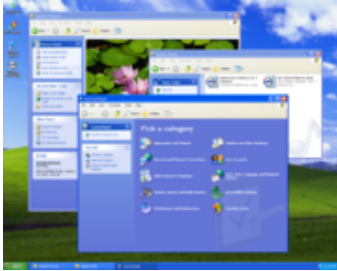


## English 2C: Friday, 3<sup>rd</sup>/4<sup>th</sup> Period

Instructor: Ralph Rose

June 20<sup>th</sup>, 2008

### Introduction



Look at the two “desktops” in the pictures above. What are some differences between a computer desktop and real desktop?

### Vocabulary 1

Make sure you know the meanings of the underlined words.

1. Early human cave paintings are so much more visceral than modern art.
2. The status quo for many big stars is a not-so-subtle lifestyle.
3. Technology provides many engaging ways for human to human interface.
4. In order to succeed, there's a lot of crap you have to put up with.

### Listening 1

You will hear the introduction to a talk by software developer Anand Agarawala. Listen and answer the following questions.

1. What is Anand's opinion of current computer desktop design?
2. Where does he take inspiration from?

### Vocabulary 2

How are these words related to each other: manipulable, grab, flip, crease, crumple

Make sure you know the meanings of the underlined words.

1. The properties of all things follow the laws of physics.
2. The grid-align feature is one way to prevent icons from colliding.
3. Please convey your criticisms of the class through the proper channels.
4. Post-it notes were one of the coolest inventions of the 1980s.

## **Listening 2**

Listen to the video (without watching) and answer the following questions.

1. How does Bumptop differ from current desktops?  
Instead of point-and-click, it's ...
2. What are three ways of browsing a pile of icons?
  - a. throw ...
  - b. flip ...
  - c. lay ...
3. What is a difference between big and small icons in Bumptop?

## **Listening 3**

Below is a transcript of the introduction. However, when you listen, you will notice that a lot of small words and phrases have been left out. Listen to the talk and make a mark where some words have been left out as in the example in the first line.

So, I believe that we're in the cave painting era of computer interfaces. They're very ... They don't go as deep or as emotionally engaging as they possibly could be. And I'd like to change all that. Hit me.

OK, so this is the status-quo interface, right? It's very flat, rigid. And OK so you could sex it up, and go to a much more lickable Mac. But really, it's the same old kind of crap we've had for the last thirty years. Point ...

I mean, I think we really put up with a lot of crap with our computers. I mean it's point-and-click, it's the menus, icons. It's all the same thing. And so, one kind of information space I take inspiration from is my real desk. It's so much more subtle, so much more visceral. You know what's visible, what's not. And I'd like to bring that experience to the desktop.

Make a list of some of the words/phrases that were left out. What do you think is their communicative value?