Index

Adage Graphics Terminal, 8-9 Adventure, 32-33 Alto, 41 Amazon, 63-65 America Online (AOL), 52-54, 57-58 Andrew Project, 136 Apple, Inc. hardware, 7, 20, 48, 65, 81, 156 in marketplace, 223, 224 software, 45, 162, 225 WIMP paradigm, 12, 13, 31, 41 Workscape and, 143 Application layer protocols, 29 Architecture. See also Information architecture; Modular architecture as communities of practice, 13, 72 definition, 16, 89, 168-169 empowering users, 200-202 examples, 89-90, 93, 158-159, 169-170, 177-178, 184-185 generative processes, 100, 169, 178 as model, 170-171 as predictive, 89, 151, 154 as style, 171-173 Atkinson, Bill, 13 Bandwidth, 76, 119 Barcodes, 28, 143n, 208 Barnes & Noble, 55 Beautiful complexity definition, 93 generativity, 90, 99-102, 169, 178 hierarchical composition, 93-95 modularity, 96-97 redundancy, 91-92, 97-99, 191 Bel Geddes, Norman, 108-109 Berners-Lee, Tim, 81 Bishop, David, 148-149 Brunelleschi, Filippo, 128 Building Codes, 72-74, 210, 218-219 Burroughs, 40 Business Week, 70, 121 Carnegie, Andrew, 9, 191 Carnegie Mellon University, 73, 94, 129, 156, 174-176 "Cathedral and the Bazaar, The" (Raymond), 77 Chomsky, Noam, 99-100 Circavie, 54 Civium, 213n Clark, Arthur C., 78 Client-server networking browse versus serve, 43-44 cloud computing as, 65, 69, 136, 229 examples of, 7, 58, 68 peer-to-peer FUD, 69, 213 web services as, 26, 80 Cloud computing as client-server, 65, 69, 136, 229

innovations in, 70-71 Internet as real cloud, 66-67 peer-to-peer networking as, 68, 137 as proprietary, 65, 69 risks of, 69-70, 99, 196 CNN, 26, 46-47, 74, 193 COBOL, 40 Colossal Cave, 32-33, 33n Command Post of the Future (CPOF), 227 Communication. See also Connectivity direct, between vehicles, 161, 215 limited bandwidth, 119 in realms, 210 Communities of practice Architecture and, 171, 177, 200-202 for new learning, 13, 201-202 for software development, 72-73 Complexity. See also Beau, ful complexity; Natural complexity complexity design, 121 computerization as cliff of, 56-57, 58-59, 76 as exponential, 69-62 as free, 3, 69, 224-225 hierarchical composition, 93-95 messages, 22-23, 26 recursive decomposition, 23-24 shifting, 3, 149 Simon, Herb, 94 simplification, 27, 48, 208-210, 219 taming, 78, 122, 148-149, 169 without flakiness, 74 CompuServe, 22 Connectivity. See also Fungible devices discovering peers, 161-162 as expressive technology, 6-7 fungible devices, 22, 62 as the future, 17-19, 229 intermittent connectivity, 164, 219 in nature, 84-85, 90, 93 peer-to-peer versus client-server, 7 sensor data reuse, 184, 226 Containerization of data, 26-30, 135 examples, 27, 48, 90, 200 unique identities, 34-35, 87-88, 157, 165, 185, 215, 217 Context context awareness, 157, 159, 161, 162, 164 context dependency, 118-119 device context, 157-158, 161-162 dynamic context, 118-119, 152, 156 information context, 158, 162-164 physical context, 157, 159-161, 164 of sailing ships, 158-159 user context, 164-165 Convergence, 56-60 Conway, John Horton, 62 Cronkite, Walter, 11-12 Crowther, Will, 33n

geek, 74-75, 77-78, 121-122 of innovation, 130 object form mirroring, 129 Cyberspace distances, 32n, 162 Information Commons, 212-213, 216-217 as place, 30-34 today's status, 31-34 tomorrow's view, 34-37 DARPA (Defense Advanced Research Projects Agency), 17, 71, 227n Data. See also Information containerization of, 26-30, 135 control and ownership, 58, 214 ephemeral, 52-56, 63-64, 69-70 monetizing, 43, 66, 223-224, 225-227, 230 provenance, 194-195, 199, 217 public information space for, 18, 48, 163 sensor data reuse, 184, 226 visualization, 29-30, 31, 36, 227 Data General, 40 Data liquidity Internet as, 25-26, 41, 43-44, 66-67 liquidity definition, 25 paper books as, 64 peer-to-peer for, 214 today's status, 25-28 tomorrow's view, 28-30 Datamation, 10 Data objects, 42, 47-48, 163, 219 Data storage. See also Cloud computing; Peer-to-peer (P2P) networking DNA, 90-92, 184-185 file systems, 135-137 hard drives, 67, 68, 136 memory chips, 163-164 network storage, 69, 136 storage cooperatives, 214-21 today's status, 136 tomorrow's view, 136-137 yesterday's path, 133-135 da Vinci, Leonardo, 128 Decentralization clouds as proprietary, 65-66 free market standards, 208 libraries as, 92 Loewy applied, 132 peer-to-peer as, 7, 68, 70, 81, 137 in plants, 92 security everywhere, 219 tomorrow's view, 18 DECWorld '87, 8 Deep Architecture, 172 Dertouzos, Michael, 28 Design. See also Human-centered design constraint and restraint, 117, 118, 148, 159 context dependency, 118-119 definition, 130 design science (see Design science) as discipline, 113-114, 127-128 history, 107-108, 120

information design, 121, 173-174 interdisciplinary (see Interdisciplinary design) metadesign, 169 simulations during, 143, 151-152 surface design, 112, 116 Victorian, 116-117, 143 Designers in Bible, 127 fine artists, 108, 118 industrial design founders, 108-111 as style source, 171–172 use of term, 16 Design science and Architecture, 151, 178 for complex problems, 142-143, 144 Comprehensive Anticipatory Design Science, 140 - 142methodology, 150, 151-152 Desktop browser image drag and drop, 47, 155 direct manipulation, 31, 42, 143 Workscape, 42n, 142-143, 146 Devices. See also Fungible devices device context, 157-158, 161-162 information vs., 24–25 as life forms, 164, 183-184 persistent data, 163 tomorrow's view, 210-212, 224 Digital Equipment Corporation (DEC), 8-9, 42, 42n, 142 143 Digital objects, 32, 33-34, 127-128 Direct manipulation, 42-43, 45, 48, 128, 143, 156 Disruptive technologies, 16, 211–212 Distances, 32, 33, 160, 162 Diversity, 191-192, 223 DNA, 90-91, 184-185 Document-centric interaction, 41, 155-156 Drag and drop, 47, 155, 156, 157, 162 Drawing, as common language, 124-126 Dreyfuss, Henry, 108, 110-111, 112, 113 Dryden, Richard, 148-149 Dun & Bradstreet (D&B), 35-36 Dynamic context, 118-119, 156 Dyson, George, 83 Eames, Charles, 117

Earnes, Charles, 117 Eaton Corporation, 151–152 Edison, Thomas, 73 Ellison, Larry, 65, 69–70 E-mail, 10, 29 Encryption, 195–196, 214–215 Exponential growth, 60–62

Facebook, 35–36, 65, 223 Fear, Uncertainty, and Doubt (FUD), 69, 213 Feature creep, 21, 76, 123, 148 Ficlets, 54 Fictionwise, 55 File transfer protocol (FTP), 52, 80 Fitzgerald, F. Scott, 130 Fleming, Ian, 186n FORTRAN, 40, 134 *Fortune* magazine, 9 Fuller, R. Buckminster, 106–107, 140–141

Culture

The Crystal Palace, 115-117, 143

computer technology and, 5, 11, 71

Fungible devices diversity and, 192 fungibility definition, 16-17 as simplification, 209 today's status, 19-21 tomorrow's view, 17-19, 21-25 Future proofing, 89, 141, 176 Gage, Phineas, 189-190 Game of Life, 62 Gates, Bill, 41 Geek culture, 74-75, 77-78, 121-122 Generativity, 90, 99-102, 169, 178 Geographic information systems (GIS), 160 Geographic location Colossal Cave, 33 in Information Commons, 212 manifolds, 31 MAYA neighborhoods, 126 physical context, 159-161 proximity and device context, 162 Getty Research Institute, 160n Gibson, William, 30, 131 GNU OS, 79n. See also Open source Goldilocks Principle, 148-149 Goldman, William, 74 Google cloud computing, 65 projects, 43, 45, 55, 56, 198 van Rossum at, 79 and web randomness, 32 Graphical user interface (GUI), 41 Great Exhibition of the Works of Industry of all Nations, 115-117 GRIS (Grand Repository in the Sky), 68, 137 Hamel, Gary, 221 Hard drives, 67, 68, 135-136 Hardison, O. B., 5 Hierarchical composition, 93-95 Holmes, Jr., Oliver Wendell, 205 Hometown (AOL), 52-54, 52n HTML-5, 43 Human-centered design. See Uso Interaction human factors data, 111 hypothesis stage of design, 150 industrial design as, 109-111, 120 systematic, 147-149 users in computing contexts, 164-165 WIMP paradigm as, 11-13, 172 Human Computer Interaction (HCI), 12, 120, 155, 164, 172 Human literacy, 122 HyperCard, 13 Hypertext, 31, 33, 42 IBM, 8, 40, 133-134 IBM 1401 minicomputer, 133-134 Ideal-X, 27 Identity atomic level, 86-87 DUNS numbers, 35–36 geographic locations, 212 as obstacle, 136 standards for, 160

universally unique identifiers (UUIDs), 34-35, 87-88, 157, 165, 185, 215, 217 Images, 47, 124-126, 155 Industrial design, 107-113, 120-121, 129-130 Information. See also Data control and ownership, 58, 214 devices vs., 24-25 ephemeral, 52-56, 63-64, 69-70 people intersecting with, 102, 184 Shannon defining, 85 strategic information, 226-227 symmetry and, 98 vapor of, 163 visualization, 29-30, 31, 36, 227 Information architecture definition, 163, 172-173, 177 DNA as, 184-185 Information Commons and, 213 information context, 158, 162-164 information design, 121, 173-174 key qualities of, 64, 187 Information-centric, 41, 42, 45-48, 156-157, 163 Information Commons, 212-213, 216-217 Information context, 158, 162-164 Information design, 121, 173–174 Information ecology components of ecology, 182, 183-188 decentralization in, xiv, empowering users, 200-202 information-centric web, 48 interperability in, 22-25 peer-to-peer networking as, 68 privacy, 199-200, 220 resiliency, 91-93, 99, 189-194, 223 simulating, 143 trust, 194-197, 198-199 Information objects discovery of peers, 164 DNA as, 90, 184-185 information architecture and, 163 for information-centric cyberspace, 36-37, 46-47, 156-157 relationships among, 173 tomorrow's view, 19 unique identities, 34-35, 87-88, 157, 165, 185, 215, 217 Infrastructure absent, 161-162 Infrastructure as a Service (IaaS), 70 Input devices, 9, 12-13 Intellectual property theft, 69, 80 Interaction, physics of, 152-155, 165 Interdisciplinary design difficulties of, 124, 144, 146 discipline boundaries, 144-145 drawing as common language, 124-126 need for, 123-124, 128, 140 neighborhoods, 126 violent agreements, 130-131, 146 Interface, and modularity, 96-97 Internet. See also World Wide Web browse versus serve, 43-44 convergence, 58 cyberspace as term, 30 encryption on, 195 engineering of, 44, 190

INDEX

Internet (continued) hypertext, 31, 33, 42 Information Commons and, 213 intermittent connectivity, 164, 219 as liquid information, 25-26, 41, 43-44, 66-67 modular architecture, 26-28, 74 as peer-to-peer, 67, 80, 81 of plants, 84-85, 92 protocols, 29 as public information space, 42, 66-67, 137 tomorrow's view, 18, 206-209 viruses, 20 Interoperability. See also Connectivity; Fungible devices; Standards cloud computing, 65 in information ecology, 22-25, 48 tomorrow's view, 18, 210 iPhone, 7, 20, 48, 65, 156 ISO-9000 147 Jobs, Steve, 12, 41, 150, 172 Kay, Alan, 71, 74 Krishnarao Prahalad, Coimbatore, 221 Language drawing as common, 124-126 generative grammar, 99 realms as common, 210 Law of Conservation of Complexity, 149 Lawver, Kevin, 54 Layered semantics, 93, 97 Legos, 19, 96, 97n Lepper, Bob, 129-130 Lessig, Lawrence, 58 Lincoln, Abraham, 35 Linux OS, 77, 79 Liquidity, of data. See Data liquidity Loewy, Raymond, xvn, 108-110, 131-132 The Lord of the Rings, 220 Lucas, Bill, 118 Macintosh computers, 31, 41 Mainframes, 8, 11, 12, 40, 134-135 Mammoth Cave National Park, 33n Manifolds (mathematical), 31 Martin, Roger, 130 Martin, William H., 113 Mashups, 26 Material objects, 127-130, 152 MAYA Design acronym meaning, xv, 110 awards earned, 151, 227n

interdisciplinary teams, 118, 124,

origins of, xiii, xv, 115, 120

realms of devices, 22-23, 210

patents granted, 143, 151

125-126, 130

McNealey, Scott, 199

Melville, Herman, 63

Memory chips, 163-164

Mendeleev, Dmitri, 89

Mesh networking, 70

semantic stack, 28

Messages

unique identities, 34-35, 87-88, 157, 165, 185, 215, 217 vague, 151-152 Microprocessors, 2, 3-4, 40-41 Microsoft, 9, 40-41, 55, 65, 143, 191 Microtransactions, 215, 225-226. Middle Earth, 33 Minicomputers, 8-9, 40, 133-134 MIT Laboratory for Computer Science, 28 Moby-Dick, 63, 87, 92, 137 Models, 150-151, 170-171 Modems, 6, 42 Modular architecture of fungible devices, 22-24 hierarchical composition, 93-95 information-centric manipulation, 156 of Internet, 26-28, 74 modularity, 48, 96-97 as simplification, 19, 209, 229 watchmakers tale, 94-95 Monetizing, 43, 66, 223-224, 225-226, 230 Moore, Gordon, 44 Moore's Law, 42, 44, 75, 76 Morris, Jim, 12, 125, 136 Mossberg, Walt, 78 Mycorrhizal networks, 84-85, 92

National Computer Code, 73

Natural complexity. See also Complexity chemistry, 89-90 DNA, 90-91 hierarchy, 93-95 organic architecture, 169–170 peer-to-peer networking, 68 plant Internet, 84-85, 92 recursive decomposition, 23-24 resiliency, 91-93, 99, 189-194, 223 unique identities, 86-88 Naval architecture, 158–159 Neighborhoods, in MAYA Design, 126 Nelson, Ted, 31 Network effects, 62 Networking. See Connectivity Network storage, 69, 136. See also Cloud computing Nonrecurring engineering expense (NRE), 3

Objects data objects, 42, 47-48, 163, 219 digital objects, 32, 33-34, 127-128 information objects (see Information objects) material objects, 127-130, 152 unique identities, 34-35, 87-88, 157, 165, 185, 215, 217 Olsen, Ken, 9 Open source cathedrals and bazaars, 77 in consumer products, 56-57, 73 gravity as, 87-88 as innovation source, 79 Operating system (OS), 9, 41, 77, 79, 162, 191, 223 Opposable Mind-Meld, 130 Oracle, 65, 69 Orwell, George, 51

250

OSX OS, 162 Outsourcing IT skills, 70-71 Packets, 26-28 Palm Pilot, 6-7, 80 PARC, 12 Pauli, Wolfgang, 86 Pauli's Exclusion Principle, 86, 89 Paxton, Joseph, 115-117 Peer-to-peer (P2P) networking definition, 80 FUD fight, 69, 213 as future, 81, 207, 213-215 hard drive prices, 67 as information space, 68, 70, 137, 163 intellectual property theft, 69, 80 Internet as, 67, 80, 81 libraries as, 92 monetizing, 225-226 as natural redundancy, 92 Palm Pilot, 6-7, 80 service discovery, 161-162 Penn State, 8 Permalinks, 53-54, 54n Personal computers (PC) Apple Macintosh, 31, 41 data storage, 67, 68, 135-136 history of, xiv, 7-9, 11 post-PC era, 8-10, 17-19 Xerox Alto/Star, 41 Personal digital assistant (PDA), 6-7 Personal Universal Controller (PUC), 174-176 Pervasive computing definition, xiv as economical, 2-5 as technological revolution, 115 Physical context, 157, 159-161, 164 Plants, the Internet of, 84-85, 92 Platform as a Service (PaaS), 70 Platforms applications vs. information, 4 as term, 39-40 today's status, 41-44 tomorrow's view, 42, 44 user interface as, 39 yesterday's path, 40-41 Pointers, 28, 63 Post-PC era, 8-10, 17-19 Predictive frameworks, 89, 151, 154 Prime, 40 Printing press, 5, 85, 86 Privacy, 199-200, 220 Prodigy, 22 Protocols, 22-23, 26, 29, 44, 52, 80 Prototyping, 128, 129, 143, 146, 151-152 Provenance, 194-195, 196-197, 199, 217 Public information space as information-centric, 45, 48 Information Commons, 137, 212-213, 216-217 Internet as, 42, 66-67, 136 peer-to-peer as, 68, 137 Publishers, for trustworthy data, 194, 199, 216-218, 219 Pulos, Arthur, 105 Punched cards, 8, 11, 134, 135 Python, 79

Queen Elizabeth II, 8 Raymond, Eric Steven, 77 RCA, 40 Realms, 23, 210, 211 Recursive decomposition, 23-24 Redundancy, 91-92, 97-99, 191 Relationships among information objects, 173 as design definition, 130 designers and engineers, 145-146 in online communities, 198 symbiotic, 85 Resiliency, 91-93, 99, 189-194, 223 Rock, Paper, Scissors, 185-187 Rossum, Guido, 79 Rotman School of Business, 130 Roth, Steve, 31n SABRE system, 135 Sagan, Carl, 181 Sailing, 148-149, 158-159 Scripting, 200–201 Second Life, 32 Security client-server networking, 213–214 cloud computing, 69-70, 99, 196 devices, 162, 196-197 encryption 195-196, 214-215 National Computer Code, 73 peer-to-peer networking, 70 privacy, 199-200, 220 nom simplicity, 207, 219 tomorrow's view, 219 trust, 194-197, 198-199 viruses, 20 walled garden approach, 20, 21 Self-healing, 70, 85, 92, 207 Semantic layering, 93, 97 Semantic stack, 28 Semantic Web, 44, 45 Senn, Jeff, 145-146 Servers. See Client-server networking; Cloud computing Service discovery, 161-162 Shannon, Claude, 85 Simon, Herb, 94-95, 141 Simplification, 208-210, 219. See also Complexity Simpson, O. J., 200 Simulations during design, 143, 151-152 Society of Ethical Culture, 110 Software apps downloaded, 225 browser as meta-application, 42 as devices, 25, 162 as information, 24-25 information-centric vs., 41, 42, 45, 48 superstition about, 154 Software as a Service (SaaS), 70 Software engineering. See also Open source community of practice, 72-73 geek culture, 74-76, 77-78, 121-122 unmodeled effects, 95 visual development, 45 SpaceWar, 9

Spreadsheets, 200 Standards containerization, 26-28 fungible devices, 22-23, 160 for information-centric web, 29, 48 microprocessor families, 40-41 modularity, 96 open source, 57, 73 WIMP paradigm, 12-13 Star Trek, 45, 130 Sterling, Bruce, 30 Stochastic processes, 192 Storage. See Data storage Storage cooperatives, 214-215 Strategic information, 226-227 Style, and Architecture, 171-173 Superstition, 154 Surface design, 112, 116 Systems architecture, 172-173 Take-aways, 229-230 Taming complexity, 78, 122, 148-149, 169 T-commerce, 225-226, 229 Teague, Walter Dorwin, 108-110, 112, 171 Tear-off parts, 29-30, 41 Technological determinism, 2 Technological revolutions, 114-115 Technology abdication of design, 120 classic versus expressive, 5-7 disruptive, 16, 211-212 introducing new, 5 Telephone design, 112, 113. See also iPhone Tesler, Larry, 149 Thin clients, 67, 68 Timesharing systems, 134-135, 136, 155 Tolkien, J. R. R., 33, 102, 220 Topographic distances, 32, 162 Topological distances, 32, 33, 160, 162 Transactions, 192-193 Transducers, 23, 68, 163, 210, 211 Transgenesis, 91 Transistors, 2, 40, 42, 44 Trillion-node network, definition, Trimtab, 106-107 Trust, 194-197, 198-199 TVs, 56-59, 123, 146, 177-178 Twain, Mark, 115, 188-189 Twitter, 152n 2001: A Space Odyssey, 78 Ubiquitous computing, definition, xivn UNIVAC, 11, 12 Universally-Unique Identifiers (UUIDs), 34-35, 185 Unix OS, 77, 79 Unmodeled effects, 95 URLs Architecture film, 168 book web site, xvii broken links, 63 Civium, 213 definition, 34 Game of Life, 62 information-centric data manipulation, 156 information film, 173

as pointers, 63 Shepard Tones, 186 Usability, 59, 121, 123, 147, 149 U.S. Board on Geographic Names, 160n User interface (UI) desktop (see Desktop) human factors data, 111 information architecture and, 172-173 input devices, 9, 12-13 interaction physics vs., 153 limited bandwidth, 119 Personal Universal Controller, 175 as platform, 39 tear-off parts, 29-30, 41 WIMP paradigm, 12-13, 31, 41, 172 Users in computing contexts, 164-165 empowering, 200-202 van Rossum, Guido, 79 VCRs, 121, 123 Via Repository, 68 Violent agreements, 130–131, 146 Viruses, 20 Visage, 68 VisiCalc, 200 Visualization, 29-30, 31, 36, 41, 227 Visual programming, 45 Walled garden approach, 20, 21 Wali Street Journal, 78 Watchmakers tale, 94-95 Web browsers, 31–33, 42–48 Web services, 26, 29 Web sites, as ephemeral, 52-55, 56, 63-64. See also URLs Weizenbaum, Joseph, 11 Whole Earth Catalog, 139 Wikipedia, 29, 194, 212, 214n, 215-218 WIMP paradigm, 12-13, 31, 41, 172 Windows OS, 9, 41, 191 Workscape, 42, 142-143, 146 World Wide Web. See also Internet; URLs clouds as proprietary, 65-66 distances on, 32 engineering of, 44 links, 31, 43, 63 as peer-to-peer network, 67, 80, 81 Wright, Frank Lloyd, 169 Xanadu, 31 Xerox Palo Alto Research Center (PARC) culture of, 71 GUI, 41 Morris, Jim, 125 WIMP paradigm, 12, 31 Workscape review, 143 Xerox Star, 41 X-Files, 217-218 Yahoo!, 35-36, 56, 65, 216-218 Zero infrastructure, 161-162 Zune, 55 Zynga, 225