# Future of the UI

I’ve been doing a lot of research on where UI design is going in the coming years because before you know it…. Bam!  It’s here.  It’s crazy out there.

**Client Stack**

So I’ve been talking about using HTML5/JS/CSS to build applications once that run on all platforms since 2012. The tooling wasn’t quite there yet but it’s come a long way in a short amount of time and now it’s the primary programming stack for a lot of companies.  I don’t think you’ll find many companies not looking for AngularJS programmers right now.

**3D UI**

The other thing I’ve been waiting for is tooling and design guidelines for building 3D UIs.  It’s coming so when I see an article on it or a video demonstrating it I pay attention.  Some technologies that are pushing this are **Famo.us, D3,** and **Three.js**.  All three were on my plate of tech to check out already but I didn’t realize they would also make this 3D UI thing possible.  These are all browser based technologies.

So, to me, it’s clear the future for any kind of UI development, for the coming years, is JavaScript and probably some kind of 3D UI and human interfaces besides the mouse and keyboard.

The links below are just meant to get us thinking about the future.  We don’t need to learn any of this yet.

# Intel Interview: Dave Fetterman Inside the Famo.us JavaScript Framework

3 minute video  
<https://www.youtube.com/watch?v=ElVd_M8ow2s>

Dave Fetterman was a skeptic on this approach until he saw it demonstrated and now he’s the architect of a major initiative that speeds up DOM manipulation with JavaScript. So much so that when you put his version of Facebook up against a native running Facebook app you can’t tell the difference in look and feel or performance.

What Famo.us does is flattens out the DOM to make it faster.  Browser standards are looking at Famo.us to integrate it directly into browsers.  This will be a game changer.  This isn’t in the video but I’ve read about this for months.

# JARVIS

This is kind of cool.  In the near future well stop designing UIs to look like a paper form in favor or 3D designs that are more productive.

These 3D design guidelines are early in development but the end result is supposed to be the ability to create apps that makes users much more productive.

I’m not sure Jarvis is an example of a more productive interface.  It’s just neat.  (Kind of sucks actually but the idea is interesting)

<https://www.youtube.com/watch?v=ExVdnT1wqVk>

Other 3d stuff

<https://www.youtube.com/watch?v=hmNpgye-mno>