


Multimedia History: Other

Prof. Lindsay Grace

Early Multimedia Systems

- ♦ Automatic Teller Machines
 - 1973: First Automatic Teller Machine (ATM)
 - patents as old 1963

*Many people
First HCI
Experience*



Early Multimedia Systems

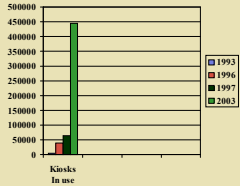
- ♦ Kiosks:
 - Any small structure that stands alone, usually for the purpose of supplying a product or service
 - attendant's booth in a parking lot,
 - a lottery booth in the center of a mall.

Early Multimedia Systems

- ♦ Kiosks:
 - 1955: The Telejuke: A TV and Jukebox for bars
 - 1977: Siemens Corporation sponsors research for the 1st touchscreen
 - 1982: First touchscreens displayed as part of the World's Fair in Knoxville, TN
 - 1988: First software created for Windows based touchscreen

Early Multimedia Systems

- ♦ Kiosk Use*
 - 1993: 5100 kiosks,
 - 1996: 39,200,
 - 1997 estimate: 64,700,
 - 2003 estimate: 445,000



Year	Kiosks In use
1993	5,100
1996	39,200
1997	64,700
2003	445,000

*Frost and Sullivan, 2004

Personal Computer Technology



PC Technology

- ◆ 1973-1979:
 - Xerox PARC (Palo Alto Research Center) develops the Alto computer- the first GUI
- ◆ 1983: Apple Releases the Lisa
 - First commercial GUI, failed to sell
- ◆ 1984: Apple Releases the Macintosh
 - Improved upon Lisa
 - Apple is a pioneer in Human Computer Interaction:
 - Uses teachers, artists, and others to develop enhancements

PC Technology

- ◆ 1985 Microsoft Windows 1.0 Released
 - First GUI for IBM format computers
 - Unreliable and bug-ridden
 - Fails to catch on until Version 3.1
 - IBM competes Microsoft-OS/2
- ◆ 1993 Microsoft Windows 3.1 Release
 - Huge commercial success

PC Technology



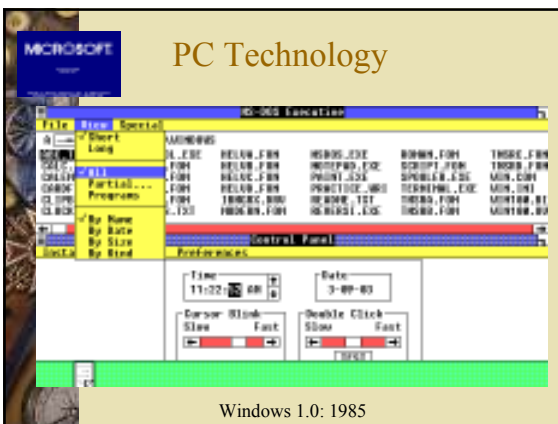
Lisa: 1983

PC Technology



Macintosh: 1984

PC Technology




Windows 1.0: 1985

PC Technology




Windows: 1993



Home PC Technology

- ◆ Late 80's
 - CD-Roms and large harddrives allow for more information to be stored on computers:
 - It now becomes reasonable to store video images on disks
- ◆ Multimedia information and entertainment proliferate on PC format (we now have speakers!)
 - Encyclopedias, e-periodicals, games, etc




Home PC Technology

- ◆ Windows 3.1 / Mac OS
 - Common introduction to the graphical user interface (GUI)
 - Sight, sound and interactivity
 - Advances in sound and image clarity:
 - 8 bit
 - 16 bit
 - 32 bit
 - 64 bit




Advances in Media

- ◆ New types of media call for new multi-media
- ◆ DVD
 - Menu interfaces
- ◆ Internet
 - Streaming media



Computer Based Training

- ◆ Evolved from simple electronic resources to exams and training available through a computer
- ◆ Fast feedback and self paced instruction



IMAX and Motion Systems

- ◆ Late 80's and Early 90's new interest in ride film, simulation rides, and special attraction
 - Made possible through advances in hardware (higher resolution)
 - 1991: Back to the Future: The Ride (Universal Studios)
 - 1993: In Search of the Obelisk (Los Vegas)