

MAKE

IT

NEW



**THE HISTORY OF
SILICON VALLEY DESIGN**

Barry M. Katz

foreword by John Maeda

Make It New A History Of Silicon Valley Design

Herbert Bruderer



Make It New A History Of Silicon Valley Design:

Make It New Barry M. Katz, 2015-09-11 The role of design in the formation of the Silicon Valley ecosystem of innovation California's Silicon Valley is home to the greatest concentration of designers in the world corporate design offices at flagship technology companies and volunteers at nonprofit NGOs global design consultancies and boutique studios research laboratories and academic design programs Together they form the interconnected network that is Silicon Valley Apple products are famously Designed in California but as Barry Katz shows in this first ever extensively illustrated history the role of design in Silicon Valley began decades before Steve Jobs and Steve Wozniak dreamed up Apple in a garage Offering a thoroughly original view of the subject Katz tells how design helped transform Silicon Valley into the most powerful engine of innovation in the world From Hewlett Packard and Ampex in the 1950s to Google and Facebook today design has provided the bridge between research and development art and engineering technical performance and human behavior Katz traces the origins of all of the leading consultancies including IDEO frog and Lunar and shows the process by which some of the world's most influential companies came to place design at the center of their business strategies At the same time universities foundations and even governments have learned to apply design thinking to their missions Drawing on unprecedented access to a vast array of primary sources and interviews with nearly every influential design leader including Douglas Engelbart Steve Jobs and Don Norman Katz reveals design to be the missing link in Silicon Valley's ecosystem of innovation

Make it New Barry Katz, 2015 Drawing on unprecedented access to a vast array of primary sources and interviews with nearly every influential design leader this thought provoking book reveals design to be the missing link in Silicon Valley's ecosystem of innovation

Make It New Barry M. Katz, 2015-09-04 The role of design in the formation of the Silicon Valley ecosystem of innovation California's Silicon Valley is home to the greatest concentration of designers in the world corporate design offices at flagship technology companies and volunteers at nonprofit NGOs global design consultancies and boutique studios research laboratories and academic design programs Together they form the interconnected network that is Silicon Valley Apple products are famously Designed in California but as Barry Katz shows in this first ever extensively illustrated history the role of design in Silicon Valley began decades before Steve Jobs and Steve Wozniak dreamed up Apple in a garage Offering a thoroughly original view of the subject Katz tells how design helped transform Silicon Valley into the most powerful engine of innovation in the world From Hewlett Packard and Ampex in the 1950s to Google and Facebook today design has provided the bridge between research and development art and engineering technical performance and human behavior Katz traces the origins of all of the leading consultancies including IDEO frog and Lunar and shows the process by which some of the world's most influential companies came to place design at the center of their business strategies At the same time universities foundations and even governments have learned to apply design thinking to their missions Drawing on unprecedented access to a vast array of primary sources and interviews with nearly

every influential design leader including Douglas Engelbart Steve Jobs and Don Norman Katz reveals design to be the missing link in Silicon Valley's ecosystem of innovation

Art Of Atari Tim Lapetino, 2016-10-26 Atari is one of the most recognized names in the world Since its formation in 1972 the company pioneered hundreds of iconic titles including Asteroids Centipede and Missile Command In addition to hundreds of games created for arcades home video systems and computers original artwork was specially commissioned to enhance the Atari experience further enticing children and adults to embrace and enjoy the new era of electronic entertainment The Art of Atari is the first official collection of such artwork Sourced from private collections worldwide this book spans over 40 years of the company's unique illustrations used in packaging advertisements catalogs and more Co written by Robert V Conte and Tim Lapetino The Art of Atari includes behind the scenes details on how dozens of games featured within were conceived of illustrated approved or rejected and brought to life Includes a special Foreword by New York Times bestseller Ernest Cline author of Armada and Ready Player One soon to be a motion picture directed by Steven Spielberg Whether you're a fan collector enthusiast or new to the world of Atari this book offers the most complete collection of Atari artwork ever produced

digitalSTS Janet Vertesi, David Ribes, 2019-05-07 New perspectives on digital scholarship that speak to today's computational realities Scholars across the humanities social sciences and information sciences are grappling with how best to study virtual environments use computational tools in their research and engage audiences with their results Classic work in science and technology studies STS has played a central role in how these fields analyze digital technologies but many of its key examples do not speak to today's computational realities This groundbreaking collection brings together a world class group of contributors to refresh the canon for contemporary digital scholarship In twenty five pioneering and incisive essays this unique digital field guide offers innovative new approaches to digital scholarship the design of digital tools and objects and the deployment of critically grounded technologies for analysis and discovery Contributors cover a broad range of topics including software development hackathons digitized objects diversity in the tech sector and distributed scientific collaborations They discuss methodological considerations of social networks and data analysis design projects that can translate STS concepts into durable scientific work and much more Featuring a concise introduction by Janet Vertesi and David Ribes and accompanied by an interactive microsite this book provides new perspectives on digital scholarship that will shape the agenda for tomorrow's generation of STS researchers and practitioners

Different Perspectives in Design Thinking Yvonne Eriksson, 2022-03-02 Globalization and digitalization are buzz words in contemporary society They affect both our private and our professional lives Society has become more diverse with easier access to information and to virtual platforms that gives us opportunity to be in touch with colleagues friends family etc at any time A complex environment is emerging wherein internet of things and big data are being integrated with products production systems healthcare and daily activity and play an important part in decision making This has an impact on future designs and the role of designers Responsible designers with a holistic perspective are

needed The book highlights several aspects of design thinking such as Information Design and Critical Design The meaning of culture gender and disabilities are also discussed The functions of Information Design are changing from showing the way instruction manuals and graphic design It will affect among others healthcare technology smart products and Industry 4 0 Design thinking perspective that includes users from the entire chain and from the producer to the end user of the product or service is needed This will also require gender and culture issues to be taken into consideration in designing products and services Design thinking methods and critical aspects of design will contribute to an inclusive society

Does America Need More Innovators? Matthew Wisnioski, Eric S. Hintz, Marie Stettler Kleine, 2019-04-09 A critical exploration of today's global imperative to innovate by champions critics and reformers of innovation Corporate executives politicians and school board leaders agree Americans must innovate Innovation experts fuel this demand with books and services that instruct aspiring innovators in best practices personal habits and workplace cultures for fostering innovation But critics have begun to question the unceasing promotion of innovation pointing out its gadget centric shallowness the lack of diversity among innovators and the unequal distribution of innovation's burdens and rewards Meanwhile reformers work to make the training of innovators more inclusive and the outcomes of innovation more responsible This book offers an overdue critical exploration of today's global imperative to innovate by bringing together innovation's champions critics and reformers in conversation The book presents an overview of innovator training exploring the history motivations and philosophies of programs in private industry universities and government offers a primer on critical innovation studies with essays that historicize contextualize and problematize the drive to create innovators and considers initiatives that seek to reform and reshape what it means to be an innovator Contributors Errol Arkilic Catherine Ashcraft Leticia Britos Cavagnaro W Bernard Carlson Lisa D Cook Humera Fasihuddin Maryann Feldman Erik Fisher Beno t Godin Jenn Gustetic David Guston Eric S Hintz Marie Stettler Kleine Dutch MacDonald Mickey McManus Sebastian Pfotenhauer Natalie Rusk Andrew L Russell Lucinda M Sanders Brenda Trinidad Lee Vinsel Matthew Wisnioski

In through the Side Door Erin Malone, 2024-10-15 The vital story of how women designers and researchers pioneered the field of interaction and user experience design for software and digital interfaces Framed against the backdrop of contemporary waves of feminism and the history of computing design In through the Side Door foregrounds the stories of the women working in the field of computing and the emergent discipline of interaction design as the graphical user interface was developed Erin Malone begins with a handful of pioneers who brought to the field various methods from a variety of backgrounds including design technical communication social psychology ethnography information science and mechanical engineering Moving into the early days of desktop computing the book highlights the women on the teams inventing contemporary desktop computer interfaces and related tools including those at Xerox PARC Apple's Human Interface Group and Microsoft Malone takes the reader through the invention of the World Wide Web the third wave of feminism and the dot com boom and bust Coming up to contemporary times the book features women

working on the web designing equipment interfaces and working in voice UX mobile design and civic design and continues with the up and coming leaders driving social impact changing human centered design and research and working to be accountable for the harms of contemporary software products Along the way the author also touches on the challenges and biases women have faced in the workplace and continue to encounter despite cultural and sociological advancements

A People's History of Computing in the United States Joy Lisi Rankin, 2018-10-08 Does Silicon Valley deserve all the credit for digital creativity and social media Joy Rankin questions this triumphalism by revisiting a pre PC time when schools were not the last stop for mature consumer technologies but flourishing sites of innovative collaboration when users taught computers and visionaries dreamed of networked access for all

Architectural Intelligence Molly Wright Steenson, 2022-11-01 Architects who engaged with cybernetics artificial intelligence and other technologies poured the foundation for digital interactivity In Architectural Intelligence Molly Wright Steenson explores the work of four architects in the 1960s and 1970s who incorporated elements of interactivity into their work Christopher Alexander Richard Saul Wurman Cedric Price and Nicholas Negroponte and the MIT Architecture Machine Group all incorporated technologies including cybernetics and artificial intelligence into their work and influenced digital design practices from the late 1980s to the present day Alexander long before his famous 1977 book A Pattern Language used computation and structure to visualize design problems Wurman popularized the notion of information architecture Price designed some of the first intelligent buildings and Negroponte experimented with the ways people experience artificial intelligence even at architectural scale Steenson investigates how these architects pushed the boundaries of architecture and how their technological experiments pushed the boundaries of technology What did computational cybernetic and artificial intelligence researchers have to gain by engaging with architects and architectural problems And what was this new space that emerged within these collaborations At times Steenson writes the architects in this book characterized themselves as anti architects and their work as anti architecture The projects Steenson examines mostly did not result in constructed buildings but rather in design processes and tools computer programs interfaces digital environments Alexander Wurman Price and Negroponte laid the foundation for many of our contemporary interactive practices from information architecture to interaction design from machine learning to smart cities

User Friendly Cliff Kuang, Robert Fabricant, 2019-11-19 AMAZON BEST BOOKS OF 2019 PICK FORTUNE WRITERS AND EDITORS RECOMMENDED BOOKS OF 2019 PICK User Friendly is a tour de force an engrossing fusion of scholarly research professional experience and revelations from intrepid firsthand reporting EDWARD TENNER The New York Times Book Review In User Friendly Cliff Kuang and Robert Fabricant reveal the untold story of a paradigm that quietly rules our modern lives the assumption that machines should anticipate what we need Spanning over a century of sweeping changes from women's rights to the Great Depression to World War II to the rise of the digital era this book unpacks the ways in which the world has been and continues to be remade according to the principles of the once

obscure discipline of user experience design In this essential text Kuang and Fabricant map the hidden rules of the designed world and shed light on how those rules have caused our world to change an underappreciated but essential history that s pieced together for the first time Combining the expertise and insight of a leading journalist and a pioneering designer User Friendly provides a definitive thoughtful and practical perspective on a topic that has rapidly gone from arcane to urgent to inescapable In User Friendly Kuang and Fabricant tell the whole story for the first time and you ll never interact with technology the same way again

Atari Design Raiford Guins,2020-11-12 Drawing from deep archival research and extensive interviews Atari Design is a rich historical study of how Atari s industrial and graphic designers contributed to the development of the video game machine Innovative game design played a key role in the growth of Atari from Pong to Asteroids and beyond but fun challenging and exciting game play was not unique to the famous Silicon Valley company What set it apart from its competitors was innovation in the coin op machine s cabinet Atari did not just make games it designed products for environments With tasteful packaging Atari exceeded traditional locations like bars amusement parks and arcades developing the look and feel of their game cabinets for new locations such as fast food restaurants department stores country clubs university unions and airports making game play a ubiquitous social and cultural experience By actively shaping the interaction between user and machine overcoming styling limitations and generating a distinct corporate identity Atari designed products that impacted the everyday visual and material culture of the late 20th century Design was never an afterthought at Atari

Milestones in Analog and Digital Computing Herbert Bruderer,2021-01-04 This Third Edition is the first English language edition of the award winning Meilensteine der Rechentechnik illustrated in full color throughout in two volumes The Third Edition is devoted to both analog and digital computing devices as well as the world s most magnificent historical automatons and select scientific instruments employed in astronomy surveying time measurement etc It also features detailed instructions for analog and digital mechanical calculating machines and instruments and is the only such historical book with comprehensive technical glossaries of terms not found in print or in online dictionaries The book also includes a very extensive bibliography based on the literature of numerous countries around the world Meticulously researched the author conducted a worldwide survey of science technology and art museums with their main holdings of analog and digital calculating and computing machines and devices historical automatons and selected scientific instruments in order to describe a broad range of masterful technical achievements Also covering the history of mathematics and computer science this work documents the cultural heritage of technology as well

Laboratory Lifestyles Sandra Kaji-O'Grady,Chris L. Smith,Russell Hughes,2019-02-05 A generously illustrated examination of the boom in luxurious resort style scientific laboratories and how this affects scientists work The past decade has seen an extraordinary laboratory building boom This new crop of laboratories features spectacular architecture and resort like amenities The buildings sprawl luxuriously on verdant campuses or sit sleekly in expensive urban neighborhoods Designed to attract venture capital

generous philanthropy and star scientists these laboratories are meant to create the ideal conditions for scientific discovery Yet there is little empirical evidence that shows if they do Laboratory Lifestyles examines this new species of scientific laboratory from architectural economic social and scientific perspectives Generously illustrated with photographs of laboratories and scientists at work in them the book investigates how lifestyle science affects actual science Are scientists working when they stretch in a yoga class play volleyball in the company tournament chat in an on site caf or show off their facilities to visiting pharmaceutical executives The book describes among other things the role of beanbag chairs in the construction of science at Xerox PARC the Southern California vibe of the RAND Corporation Malibu General Atomic La Jolla and Hughes Research Laboratories Malibu and Biosphere 2 s bionauts as both scientists and scientific subjects and interstellar laboratories Laboratory Lifestyles the title is an allusion to Bruno Latour and Steve Woolgar s influential Laboratory Life documents a shift in what constitutes scientific practice these laboratories and their lifestyles are as experimental as the science they cultivate Contributors Kathleen Brandt Russell Hughes Tim Ivison Sandra Kaji O Grady Stuart W Leslie Brian Lonsway Sean O Halloran Simon Sadler Chris L Smith Nicole Sully Ksenia Tatarchenko William Taylor Julia Tcharfas Albena Yaneva Stelios Zavos

Creative Tools and the Softwarization of Cultural Production Frédéric Lesage, Michael Terren, 2024-01-17 This book explores how creativity is increasingly designed marketed and produced with digital products and services a process referred to as softwarization If being creative has developed into one of the paradigmatic architectures of power for framing the contemporary subject then an essential component of this architecture involves its material and symbolic configuration through tools From image editors to digital audio workstations video editors to game engines these modern tools are used by creatives every day and mastering these increasingly complex technologies is now a near compulsory pathway to creative work Despite their ubiquity in cultural production few have sought to theorize them in aggregate and with interdisciplinary breadth By bringing disparate creative and methodological traditions in one volume this book provides a comprehensive overview of approaches for understanding this complex emerging and dynamic field that speaks beyond the disciplinary categories of tool instrument and or software It makes a unique intervention in the fields of cultural production and the cultural and creative industries

The Design History Reader Grace Lees-Maffei, Rebecca Houze, 2024-12-13 This revised and updated edition addresses the international history and practice of design from the 17th century to the present day Covering both primary texts by social theorists designers and design reformers and secondary texts in the form of key works of design history and design thinking the Reader provides an essential resource for understanding the history of design the development of the discipline and contemporary issues in design history and practice including decolonization sustainability historiography gender and globalization Extracts are grouped into thematic sections each with a contextualizing introduction by the editors and a guide to further reading The updated edition of The Design History Reader expands upon its original content and features numerous significant voices

from across the globe Authors include William Morris Karl Marx Roland Barthes Victor Margolin Penny Sparke Judy Attfield Ellen Lupton and many more

Going Real: The Value of Design in the Era of PostCapitalism Giovanni Innella,Marco Petroni,2019-10-31 In the age of post capitalism what is the value of design Is value defined by economic potential Or is it something far less tangible Now more than ever design has the ability to engage us in economic political and cultural debate to actively resist the monotony of daily life and to counteract the precarious situation on which modern society seems to rest Positioning itself as a lens through which to view the world design allows us and in some cases even forces us to reflect on the many aspects of the societies in which we live Divided into three chapters GOING REAL positions itself in relation to the works of Marc Jongen Maurizio Lazzarato Adam Greenfield and Tiziana Terranova among others However unlike the abovementioned authors this book draws on the works of selected designers and artists to reflect on the economic political and cultural aspects of our post capitalist societies Beginning with an in depth case study of Detroit during the downfall of the industrial era this volume moves on to a timely and provocative insight into the human crises surrounding current migration trends with a particular focus on Calais Finally in the third chapter the human body itself is laid bare as the authors analyse how and why the most personal of spaces became not only the ultimate marketplace for businesses but also an object of control for governments

Graphic Design Stephen J. Eskilson,2019-05-21 A classic and indispensable account of graphic design history from the Industrial Revolution to the present Now in its third edition this acclaimed survey explores the evolution of graphic design from the 19th century to the present day Following an exploration of design s prehistory in ancient civilizations through the Industrial Revolution author Stephen J Eskilson argues that modern design as we know it grew out of the influence of Victorian age reformers He traces the emergence of modernist design styles in the early 20th century examining the wartime politicization of regional styles Richly contextualized chapters chronicle the history of the Bauhaus and the rise of the International Style in the 1950s and 60s and the postmodern movement of the 1970s and 80s Contemporary considerations bring the third edition up to date with discussions of app design social media emojis big data visualization and the use of animated graphics in film and television The contemporary phenomenon of the citizen designer professionals who address societal issues either through or in addition to their commercial work is also addressed highlighting protagonists like Bruce Mau and the Center for Urban Pedagogy This edition also features 45 additional images an expanded introduction and epilogue and revised text throughout A newly redesigned interior reinforces the fresh contents of this now classic volume

Design Culture Guy Julier,Mads Nygaard Folkmann,Niels Peter Skou,Hans-Christian Jensen,Anders V. Munch,2019-02-21 Design culture foregrounds the relationships between the domains of design practice design production and everyday life Unlike design history and design studies it is primarily concerned with contemporary design objects and the networks between the multiple actors engaged in their shaping functioning and reproduction It acknowledges the rise of design as both a key component and a key challenge of the modern world Featuring an impressive

range of international case studies Design Culture interrogates what this emergent discipline is its methodologies its scope and its relationships with other fields of study The volume s interdisciplinary approach brings fresh thinking to this fast evolving field of study **The Elgar Companion to Valleys** Luis LM Aguiar, Donna Senese, Diana E. French, 2023-11-03 This unique Companion showcases the importance of valleys and their socio economic physical and cultural landscapes across three continents Expert scholars in the field offer a broad range of disciplinary perspectives on the topic discussing key historical and contemporary issues governing and transforming valleys

The book delves into Make It New A History Of Silicon Valley Design. Make It New A History Of Silicon Valley Design is a crucial topic that needs to be grasped by everyone, from students and scholars to the general public. This book will furnish comprehensive and in-depth insights into Make It New A History Of Silicon Valley Design, encompassing both the fundamentals and more intricate discussions.

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