NORM COX DESIGN THERAPIST

GIZMODO



Who Designed the Hamburger Icon?







The hamburger icon is a classic. Even if you don't know it by that name, its three black bars are as familiar as your mouse's cursor—a constant companion on your cyber journey since the day

The hamburger is one of those UI features that's so old, so ubiquitous, that it seems author-less. But someone designed this little visual nugget, and software designer Geoff Alday recently set out to discover who. In a blog post yesterday, he described what he found.

It turns out that the burger comes from the Xerox "Star" personal workstation, one of the earliest graphical user interfaces. Its designer, Norm Cox, was responsible for the entire system's interface—including the icons that would effectively communicate functionality to the earliest computer users. The hamburger, which looks like a list, seemed like a good way to remind users of a menu list. Skip to about 21:05 in the following video to see an explanation:

Intrigued, Alday reached out to Cox, who now owns his own UX and UI company, to find out

You've done your homework and found the right guy. I designed that symbol many years ago as a "container" for contextual menu choices. It would be somewhat equivalent to the context menu we use today when clicking over objects with the right

Its graphic design was meant to be very "road sign" simple, functionally memorable, and mimic the look of the resulting displayed menu list. With so few pixels to work with, it had to be very distinct, yet simple. I think we only had 16x16 pixels to render the

Interesting inside joke... we used to tell potential users that the impression and an artistical and the impression and artistical artistical and artistical artistical artistical and artistical artistical



Construction Tech

Journalism

Advertising

Computer Programming

Mechanical Engineering

Art

Landscape Architecture

Psychology

Anthropology

Library Sciences

Graphic Design

Philosophy

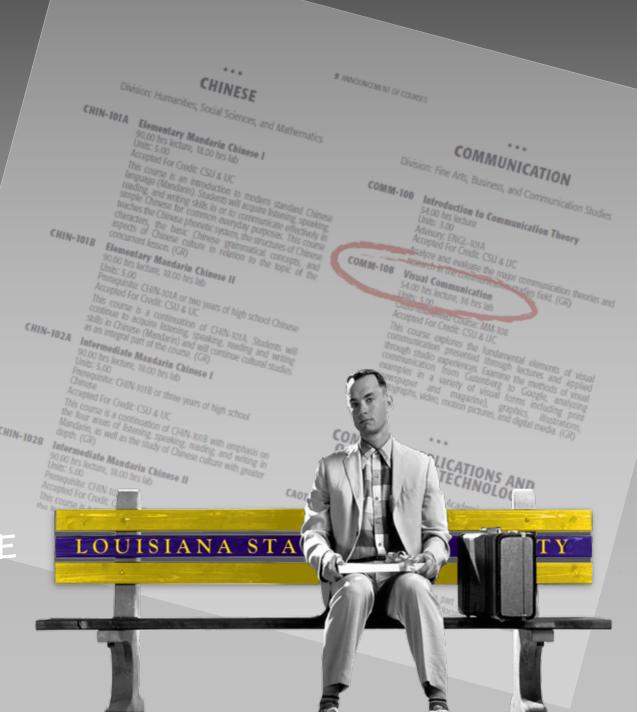
Typography

ARCHITECTURE

Civil Engineering

Marketing

Visual Communication



XEROX, c. 1972 - 1982

XEROX

OFFICE PRODUCTS DIVISION



XEROX, c. 1972 - 1982 id/hf/g

XEROX, c. 1972 - 1982

id/hf/g





Xerox 820 Word Processor





HARDWARE

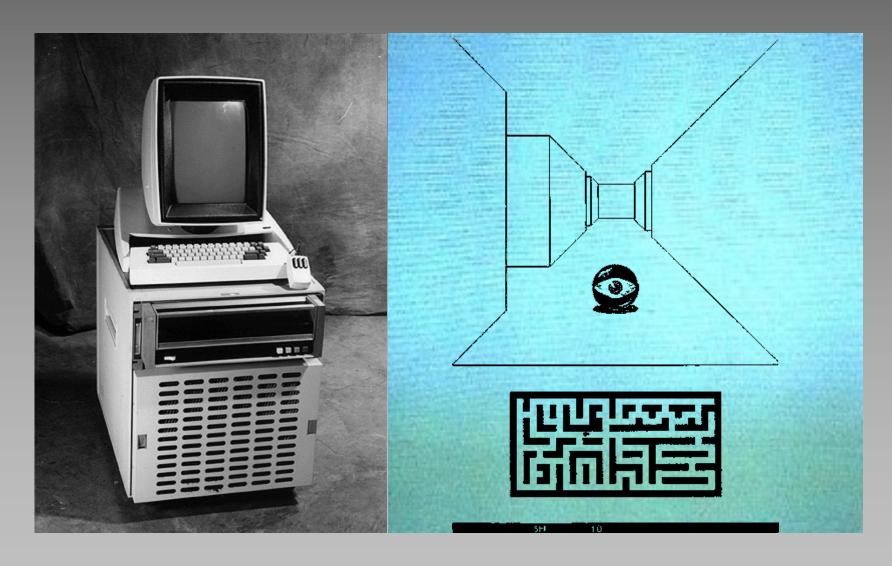
- Bitmap CRT display
- Detachable keyboard
- 3-button "mouse"
- Ethernet connectivity

SOFTWARE

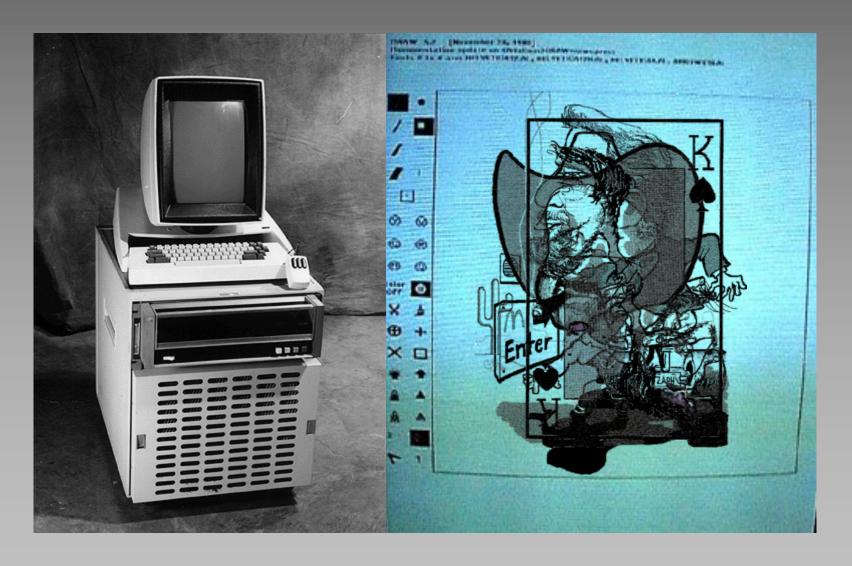
- First email program (Laurel, Hardy)
- First WYSIWYG text editor (Bravo, Gypsy)
- Vector graphics editor (Sil)
- Raster (paint) editor (Markup)

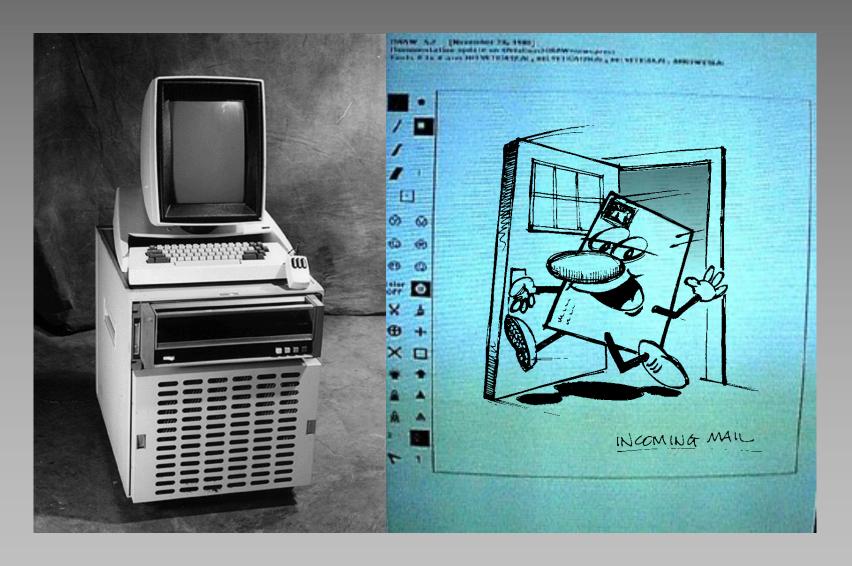
UI FEATURES

- Cursors
- Windows
- Menus
- Direct manipulation (point, click, drag)
- Portrait (page) screen orientation



MARKUP







PARC ROLL CALL, c. 1978

David Liddle

Director: Xerox Sys. Dev. Founder: Metaphor C.S., Interval Research

Prof: Stanford Univ.

Bill Verplank

Teacher, Mentor, Scholar IxD, HFE
Prof: Stanford Univ.,
Interaction Design Inst., Ivrea

Alan Kay

Inventor: GUI, OOP, Smalltalk, "OLPC: One Laptop Per Child" Prof: UCLA, Kyoto Univ., MIT Rsrch Fellow: Apple, Disney, HP Founder: Viewpoints Rsrch. Inst.

Ralph Kimball

Pioneer and author:
Data Warehousing
Founder: Metaphor C.S.,
Red Brick Systems,
Kimball Univ.

Larry Tessler

VP Apple Research Dir. Apple Lisa, Mac UI development

Charles Simonyi

Developed WYSIWYG editing Directed development of MS Word, Excel Traveled to space Dating Martha Stewart











Charles Irby

Director: Xerox Adv. Dev. Founder: Metaphor C.S.

David Canfield Smith

Inventor: GUI, icons, KidSim

John Warnock

Founder: Adobe Systems
Inventor: Postscript, PDF

Stu Card

Sr. Research Fellow, Xerox PARC Director PARC UI Research

Adiomet Droft Ctanford I

John Seely Brown

Chief Scientist: Xerox Director: PARC Founder: Inst. for Research on Learning Visiting scholar: USC



Bob Metcalfe

Co-Inventor: Etherne Founder: 3 Com

Yogen Dalal

Co-Inventor: Etherne

Founder: Claris, Metaphor C.S. Managing Director: Mayfield Fui













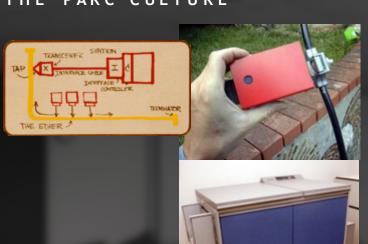








THE PARC CULTURE



Ethernet



Laser Printing

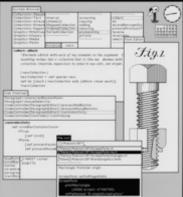




Doug Englebart's "mouse" (far left)

Early commercial 3-button mouse (left)





Alto's bitmapped display (far left)

Smalltalk graphical U I (left)

THE ORIGINAL "DESKTOP" CONCEPT, c. 1976

Taken from Dave Smith's Stanford doctoral thesis entitled "Pygmalion".



Dr. David Canfield Smith

FILE > > >

DIRECTORY

DATABASE

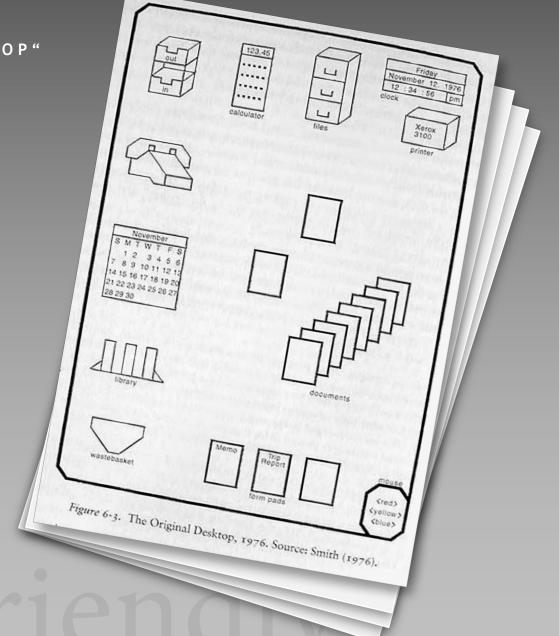
RECORI

BUFFER

DRTVE

SERVER

RAM



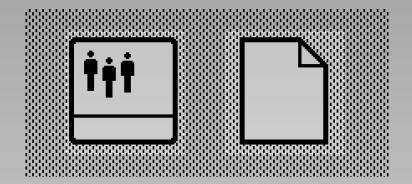
THE "STAR" DESKTOP



- 17" black/white CRT display
- 1024 x 860 resolution
- 72 dpi (perfect typography units)
- "Desktop gray"



• 72 x 72 icon size



Status and states









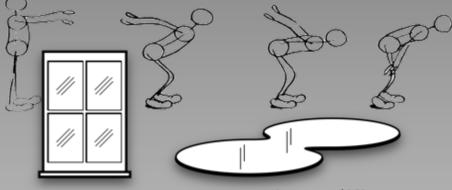


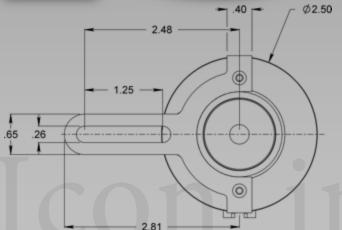




Traffic signage

- Shape emphasis
- Simplified imagery





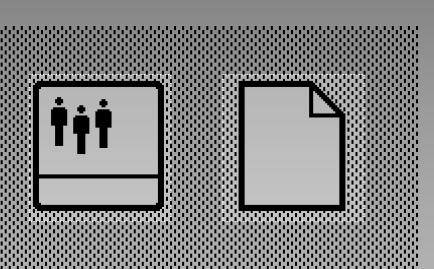
Cartooning | Cave painting

- Minimal line work
- Representational
- Pictograms/ideograms

Mechanical drawing

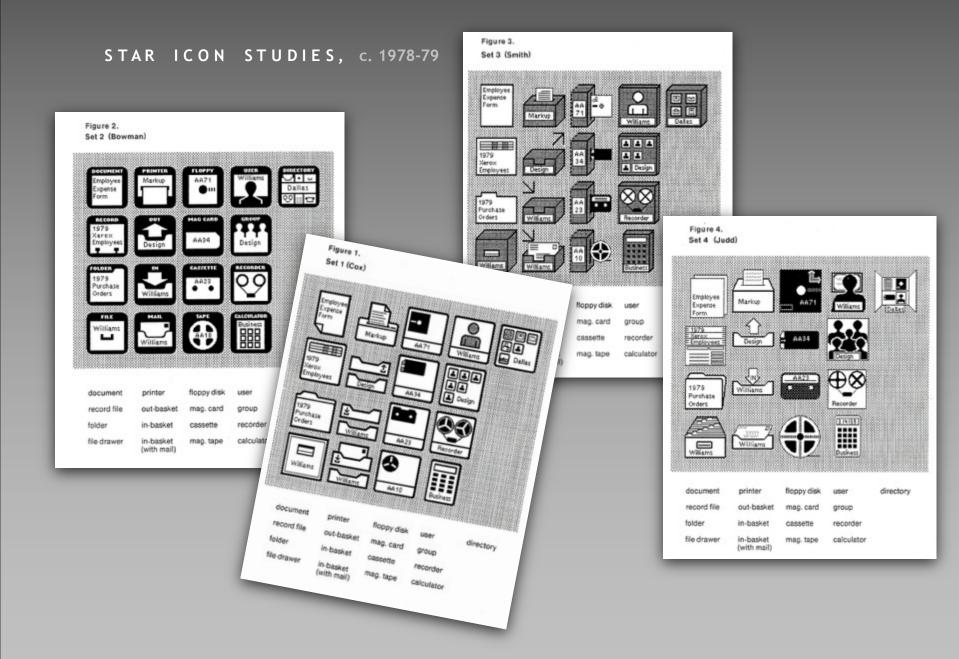
- Purposeful line weights
- Precision rendering
- Visual hierarchy

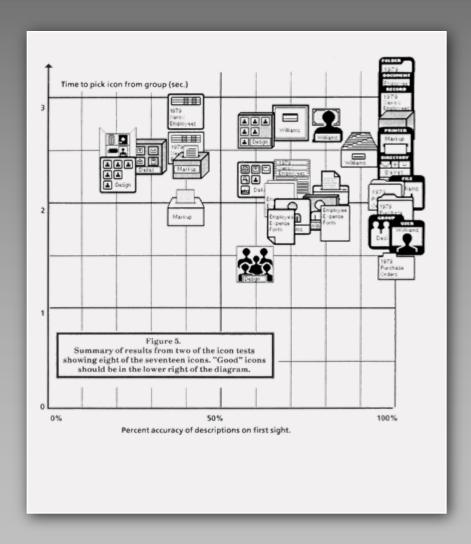




- Traffic sign simplicity
- Shape emphasis
- Consistent style and visual weight
- User friendly | familiar
- Natural language naming
- Representational/concrete images
- Office metaphor context
- Intuitive | understandable | memorable
- User friendly

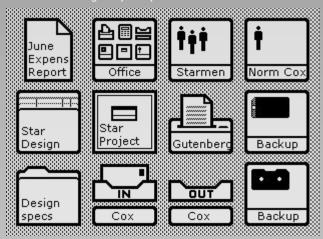
Design tenets...

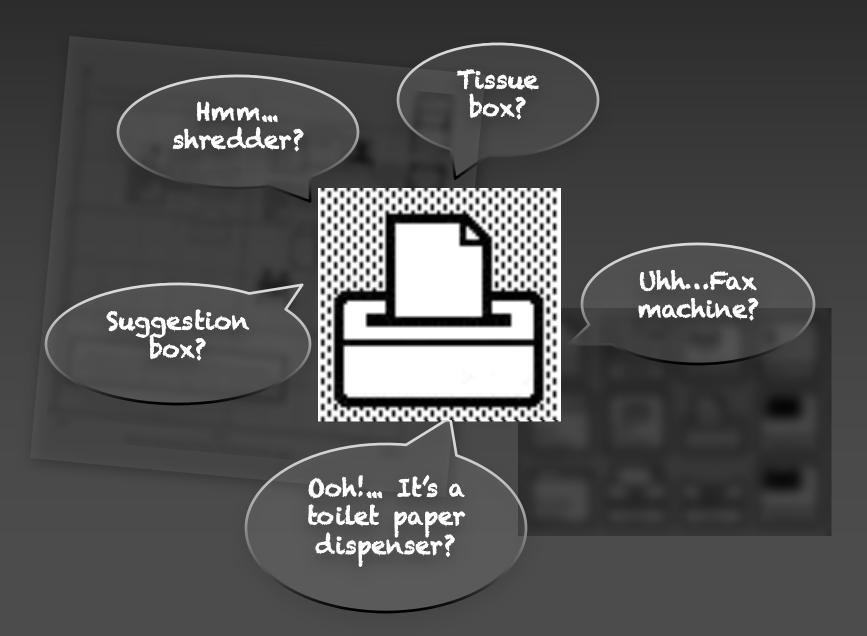




- Naming | describing tests
- Timed response (pick from group)
- Semantic differential tests
- Personal preference

Final icon designs refined from test results

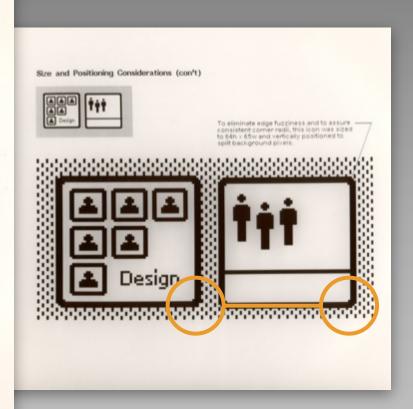






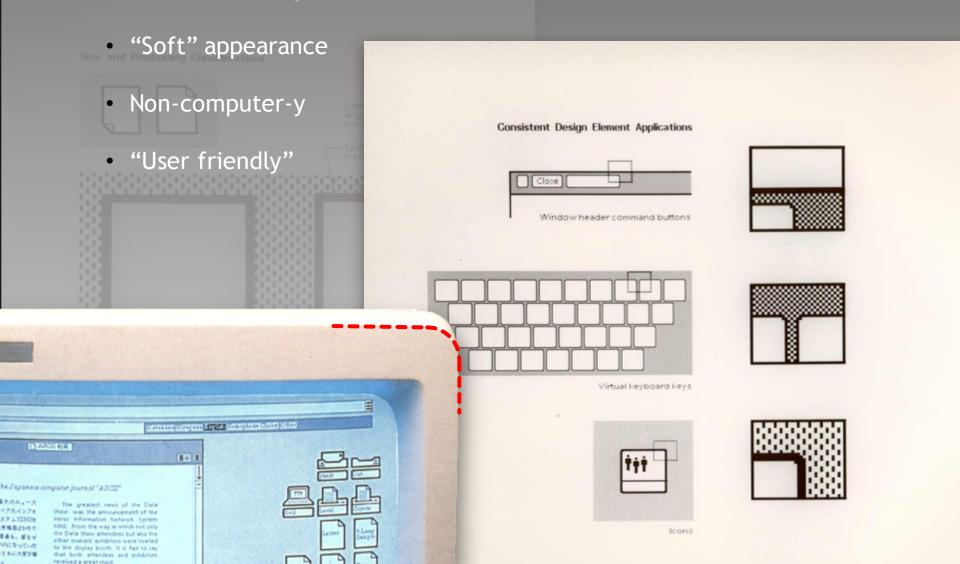
STAR ICON REFINEMENTS

Size and Positioning Considerations Careful positioning of angles assures smooth lines. Splitting background pixels creates a cleaner edge. Icon width of 4n + 1 and positioned against white column eliminates ragged edges.

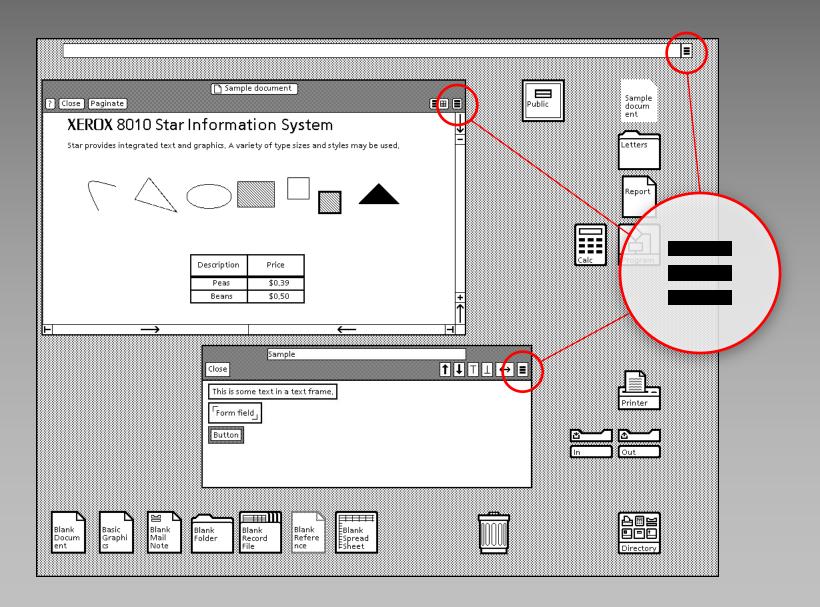


STAR UNIFORM VISUAL LANGUAGE

Consistent design elements



THE "HAMBURGER"



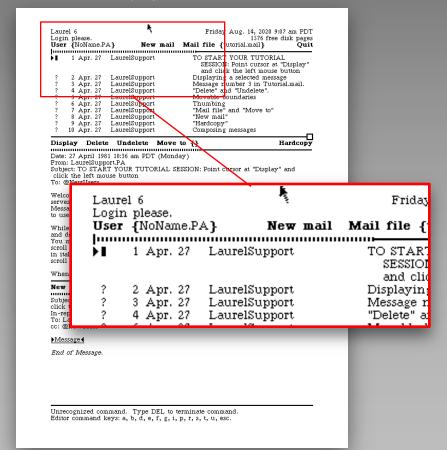
THUMBING | PAGING

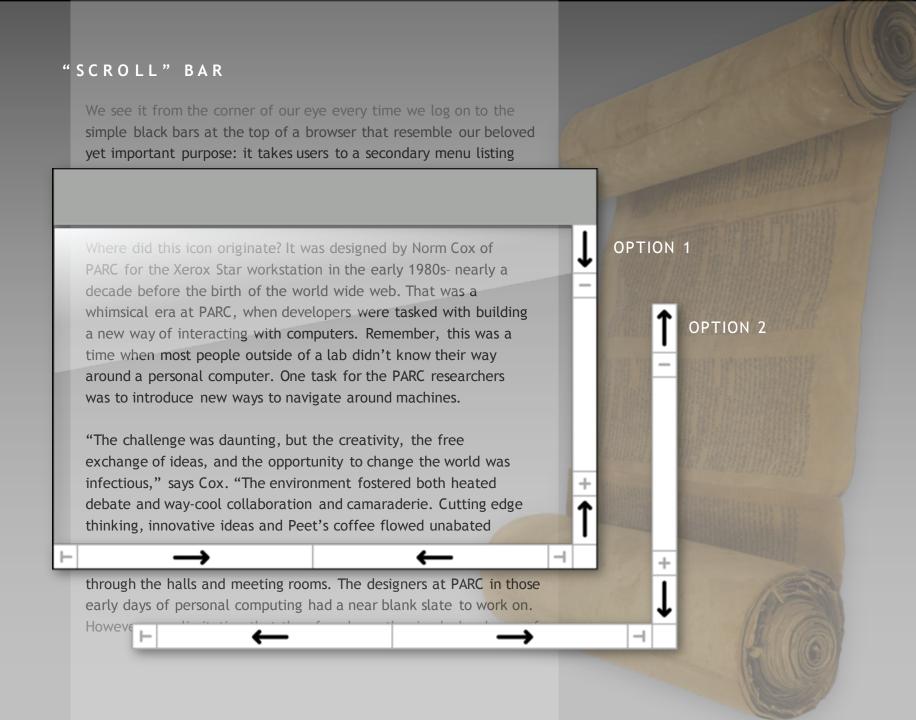


READY: Select operand or type command 12165 bytes read from SampleDoc.bravo. {} SampleDoc.bravo∢ Preface This manual describes the Bravo system for creating, reading and ing text documents on the Alto. It is supposed to be readable by people who do not have previous experience with computers. You should read the first four sections of the Non-Programmers Guide to the Alto before starting to read this manual. You will find hat things are a lot clearer (I hope) if you try to learn by doing. Try out the things described here as you read. while trying to hat you found to you found to be SampleDoc.bravo∢ have the user the Basic Nonhe things which his manual. It is ification of how Preface es Simonyi, and ial contributions SampleDoc.bravo∢ 11 1111111111111111111111111 inting loesn't ld use Preface to the d by a This manual describes

changing taxt document

Alto: Laurel email program





XEROX STAR 8010 WORKSTATION, c. 1981





XEROX STAR c. 1981

Document-centric model

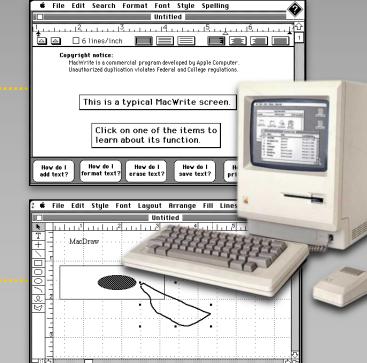
XEROX Productivity under the old and the new 8010 Star Information System 100 ---User-Interface Design To make it easy to compose text and graphics, to do electronic filing, printing, and mailing all at the ratio workstation, requires a revolutionary user-interface design. Est-map steplay . Each of the \$27,392 dots on the screen is an apped to a bit in memory; thus, arbitrarily complex images can be displayed. STAR displays all feats and graphics as they will be printed. In addition, familiar office objects such as documents, folders, file drawers and in-baskets are portrayed as recognizable imagez, The means - A unique pointing device that allows the user to quickly select any text, graphic or office object on the display. Shorter Production Times Experience at Nerox with prototype work-stations has shown shorter production times and lower costs. The following equation expresses thing See and Point All Star functions are visible to the user on All Other functions are visible to the user on the kayboard or on the retreet. The user does filling and retrieval by relecting them with the means and boucking the MOVE, COPY, PRESENCE FROMERIES command beys. Text and graphics are edited with the same keys. Star users are likely to do more of their own octoposition and layout, controlling the entire process including printing and distribution. Text and Graphics To replace type setting, Star offers a choice of type feats and sizes, from 0 point to 24 point. Marcin a rentor rent'l print but, Here is a sentence of 10-point text. Here is a sentence of 10-point text. Here is a sentence of 14-point text. Here is a sentence of 18-point

APPLE MAC c. 1984 Application-centric model





MacWrite





MacDray



METAPHOR













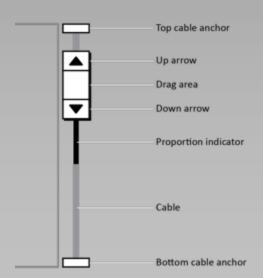
Printer



METAPHOR COMPUTER SYSTEMS, c. 1983



OPENLOOK | Sun Microsystems, 1987

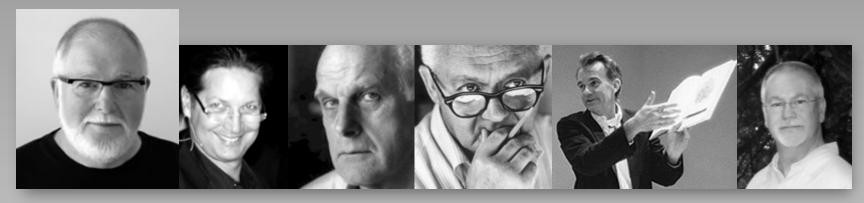


GOOGLE WAVE | Google, 2010



IBM CORPORATE DESIGN PROGRAM, c. 1988 - 98





Tom Hardy
Director: IBM Corp.
Design Program

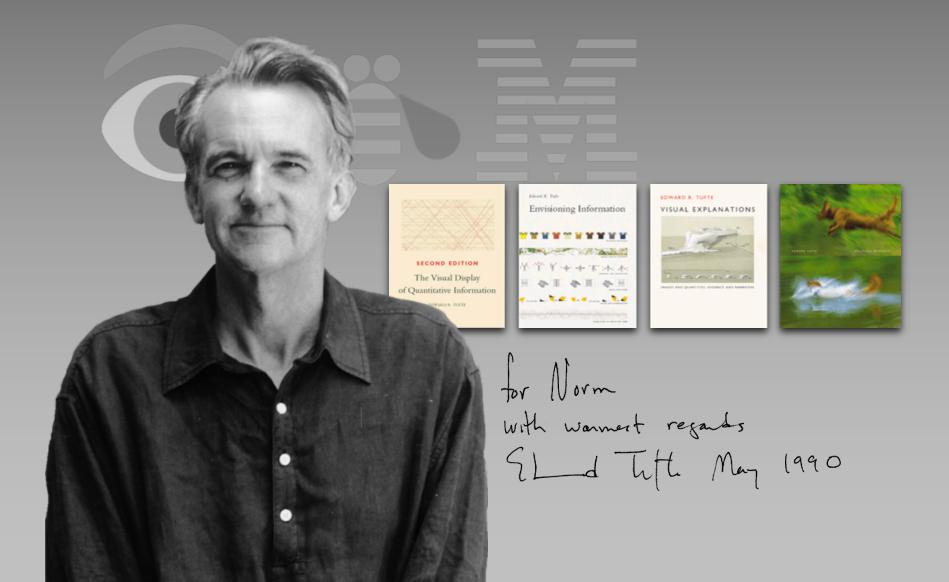
Sam Lucente Manager, Corporate Design

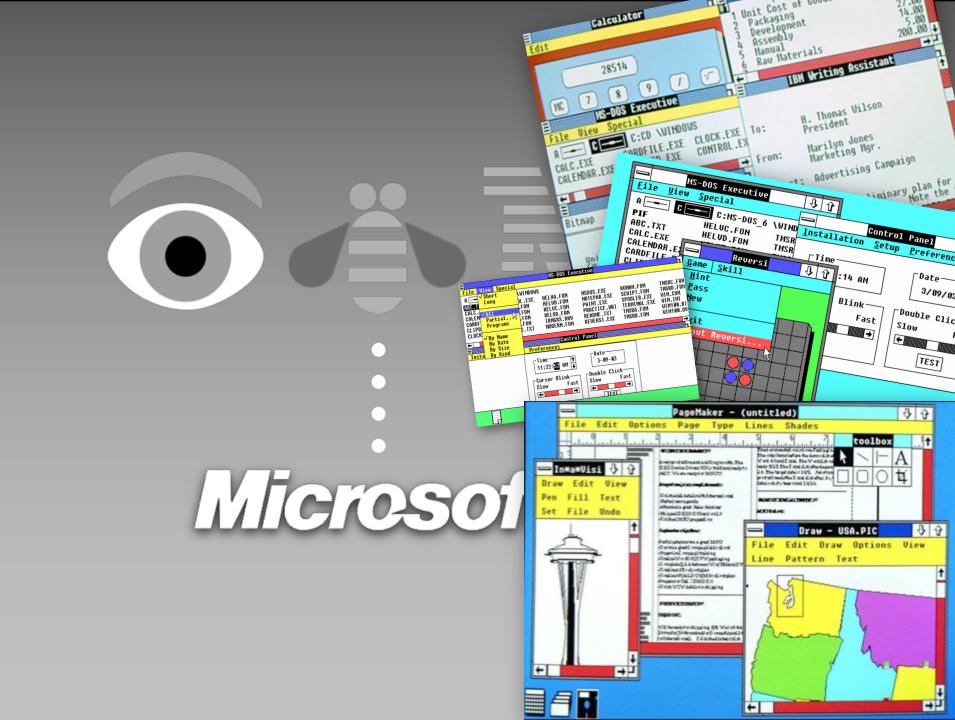
Industrial Design Consultant Milan, Italy

Paul Rand
Graphic Design
Consultant
Yale University

Edward Tufte
Information Design
Consultant
Yale University

Norm Cox
Experience Design
Consultant







OS/2 Operating System



an.thro.po.morph.ism



n: To attribute human qualities or characteristics to an animal, object or organization.

Microsoft's obnoxious and annoying, on-screen "help" agent

Apple Computer Plaintiff

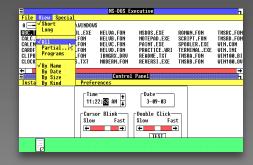
v. Microsoft Hewlett-Packard

Defendants

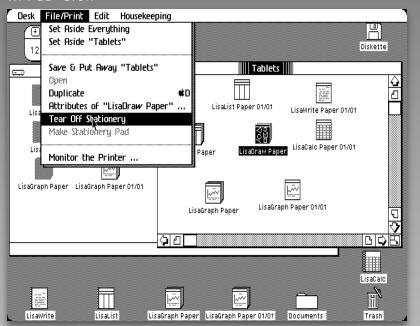


APPLE v. MICROSOFT, c. 1989

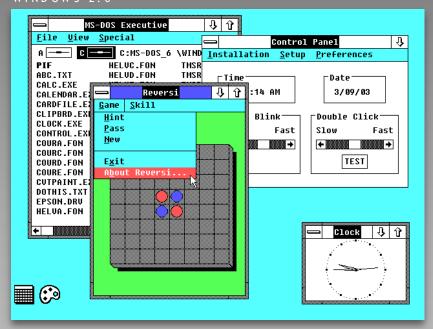
WINDOWS 1.0



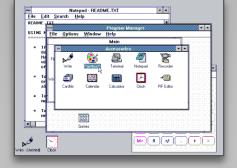
APPLE LISA

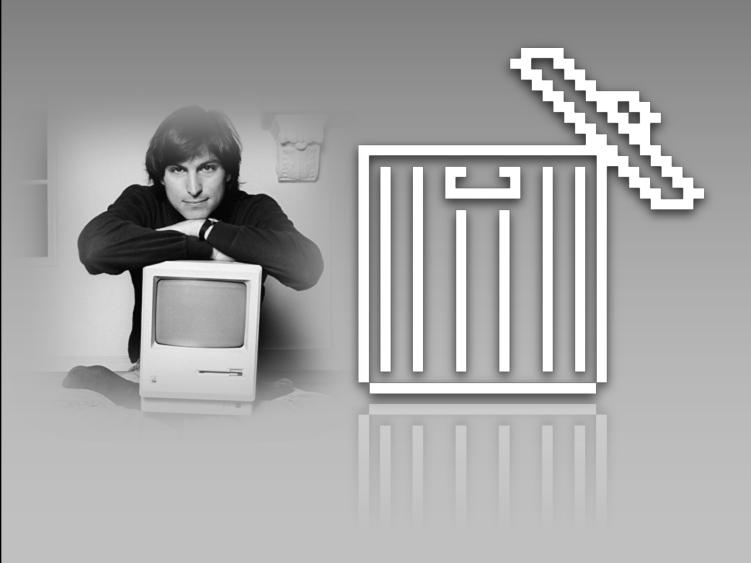


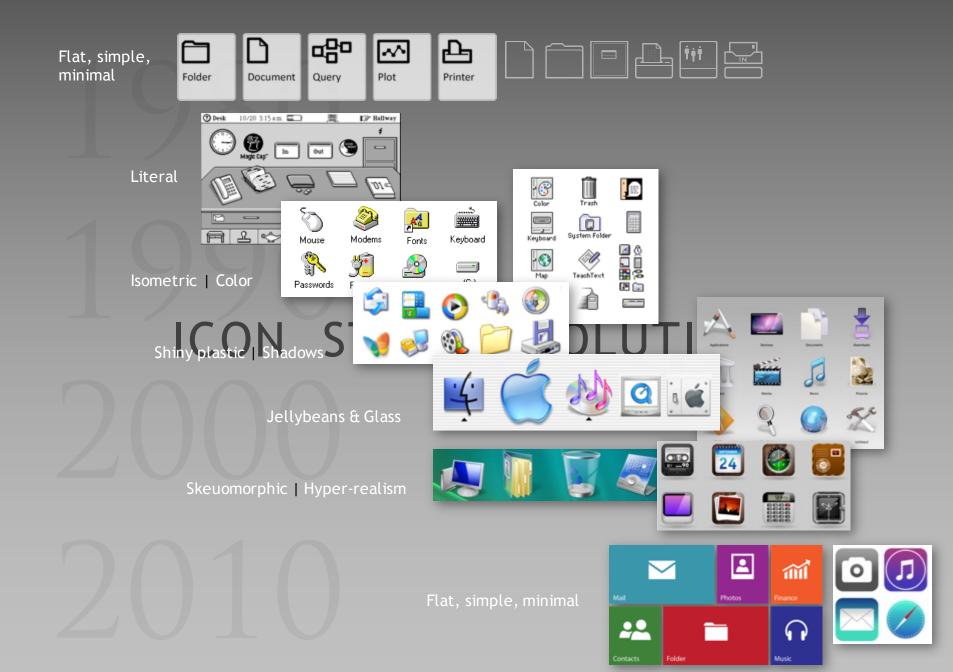
WINDOWS 2.0



/INDOWS 3 O







SAMSUNG, c. 2014

Mnemonic gestures

9 1 1 1

Tap

Double tap

Drag



Flick



Pinch



Spread



Press



Press and tap



Press and drag



Rotate







SAMSUNG, c. 2014

Mnemonic gestures



Mnemonic gestures





- 12,000 outlets in 90 countries.
- Employs more than 300,000 staff.
- Parent company (YUM Brands) is largest restaurant company in the world.
- Serves more than 1.3 million pizzas daily.
- Offers approx. 500,000+ different combinations of pizza.

HOLISTIC DESIGN

PIZZA HUT, c. 2000



HOLISTIC DESIGN

PIZZA HUT, c. 2000





- Reduce production errors.

 50% of all pizzas are incorrectly made or out of spec.
- Reduce complexity of instructions.

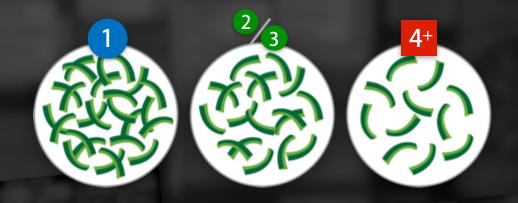
 Nobody can figure it out.
- Reduce cost of translation/printing.

 Expensive to print for 90+ countries
- Reduce employee training time. 200+% employee turnover each year. (~600k)
- Improve employee confidence.
 Complexity of back-of-house materials leads to low confidence in job performance.
- Reduce managers' stress
 Store managers were underperforming and stressed.



CHALLENGE ESTABLISHED SPECS/RULES

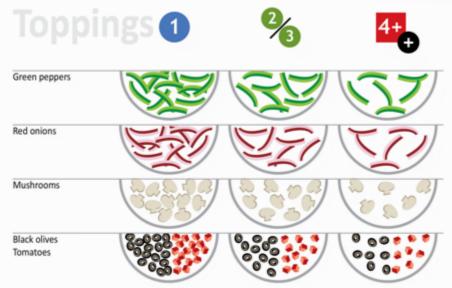




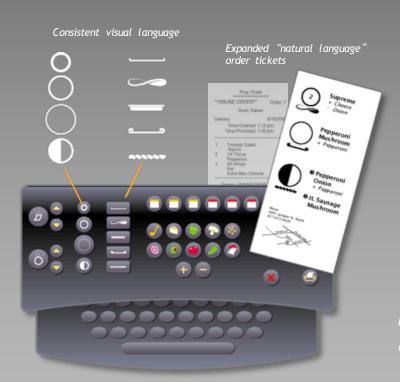
INSTRUCTIONAL MATERIAL REDESIGN







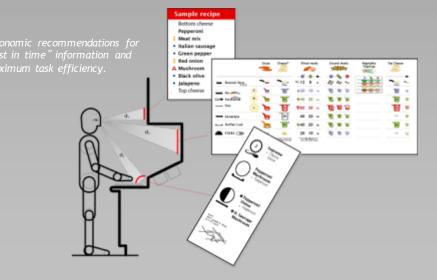
HOLISTIC DESIGN APPROACH



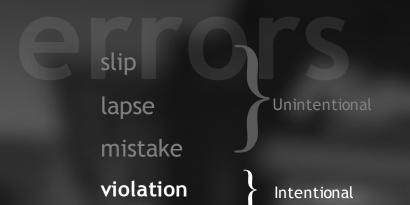
Proposed redesign of order entry terminals.



Visual job aids redesigned to be simpler, more flexible, and easy to read and understand.



REDUCING RGM STRESS... Opinionaire: 400 respondents On-site observations: 12 restaurants Restaurant General Manager (RGM) Identifying Stress Factors In Restaurant Operations Operations Questionaire and Opinionaire

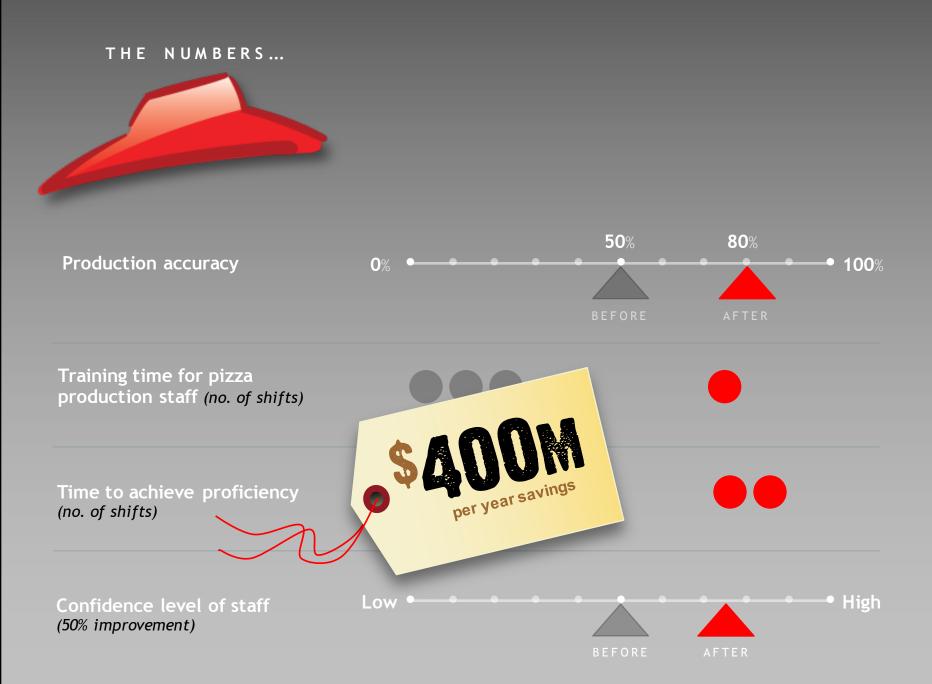


Compensation Policies for franchisees were actually encouraging "violations" of quality standards in the restaurants.



THE NUMBERS...



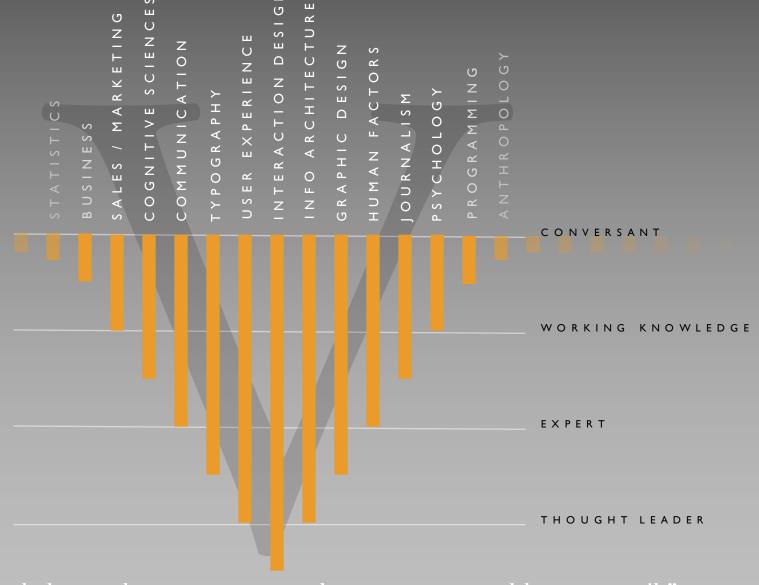


Psychology THE TOOLS... Interactive systems Information design Visual language design Task analyses Ethnography Anthropometrics Ergonomics **Human Factors** Process analysis User surveys Statistical analysis Contextual inquiry Graphic design Usability testing Anthropology Instructional design

AWARE EXPERTISE RESEARCH I KNOW I DON'T KNOW CORRELATION **EXPLORATION**

UNAWARE





"If you only have a hammer, you tend to see every problem as a nail."

Abraham Maslow, American Psychologist, Creator of "Maslow's Hierarchy of Needs" (1908 - 1970)

Thank you.

COX & HALL

DESIGN | USABILITY | EXPERIENCE



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