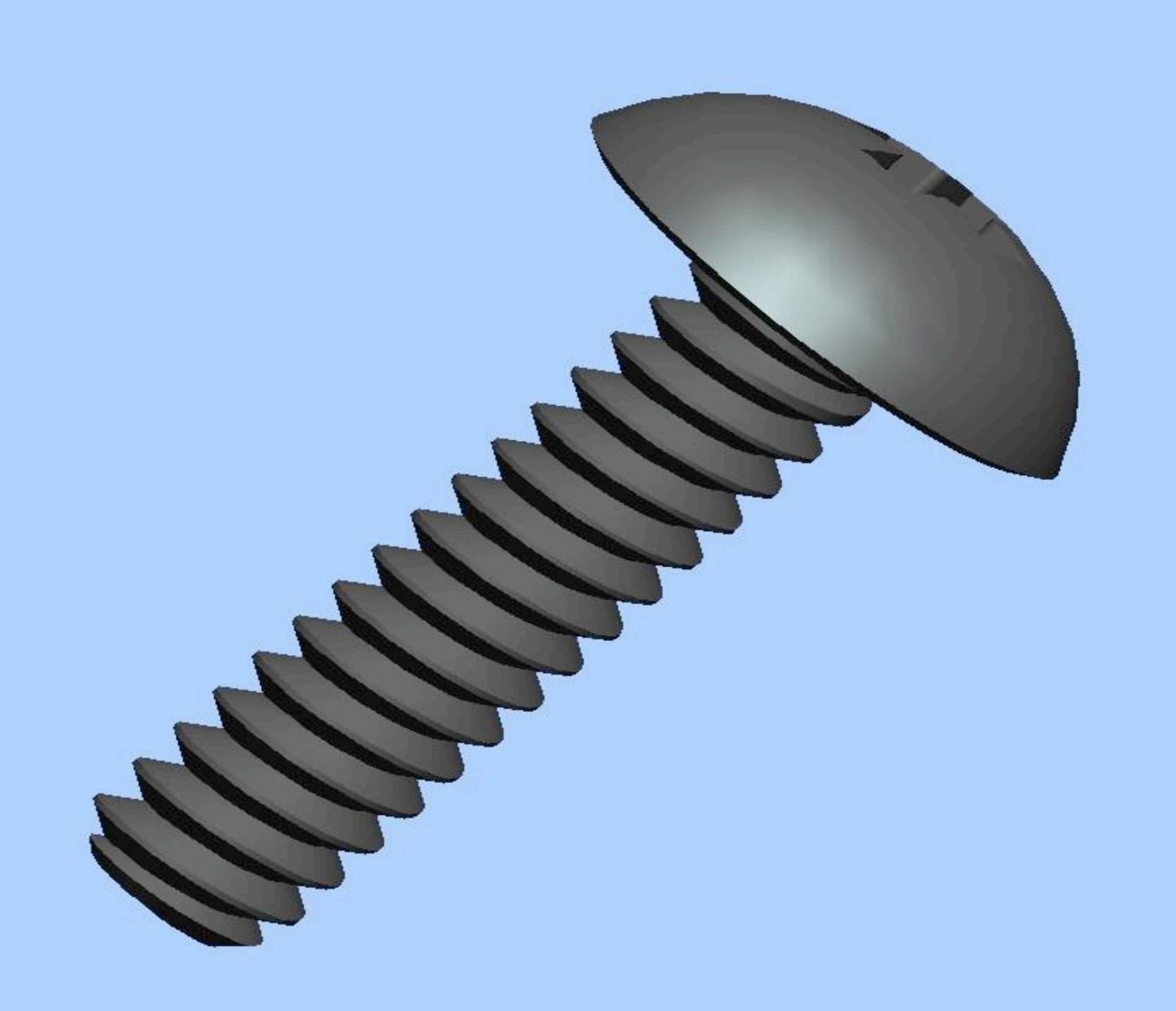
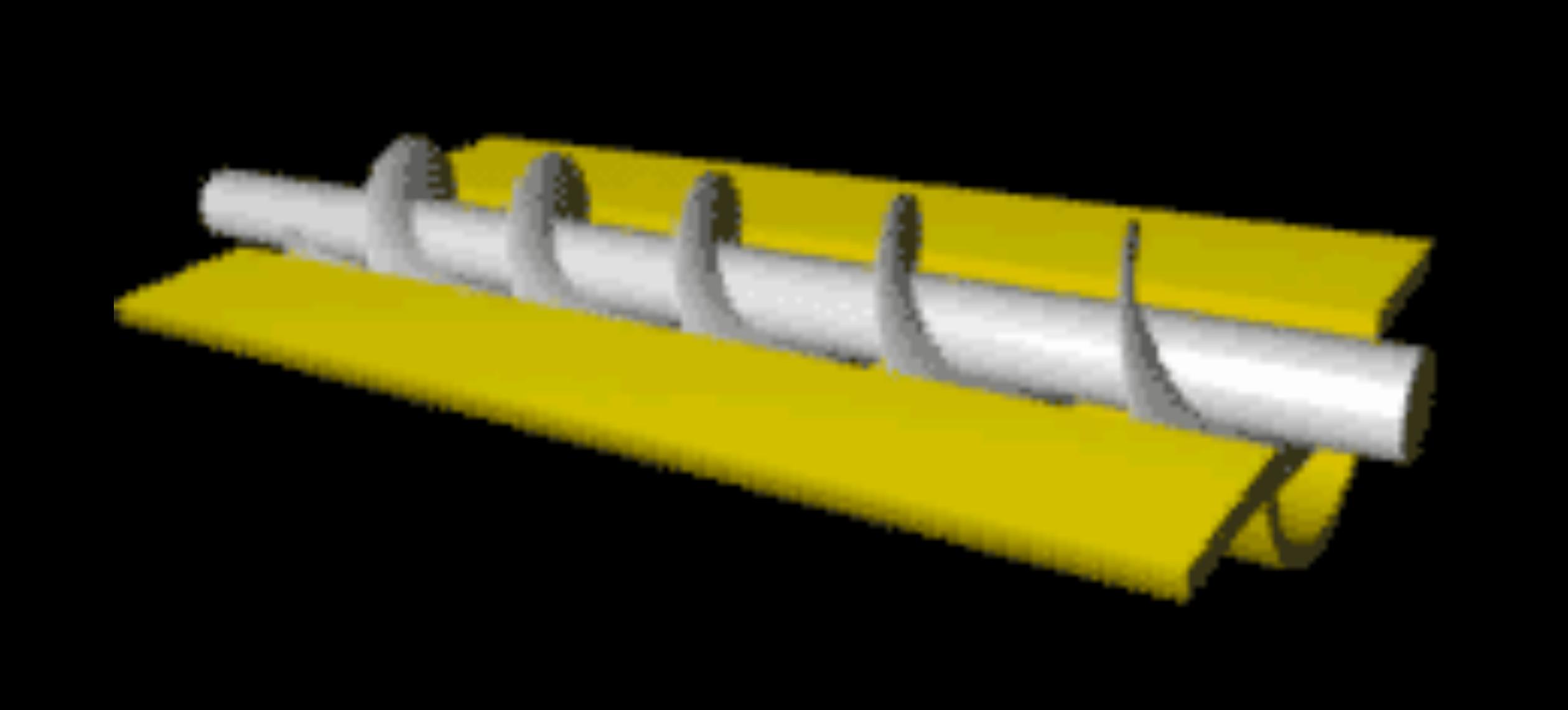


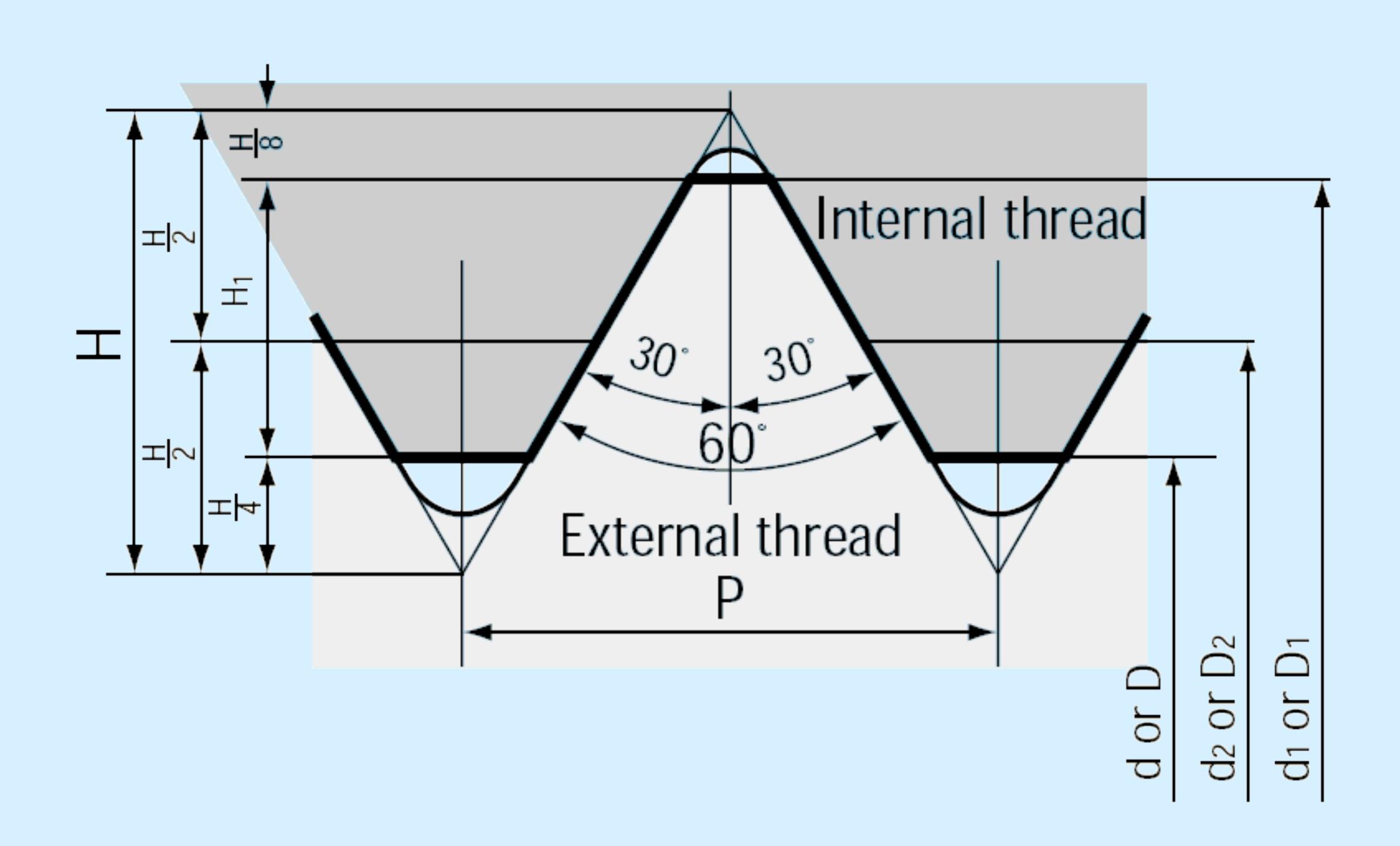
Software Tools

SCOTT KLEMMER
FALL 2010
cs147.stanford.edu





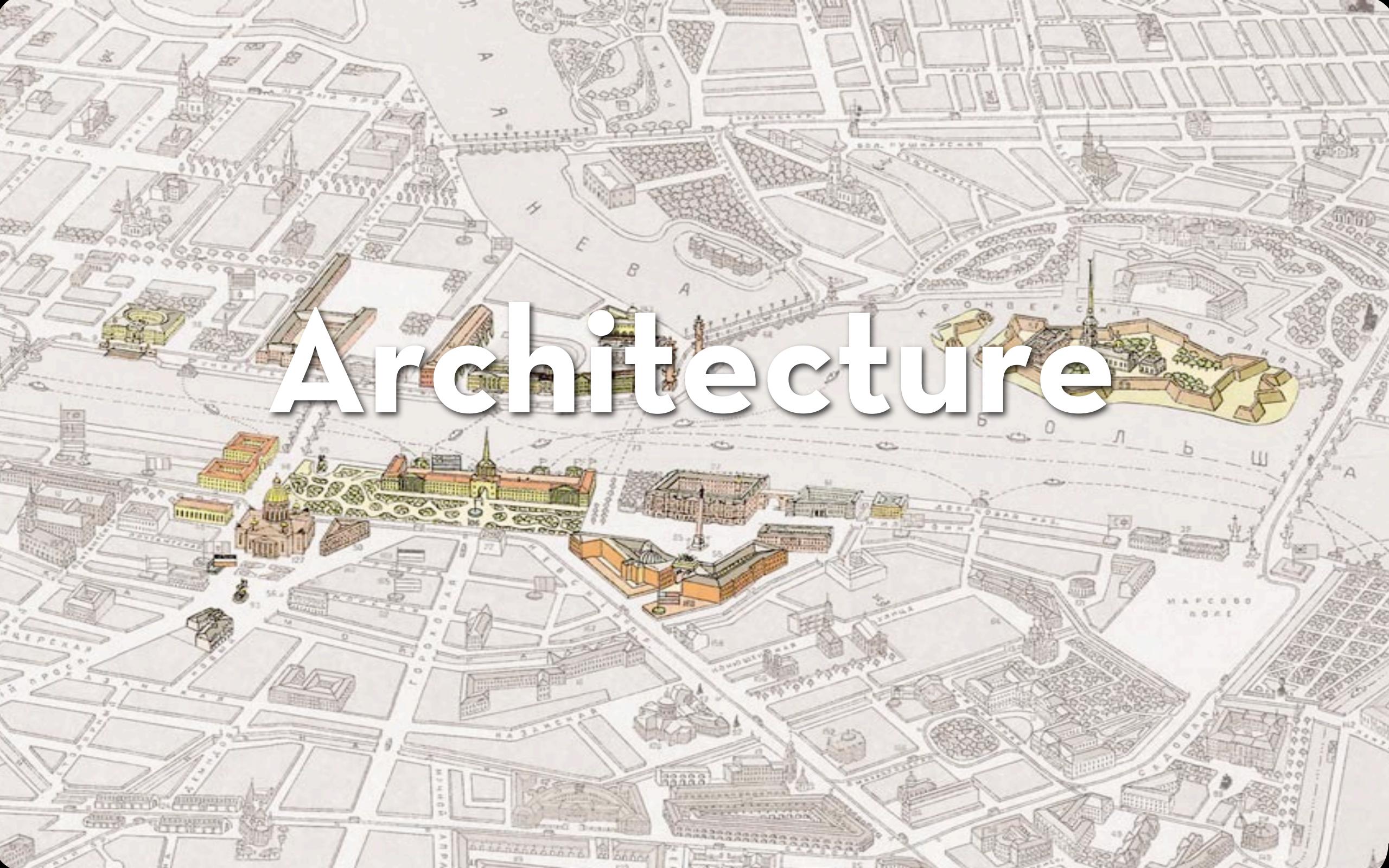




Standards Change Where Innovation Happens

What Toolkits Are





Why use toolkits?

What should tools do?

Tools Can Yield Better

Tools Can Lower Maintenance Costs

Arose from HCI Research

Different Tools for Different Genres

Different Tools for Different Stages



Tools Can Discourage Change

Moving Targets: When Platforms Change

FOR USERS

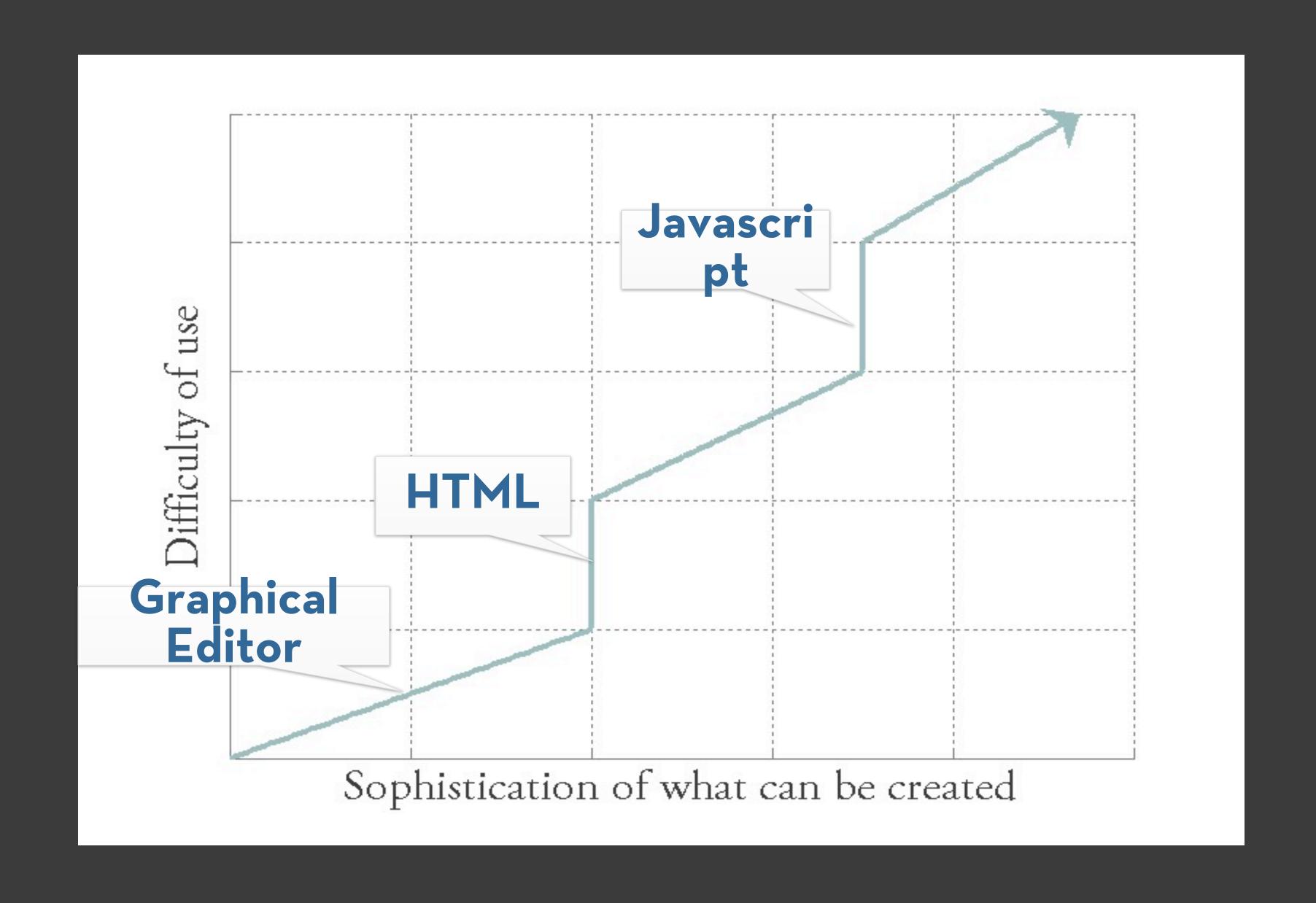
Predictability

FOR DEVELOPERS

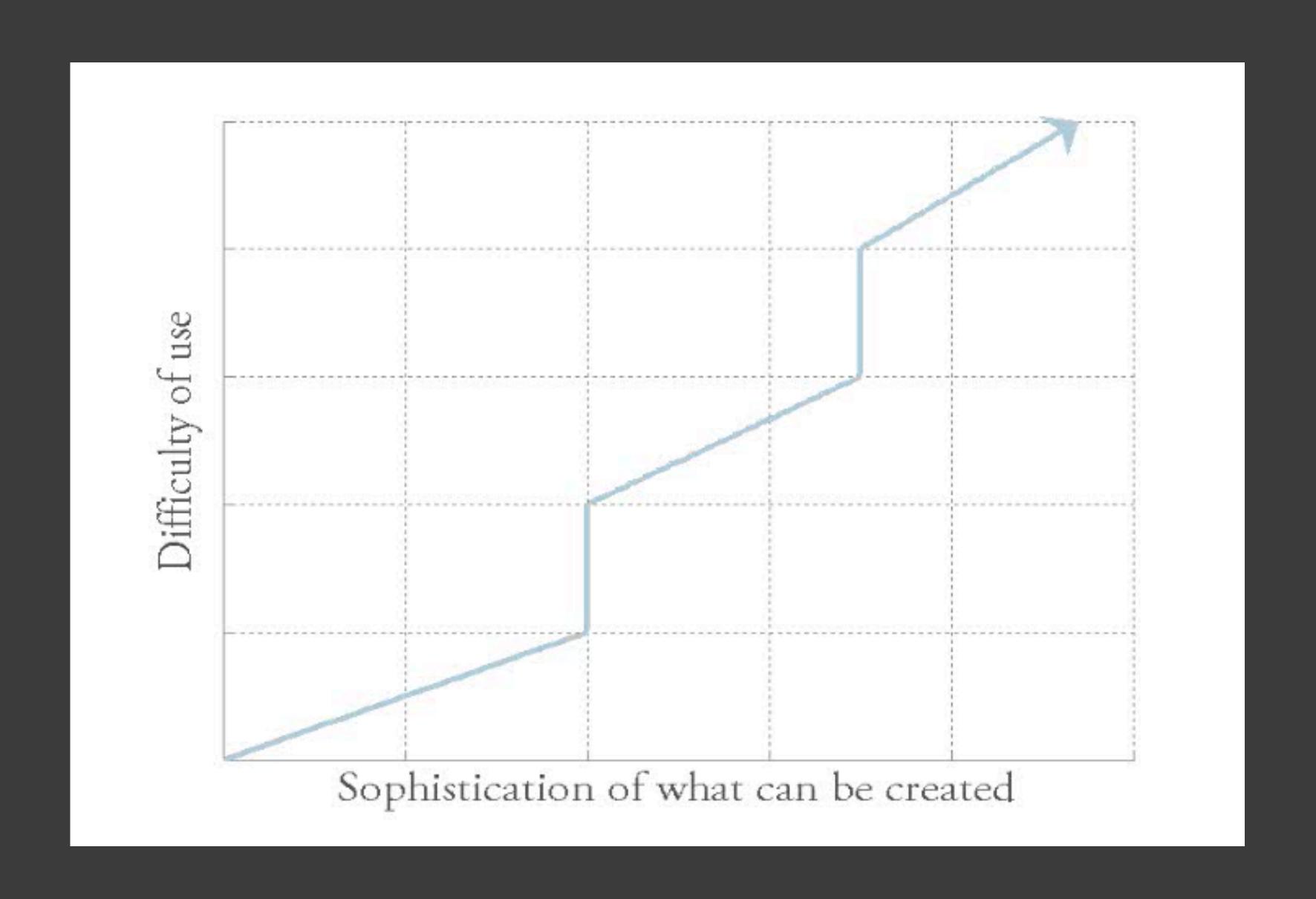
Path of Least Resistance

Programmers are People (really)

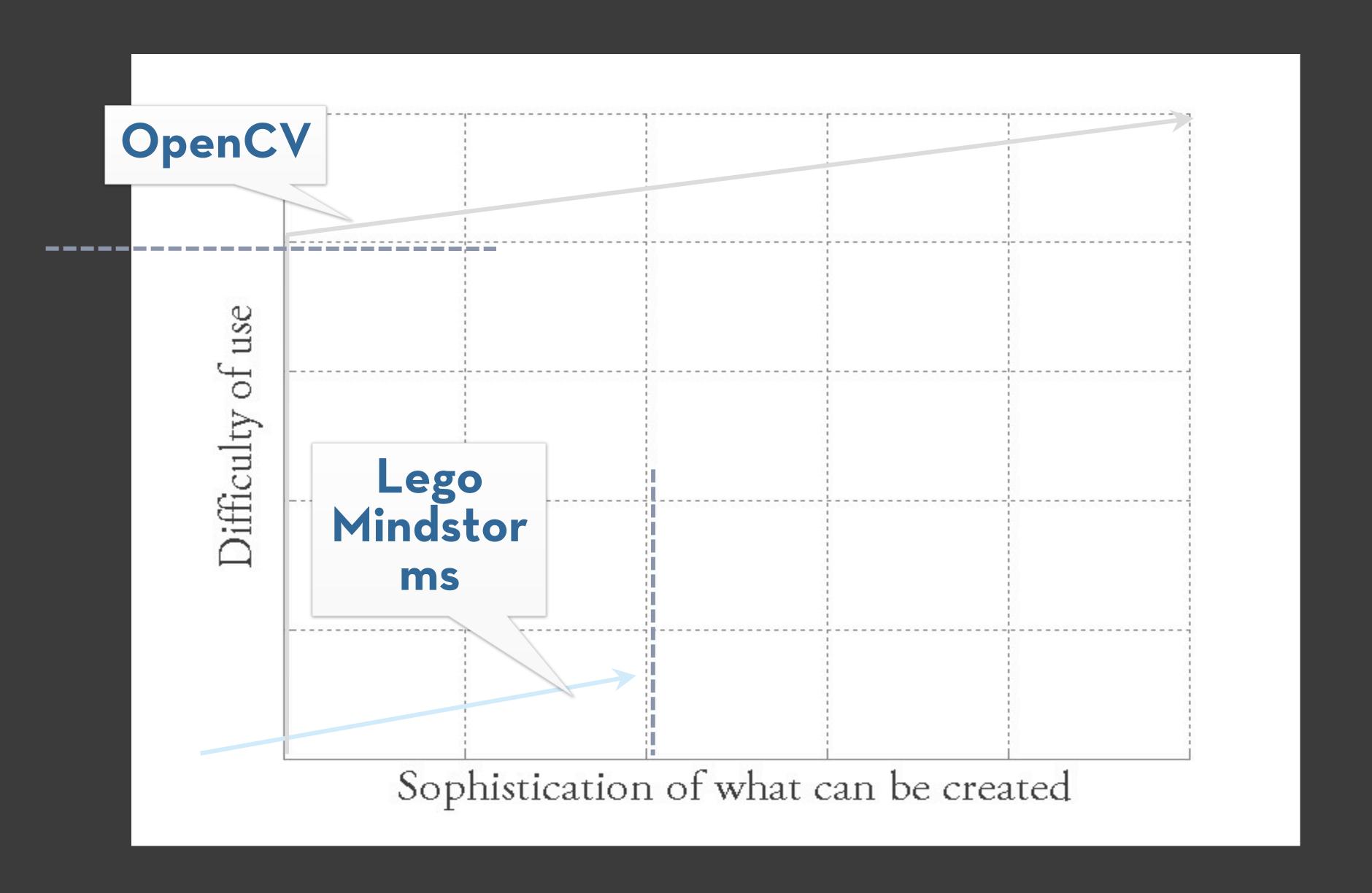
Plotting the Learning Curve



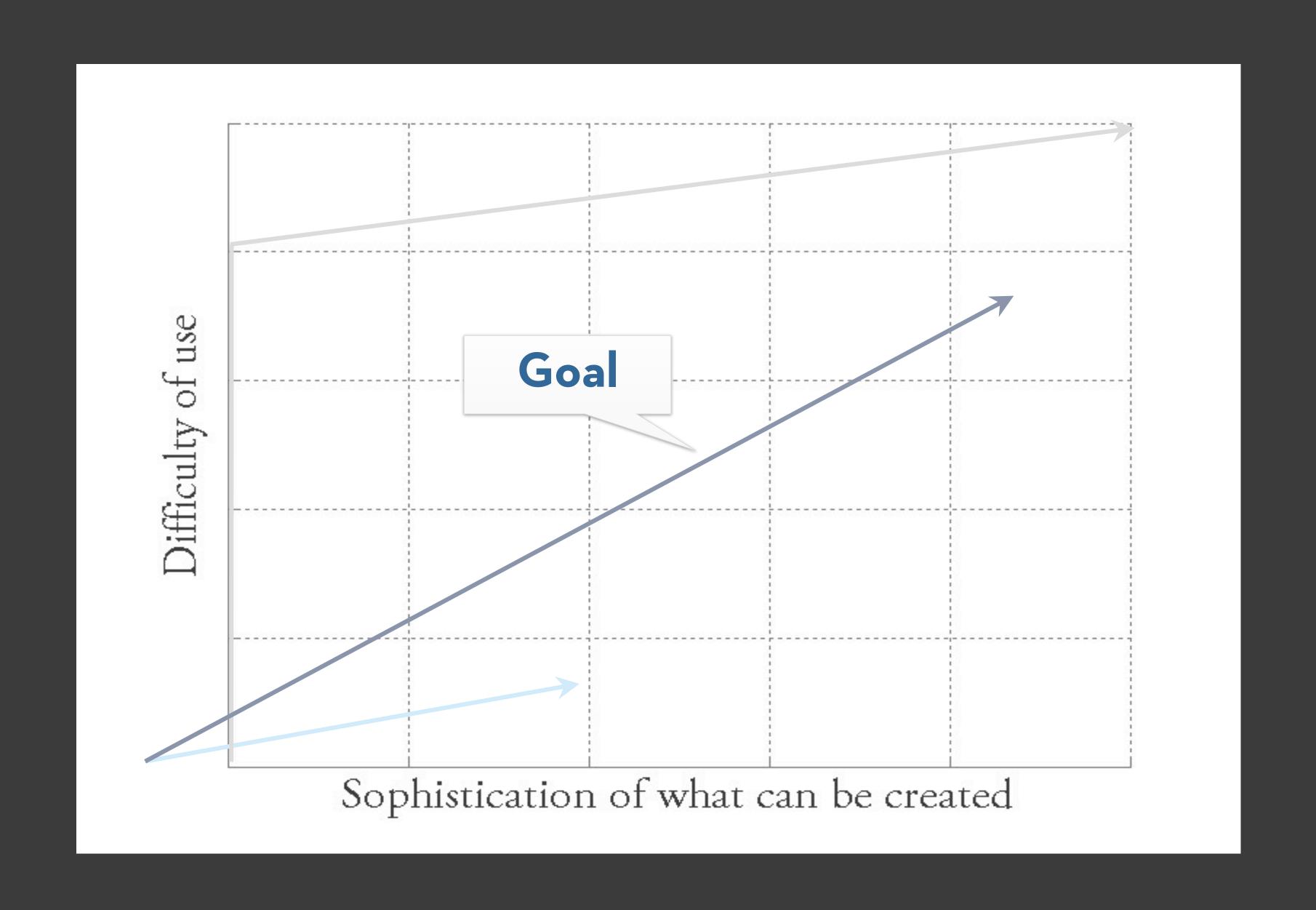
Threshold and Ceiling



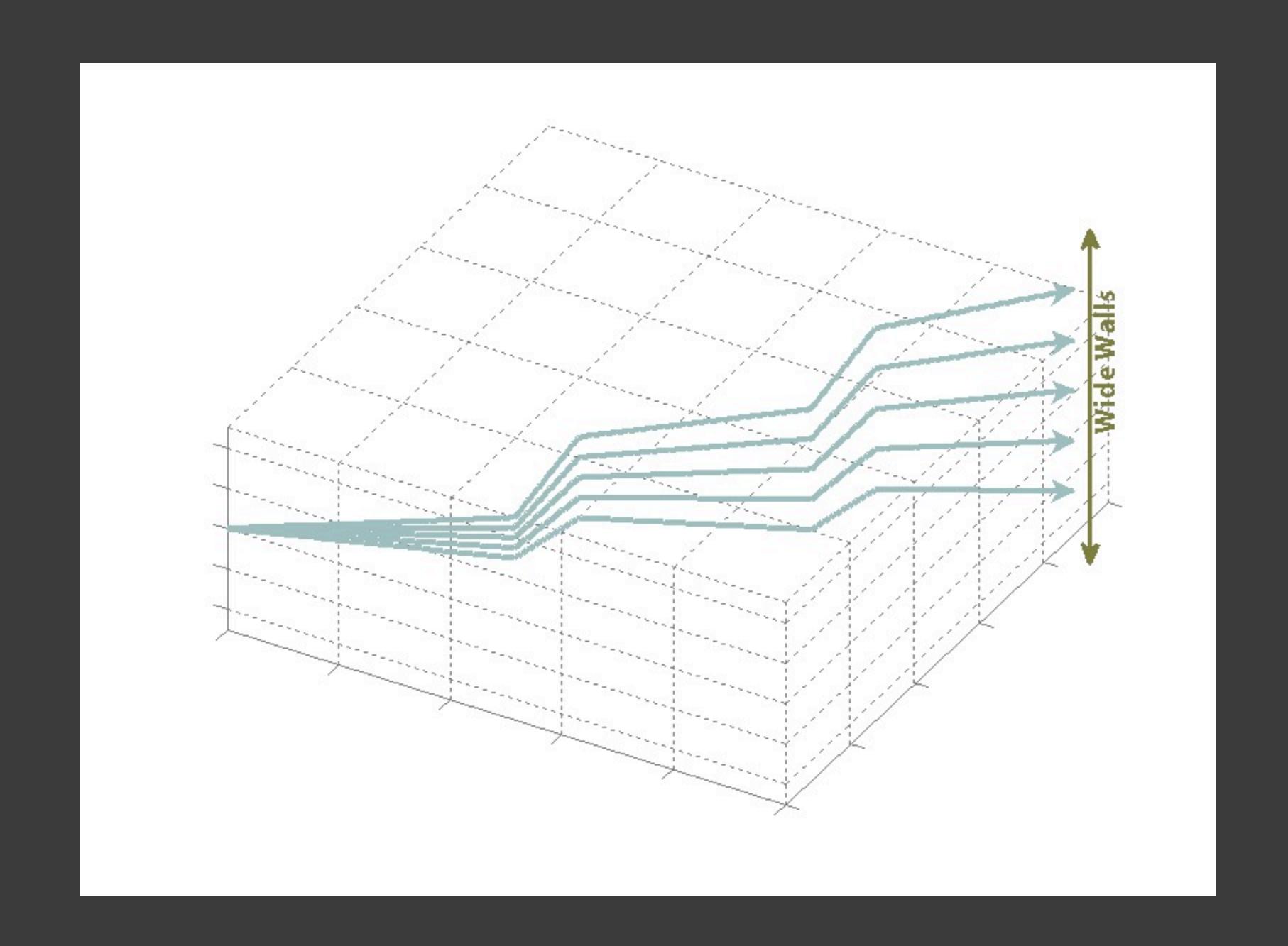
Threshold, Ceiling, and Walls



Threshold, Ceiling, and Walls



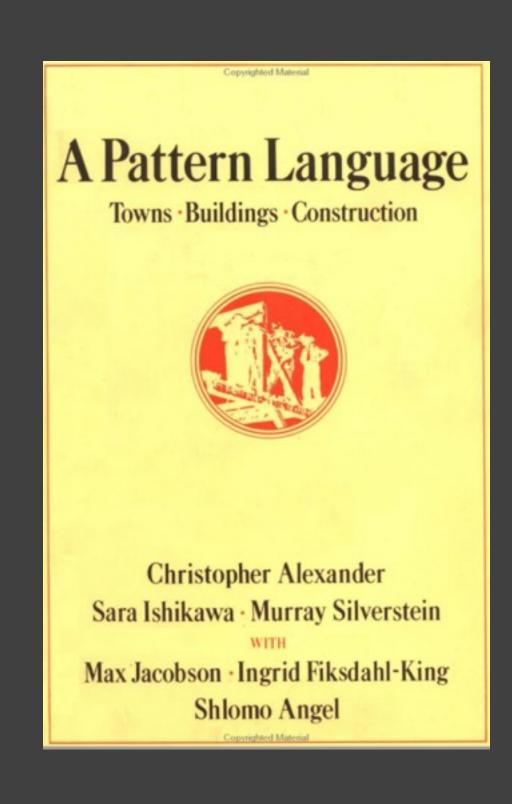
Threshold, Ceiling, and Walls



The Importance of Patterns

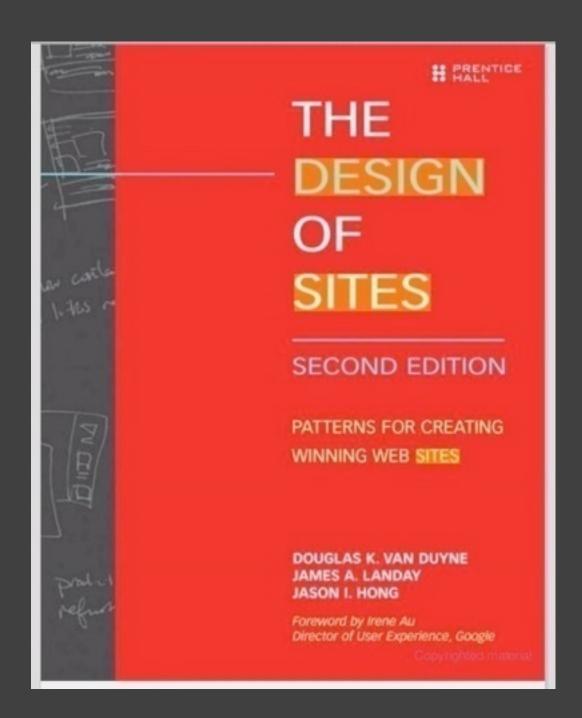
Key options

- Design patterns
- Designing by example
- Users will work well with Ul's that build upon concepts that they are familiar with

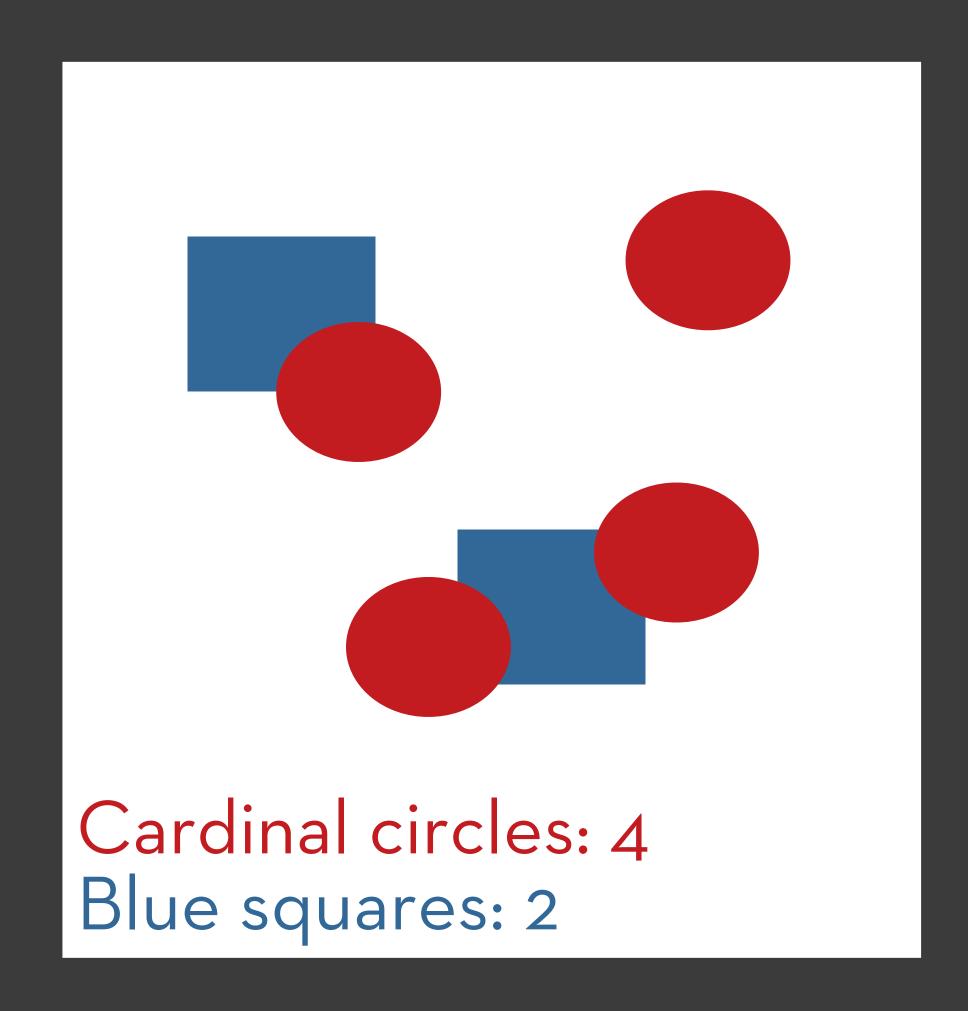


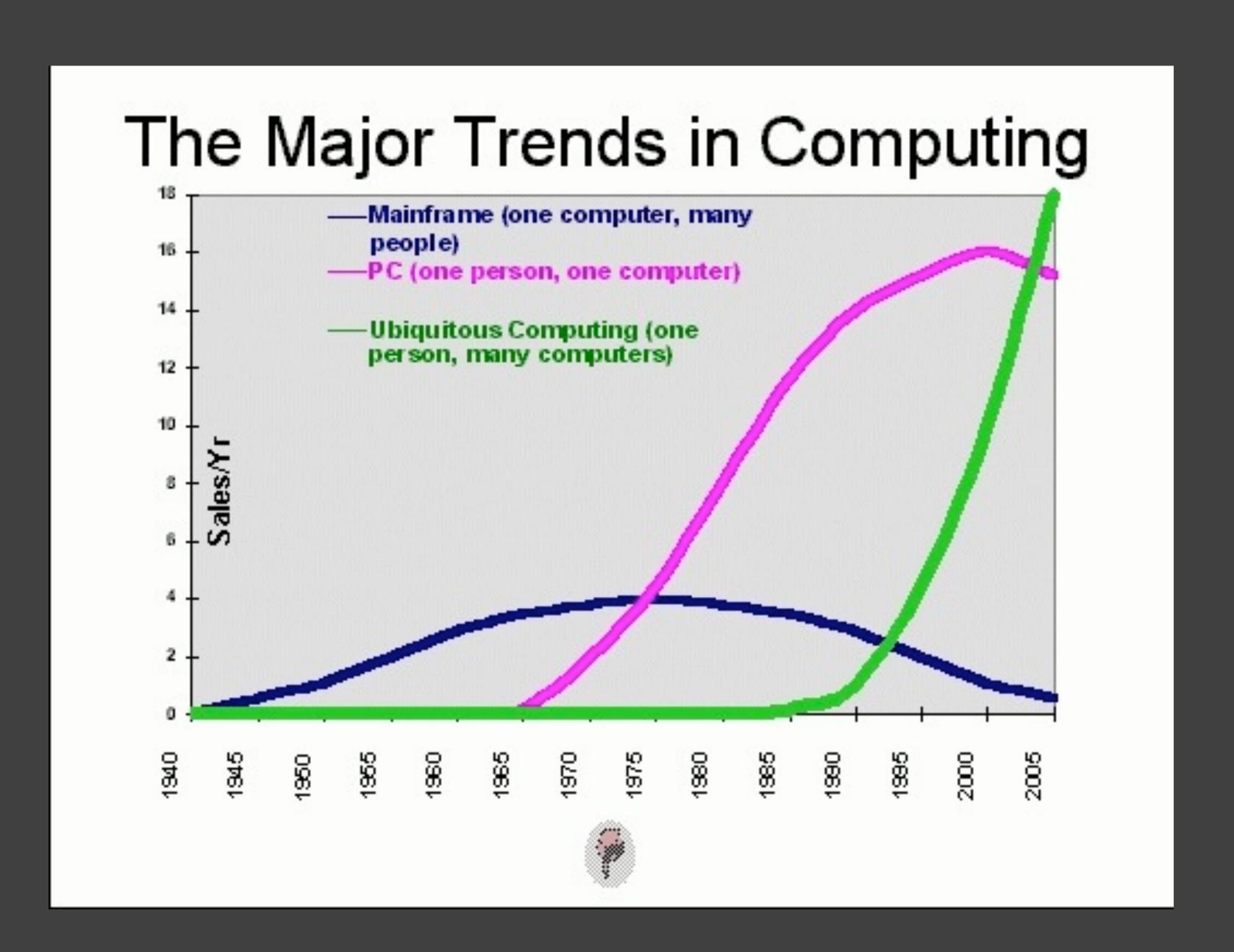
Web Design Patterns

 Web patterns important and persistent(!)





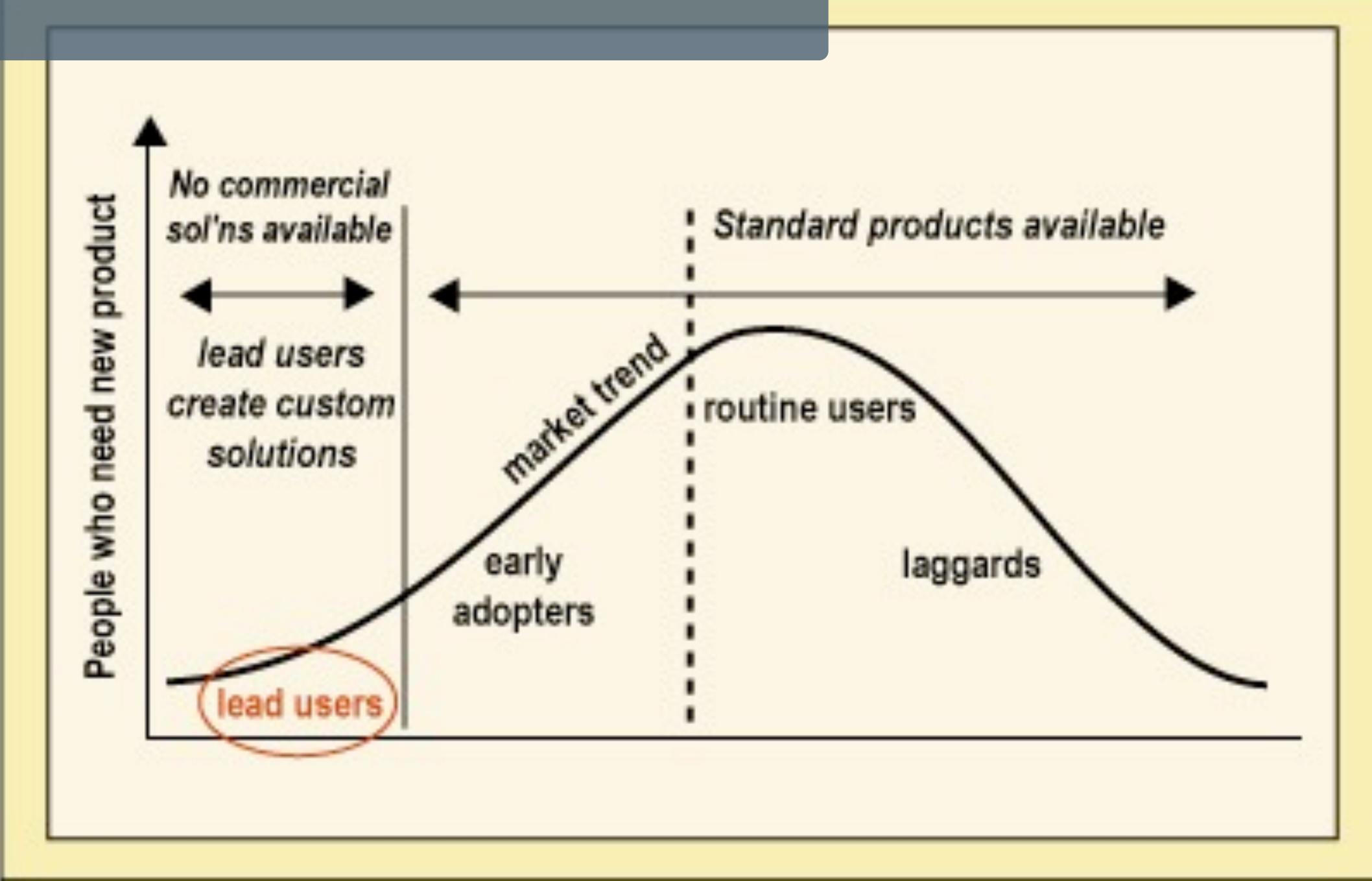




The Future is Already Here, it's just not evenly distributed



Lead User Innovation



Preview: Final Project Presentations

- ·Friday 12/9 4p-6p in the d.school
- Jurors include Peter Norvig (Google), Don Norman (author), Julie Zhuo (Facebook)
- •Each group gets 60 seconds to introduce their app (then another minute to demo it in the recording booth)
- Demo fair with taco truck -- bring your friends!
 (lots of folks visiting from industry; great demo --> great job)