ICT Innovators

Internet Pioneer Inventor of the Mouse

Douglas Engelbart

1925–2013

Douglas Engelbart was an engineer and inventor that helped develop many parts of modern computing. After joining the Stanford Research Institute, he developed input devices to reduce user error, including the development of the mouse, joystick and trackball.

In 1968, Engelbart gave what is now referred to as 'The Mother of All Demos' at an engineering conference. It was here that he demonstrated a complete computer hardware and software system that included many fundamental modern computing elements including hypertext; graphics; the mouse; windowed displays; video conferencing; and collaborative, shared documents. This was the first demonstration of all of these computing elements in one system. It was the first Graphical User Interface (GUI), and although it was commercially unsuccessful it would go on to be influential to the development of both Apple Macintosh and Microsoft Windows computers throughout the 1980s and 1990s.

> " People have got to become more effective at handling complex problems – at their daily struggle with complex and urgent issues. The survival of man seems dependent upon it. Any reasonable possibility seen by society for increasing that effectiveness should warrant serious investigation.
>
> **Douglas Engelbart**

Fast facts

Engelbart worked on a variety of **input devices**: the computer mouse, joysticks, light pens, and track balls

He also created the multiple-window display and hypermedia (the linking of texts, images, video, and sound files within a single document)

His work made it possible for ordinary people to use computers

Engelbart won the **1997 A.M. Turing Award**, the highest honour in computer science

Encyclopædia Britannica. (2019). Douglas Engelbart. Retrieved from https://www.britannica.com/biography/Douglas-Engelbart Khazan, O. (2013, July 3). Douglas Engelbart, computer visionary and inventor of the mouse, dies at 88. The Washington Post. Retrieved from http://wapo.st/17U5yTt?tid=ss_mail&utm_term=.a471a0d4b4f7 Images: Douglas C. Engelbart [Image] (n.d.). Retrieved from https://commons.wikimedia.org/wiki/File:SRI_Douglas_Engelbart_1968.jpg Vectors from www.freepik.com

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Activity – Your Dream Peripheral

What is a Peripheral

A peripheral is a device that you connect to a computer to improve its function.

Peripherals in the future

Imagine you could connect a device to a computer in the future that could do anything you ever dreamed of.

What might this peripheral do?

Allow you to smell in a video game?

Tell if someone is lying?

See through walls?

Design your Dream Peripheral

• What does it do?

• What does it look like?

• How does it work?

• How do users interact?

Draw, label and explain a diagram of your dream peripheral to display in your classroom.

Did you know

The first ever mouse created and patented by Douglas Engelbart, November 17, 1970.

'By 1968 I was beginning to feel that we could show a lot of dramatic things. I had this adventurous sense of 'Well, let's try it then,' which fairly often ended in disaster.'

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Activity – Your Dream App

What is an App

An application is a piece of software that is designed to meet a users specific needs or requirements.

Apps of the Future

If you could have an app that could do anything you can imagine what would it do?

What might this App do?

Know exactly what you want for dinner?

Predict the weather without ever being wrong?

Read your mind to send messages to your friends.

Design Your Dream App

• What does it do?

• What needs does it meet?

• Who will use it?

• What does it look like?

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Draw, label and explain a diagram of your dream app to display in your classroom.

Did You Know

The first ever smart phone was called Simon, created by IBM in 1994.

This phone only had ten built in apps.

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