

# Modern HCI Visionaries



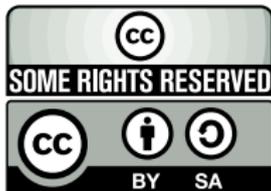
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University of Hamburg

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## Things to clear up beforehand. . .

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# Disclaimer

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This enumeration of people is...

- ...spread across different sub-fields of HCI.
- ...subjective and influenced by personal interests.
- ...by no means comprehensive.



**Note:** These slides contain quotes instead of cold facts, because I want to give you a vivid impression of these people. Facts are available for further research on the respective websites.

# Chris Harrison

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**“Electronics have become so small, we are the size bottleneck.”**

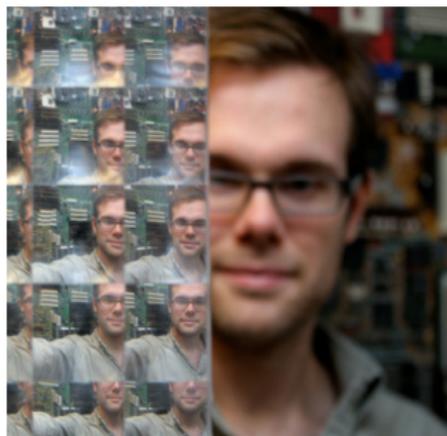


Figure 1: Chris Harrison

- “This is the core of my current research – making small devices ‘big’ by infusing them with sensing capabilities such that they can temporarily ‘steal’ surface area from everyday things.”
- “People don’t love the iPhone keyboard. They use them. But they don’t love them.”
- “Creativity is very much important to me and to nurture that I think you need experiences.”
- “You see what people value, what they use technology for, how it affects them. And you realize, you can’t just give everyone a laptop and think it will help.”

# Julie Larson-Green

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**“User interface is customer service for the computer.”**



Figure 2: Julie Larson-Green

- “A lot of what I’ve learned has come from empathy, an ability to forget what I know and think instead like a customer, seeing a product for the first time.”
- “I like the social part of software. I think a lot about the motivations and the collaboration model.”
- “We had to ask ourselves, everything we know to be true, is it still true?”
- “We grouped people based on what pieces of software needed to work together, rather than around specific feature deliverables.”

# Daniel Cook

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**“Build an atmosphere of safety  
and experimentation.”**



Figure 3: Daniel Cook

- “When a team demands that a designer’s first prototype be a success, the reality is that they are asking that the project be saddled by a design that sucks.”
- “From the first intuitive interaction with the application all the way to the final stages where they play your application like an instrument, we are charged with making our user’s experience chock full of pleasure and value.”
- “This is probably the one design challenge that I obsess about more than any other: how do you create layers of depth in the player’s mind, not in the user interface?”
- “Game design is to application development what dance is to running.”

# Weblinks

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**Chris Harrison**

<http://www.chrisharrison.net/>

**Julie Larson-Green**

<https://www.microsoft.com/presspass/exec/julielar/>

**Daniel Cook**

<http://www.lostgarden.com/>

# List of figures

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- 1 Chris Harrison, via e-mail, personal permission
- 2 [Julie Larson Green](#), by [D.Begley](#) via [flickr](#), CC-BY
- 3 [Daniel Cook](#), via [lostgarden](#), personal permission