UIPrototyping with Smalltalk at THALES

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Pierre LABORDE

- UI Design Manager
- UX & Graphical Designer, Software Engineer

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- UI Solutions Architect
- Software Expert in Prototyping Languages

About**us**

THALES

- Defense Mission Systems
- Embedded
- Long life products

Our users

- Stressfull environnment
- Complex job and tasks

About**Us**

Speed MOCKup

- **Process** to capture user needs
- Framework to quickly prototype innovative UI

More than 12 years of **Smalltalk**

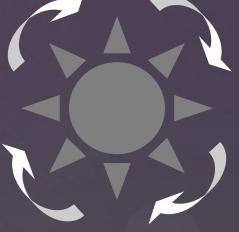




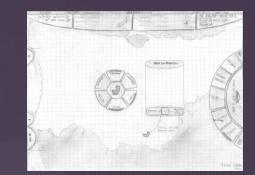
4. Industrial cost estimation



1. Observe in situ



3. Specifying speed prototyping



2. Collaborative Design



CaptureUser**Needs**

Dynamic UI

- Live conception
- Manipulate real samples of data

Like a real system

- Multi-user role playing game
- Representative mission scenario
- Representative user environment

Bridge to industrial development

- Similarity with industrial architecture
- Software complexity evaluation
- Assets generation

PrototypingUI

Best properties for prototyping UI!

- Live modifications
- Intuitive modeling language
- Easy to learn, simple sintax
- Multi platform
- Everything in one file

WhySmalltalk?

Component Model

• Lightweight CCM impl.

UI Tools

- 2D Graphical Engine
 - Design Job Oriented
- UI Widgets & UI Editor
 - Create and save graphic parts
 - Without code
 - Assets import/export

User Environment Simulation

SMOCKOverview

Georeferenced Interactive Views Network tools Innovative Device support

- Multi-touch
- VR headset
- Game Pad, Joystick
- Eye-trackers
- Etc.

SMOCKOverview

SOME UI... {

Architecture Component Model

- Lightweight CCM reimplementation
- Using Traits in Pharo
- Open Source MIT licence

UI Modeling language

- To model and define UI from user needs
- To generate UI for any kinds of gfx technologies
- Collaborating with Alain Plantec (UBO), Olivier Grisvard (THALES, IMT), Nolwenn Fournier (THALES)
- Open Source MIT licence

FuturWork

VR DEMO... Pharo Woden Special thanks to Ronie Salgado



Thank you for your attention! { Do you have any questions ?