Service front-ends:
software developed by designers

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My background

User interface designer
- air traffic control engineer, 1992-2000
- head of design services, IntuiLab, 2000-2006

Computer scientist, tool designer
- code for operating systems (X, Linux)
- tools for programmers (Xtv, Whizz, IntuiKit, …)
- tools for design teams (djnn)
- tools for designers (IntuiFace)
a UI tool for designers: IntuiFace

- a tool for creating "interactive experiences"
- world leader for digital signage and in-store interaction
- used by 3M, Perceptive Pixel, Microsoft’s design agency, etc
- also used for MOOCs, cockpit prototypes, etc.
IntuiFace

- aimed at users of PowerPoint and Adobe products
- instantiate and connect assets to create interactions
- interaction as a media: created, deployed, consumed
UI development: a changing market

• 2000-2008: IntuiLab designs and develops UIs

• 2008-2012: IntuiLab sells tools to IT firms

• 2012- now: IntuiLab sells tools to design agencies with extension/connection mechanisms for IT firms
Interface assets

- developed by "real programmers"
- connected to Web services
- manipulated by designers as assets like the others
Philips Hue, web service, interface asset, IntuiFace experience
Example application

- shopping kiosk
- layout and interaction built by designers
- data-base accessed through web services
- interface asset developed in C#
- run by Intuiface Player
UI production is now the job of designers
Research directions

• UI-compatible standards for exporting services
  (similar to Google Descriptors?)

• Platforms for orchestrating the UIs of IoT services

• EUD/EUP for interactive systems
  – Sound and general concepts
  – Visual representations, interaction styles for programmers
  – Programming assistance (not typing, not colored keywords)