

Some HCI history resources

[A moving target: The evolution of HCI](#). Author's version of the introductory chapter of *The HCI Handbook*, 3rd edition, J. Jacko (Ed.), Taylor & Francis, 2012.

[hcbib history page](#) This is from Gary Perlman's comprehensive, searchable resource of HCI material.

<http://www.mprove.de/diplom/> Matthias Müller-Prove's HCI-oriented historical resources are distributed around his web site.

<http://sigcis.org/> The History of Technology group, principle focus on computer technology, has an extensive resource list.

www.digibarn.com Bruce Damer's DigiBarn Museum (see May 2011 Timelines article below).

<http://www.computerhistory.org/> The Computer History Museum (HCI is not a major focus).

Timelines essays and other *ACM Interactions* history articles

Final versions of articles I authored are freely accessible from [my web site](#) with ACM permission.

January 2013	Jonathan Grudin	Journal-conference interaction and the competitive exclusion principle. <i>Interactions</i> , 20, 1, 68-73.	doi
September	Melissa Rodriguez Zynda	The first killer app: a history of spreadsheets. <i>Interactions</i> , 20, 5, 68-72.	doi
November	Jonathan Grudin & Gayna Williams	Two women who pioneered user-centered design. <i>Interactions</i> , 20, 6, 15-20.	doi
January 2012	William Newman	Design case study: The Bravo text editor. <i>Interactions</i> , 19, 1, 75-80.	doi
July	Larry Tesler	A personal history of modeless text editing and cut/copy-paste. <i>Interactions</i> , 19, 4, 70-75.	doi
September	Jonathan Grudin	Punctuated equilibrium and technology change. <i>Interactions</i> , 19, 5, 62-66.	doi
January 2011	James D. Hollan	Multiscale zooming interfaces: A brief personal perspective on the design of cognitively convivial interaction. <i>Interactions</i> , 8, 1, 71-74.	doi
May	Bruce Damer	The DigiBarn computer museum: A personal passion for personal computing. <i>Interactions</i> , 18, 3, 72-74.	doi
September	Jonathan Grudin	Kai: How media affects learning. <i>Interactions</i> , 18, 5, 70-73.	doi
January 2010	Martha E. Pollack	Reflections on the future of iSchools from a dean inspired by some junior faculty. <i>Interactions</i> , 17, 1, 66-68.	doi
March	Jonathan Grudin	What a wonderful critter: Orphans find a home. <i>Interactions</i> , 17, 2, 76-78.	doi
July	Jonathan Grudin	CSCW: time passed, tempest, and time past. <i>Interactions</i> , 17, 4, 38-40.	doi
September	John Leslie King	Project SAGE, a half-century on. <i>Interactions</i> , 17, 5, 53-55.	doi
November	Bill Curtis	MCC's human interface laboratory: The promise and perils of long-term research. <i>Interactions</i> , 17, 6, 56-59.	doi

January 2009	Paul Robare & Jodi Forlizzi	Sound in computing: A short history. <i>Interactions, 16, 1, 62-65.</i>	doi
March	Gary M. Olson & Jonathan Grudin	The information school phenomenon. <i>Interactions, 16, 2, 15-19.</i>	doi
May	Joseph Reagle	Wikipedia: The happy accident. <i>Interactions, 16, 3, 42-45.</i>	doi
July	Christine Valenza & Jan Adkins	Understanding visual thinking: The history and future of graphic facilitation. <i>Interactions, 16, 4, 38-43.</i>	doi
September	J. O. Wobbrock, A. J. Ko & J. A. Kientz	Reflections on the future of iSchools from inspired junior faculty. <i>Interactions, 16, 5, 69-71.</i>	doi
November	Michael Buckland	As we may recall: Four forgotten pioneers. <i>Interactions, 16, 6, 76-79.</i>	doi
January 2008	Glenn Kowack	Unanticipated and contingent influences on the evolution of the internet. <i>Interactions, 15, 1, 74-78.</i>	doi
March	Ronald M. Baecker	Themes in the early history of HCI---some unanswered questions. <i>Interactions, 15, 2, 22-27.</i>	doi
May	Jonathan Grudin	Travel back in time: Design methods of two billionaire industrialists. <i>Interactions, 15, 3, 30-33.</i>	doi
July	Fernanda Viégas & Martin Wattenberg	Tag clouds and the case for vernacular visualization. <i>Interactions, 15, 4, 49-52.</i>	doi
September	Jonathan Grudin	Why Engelbart wasn't given the keys to Fort Knox: Revisiting three HCI landmarks. <i>Interactions, 15, 5, 65-67.</i>	doi
November	Richard W. Pew	An exciting interface foray into early digital music: The Kurzweil 250. <i>Interactions, 15, 6, 30-32.</i>	doi
March 2007	Jonathan Grudin	Living without parental controls: The future of HCI. <i>Interactions, 14, 2, 48-52.</i>	doi
May	Richard W. Pew	An unlikely HCI frontier: The social security administration in 1978. <i>Interactions, 14, 3, 18-21.</i>	doi
May	Jonathan Grudin	NordiCHI 2006: Learning from a regional conference. <i>Interactions, 14, 3, 52-53.</i>	doi
July	Dov Te'eni	HCI is in business---focusing on organizational tasks and management. <i>Interactions, 14, 4, 16-19.</i>	doi
September	Bruce Damer	Meeting in the ether. <i>Interactions, 14, 5, 16-18.</i>	doi
November	Daniel Pargman & Peter Jakobsson	Five perspectives on computer game history. <i>Interactions, 14, 6, 26-29.</i>	doi
January 2006	Jonathan Grudin	Is HCI homeless?: In search of inter-disciplinary status. <i>Interactions, 13, 1, 54-59.</i>	doi
March	Jonathan Grudin	The GUI shock: Computer graphics and human-computer interaction. <i>Interactions, 13, 2, 45-47 & 55.</i>	doi
May	Jonathan Grudin	A missing generation: Office automation/information systems and human-computer interaction. <i>Interactions, 13, 3, 58-61.</i>	doi
July	Jonathan Grudin	Death of a sugar daddy: The mystery of the AFIPS orphans. <i>Interactions, 13, 4, 54-57.</i>	doi
September	Jonathan Grudin	Turing maturing: the separation of artificial intelligence and human-computer interaction. <i>Interactions, 13, 5, 54-57.</i>	doi
November	Jonathan Grudin	The demon in the basement. <i>Interactions, 13, 6, 50-53.</i>	doi
March 1998	Brad Myers	A brief history of human-computer interaction technology. <i>Interactions, 5, 2, 44-54.</i>	doi