Cool web resources

This would be a fine place to put interesting blog posts, web pages, interfaces you bump into, etc. that you think other folks would be interested in.

Let's put new stuff at the top

- **Apr 29**  [Rhythm Ring: Interactive Rhythm Sequencer](#)  This is an ECE 476 (microcontrollers) final project that a friend and I worked on. It's inspired by Peter Bennett's BeatBearing and leverages the concept of a tangible user interface.
- **Apr 18**  [Mario Kart Driving Simulator](#)  Mario Kart for Wii just came out and I thought this was appropriate since it shows a really cool way of hooking up the old Mario Kart for SNES. This team basically designed a physical simulator which takes the experience to a whole new level. Includes jumping and boosting. So good.
- **Apr 16**  [Television without Pity](#)  This is a website that gives thorough summaries of certain TV dramas, comedies & reality shows—with a bit of spice of course. The site also provides forums where members can converse about countless TV topics. Interesting site that meets needs of many TV show fans.
- **Apr 8**  [ubiquitous computing](#)  You can find "how to" do almost anything on this website. From how to pop a pimple to how to eat a banana like a monkey, there is bound to be something here that you would find interesting. There are some neat design ideas here as well.
- **Mar 25**  [Phones with feeling are more useful](#)  A little feedback makes touch phones much easier to use.
- **Mar 9**  [Coming Soon: Nothing Between You and Your Machine](#)  NY Times article about how surfing the web may change to a more graphics-based endeavor
- **Mar 5**  [New Computer Input Device with Feedback!](#)  Could it revolutionize HCI?
- **Mar 4**  [Check out humanized.com's RSS Reader](#)  notice how it automatically loads "the next ten" oldest posts so you never have to click on "see 10 previous entries". Also, for those of you who want to try out a working pie menu system check out Songza by the same people.
- **Mar 2**  [A cute story about ubiquitous computing](#)  and designing systems where the computer is just part of the show, and a small part at that. Has a little bit of prototyping stuff too.
- **Feb 28**  [Funny little pic that Hronn sent](#)  about fear of remote controls.
- **Feb 13**  [I thought this blog post](#)  was apropos to our discussion on Icon design that's popped up recently. It's also for some reason a really well dugg article.
- **Feb 11**  [Dreaming about a teaching GUI](#). I don't buy the actual ideas but it's cool to think about how to marry GUIs and CLIs a little better, a la Launchy. - DanCo
- **Feb 10**  [Dreaming about web usability](#)  that at least touches on some of the ideas around attention and perception that we'll be poking at on Tuesday.
- **Feb 9**  [Here's a nice article about web usability](#)  that at least touches on some of the ideas around attention and perception that we'll be poking at on Tuesday.
- **Feb 8**  [This article addresses several issues we have talked about in class already, such as hard to use interfaces, too many features, and several other ideas facing new technology.](http://redtape.msnbc.com/2008/01/ces-but-will-th.html#posts)
- **Feb 7**  [Jakob Nielsen on user web skills](#)  Nielsen's been doing usability, especially web usability, for years and years. His own design is... sparse... but he talks about good stuff in his alertbox columns, which should probably be regular reading for HCI folks.
- **Feb 6**  [The Register thinks people are bored with social networking](#). Quote: "On Facebook behaviour seems much the same; join, accumulate dozens of semi-friends, spy on a few exes for a bit, play some Scrabulous, get bored, then get on with your life, occasionally dropping in to respond to a message or see some photos that have been posted." True?
- **Feb 5**  [Musicovery: a little music app](#)  that lets you set the mood you want to hear. Pretty interface - does it match how people really listen to music?
- **Feb 4**  [Baby Name Voyager](#)  is a cool little visualization that lets you visualize how popular baby names were since the 1900s.
- **Feb 3**  [We Feel Fines](#)  is a visualization that lets you visualize the current mood of the internet measured via livejournals
- **Feb 2**  [Digg Labs](#)  is a collections of visualizations - Swarm, Stack, BigSpy, Arc, and Pics that lets you see the current state of the social news site, Digg.com
- **Feb 1**  [Twitter Blocks](#)  helps you explore twitter via a visualization of blocks that path depending on who follows whom on Twitter.com
- **Jan 31**  [Dont Click It](#)  is an interactive web experiment that explores what the web would be like if you never had to click anything.
- **Jan 30**  [Clouds](#)  a new genre game that explores what it is like to fly among the clouds.
- **Jan 29**  [Fl0w](#)  similar to Cloud, is a new genre game that explores flow in games.
- **Jan 28**  [Etsy](#)  has some fantastic visualizations to shop their crafts auctions. Click on the various ways to shop on the left side bar to see the visualizations. I especially like “Time Machine” and “GeoLocator”.
