

## Keynote

# **“We’re Done — Could You Do The User Interface Now?” Why Multimedia Systems Promise a New World of Interactivity, but Fail to Deliver**

Jan Borchers  
Computer Science Department, Stanford University

Ever since the inception of the Personal Computer, the goal of its designers was to empower individuals to work with information in new, unprecedented ways. Today’s multimedia systems have advanced this idea to a new level, with their technical prowess to process a vast array of media types, increasingly so in real time. Why is it, then, that the user interface provided to interact with this exciting new world of text, graphics, audio, and video is still largely based on metaphors from the early 80’s, and using input devices that have remained virtually unchanged for almost 40 years?

We will examine how the user interface has become the bottleneck when computer systems deal with multimedia, but we will also look at a few hope-inspiring sparks of research in software engineering and human-computer interaction that may lead us out of this dilemma, and into the real world beyond the desktop computer.

### *Biography*

Jan Borchers is Acting Assistant Professor of Computer Science at Stanford University, where he works on Human-Computer Interaction in the Interactivity Lab. His current research interests include user interface frameworks for ubiquitous computing, interactive environments, and interaction with multimedia. He has developed a series of award-winning interactive multimedia exhibits since 1995, and holds a PhD in Computer Science from Darmstadt University in Germany for his work on Design Patterns, which led to his pioneering book “A Pattern Approach to Interaction Design”. Jan has published his work in dozens of international conference and journal papers, and enjoys playing jazz piano, going rock climbing, and playing Bad Golf that justifies the capitalization.