

History of Human-Computer Interaction

1943

World's first computer was invented.

1950s

First computers were available for researchers and engineers. The public couldn't access these systems. These systems weren't Any fancy devices, instead, they worked on command-line.

1960-1970

First GUI was developed by Xerox PARC research lab which was later incorporated by Apple in their Macintosh devices.

1970-1980

The computers were available to the general public. These weren't user-friendly and the performance of these systems was very low. So not many people were fascinated by these devices. They were very expensive so not many purchases were made.

1980-1990

Computers were more user-friendly and intuitive. The mass production of microchips made PCs cheaper. User-friendliness was achieved with the development of GUI and addition of mouse and touchpads.

21st Century

Our mobile devices and computers are very convenient, easy to use and practically cheaper than ever providing more features. Touch screens, sensors, image and voice recognition are making the systems more fun to use, more secure and shows to what extent technology can progress. Gestures and multi-touch interactions make it more fun, especially while gaming and presentations.

Throughout the history of HCI, the main goal of researchers and developers have been constantly trying to make the systems better, cheaper, user-friendly and provide better experience.