Fighting Feature Creep: Lessons from the Evolution of Handheld Computing

Handheld computers have come a long way since the humble PalmPilot was introduced in 1996. Over the years, they have evolved from simple organizers to sophisticated smartphones. The core design philosophy continues to be simplicity and ease of use, however. Rob Haitani will share his experiences and the challenges in adapting to the changing markets and customer requirements.

Rob Haitani, product design architect for palmOne, has long been involved in the development of Palm OS and the devices it supports. Rob was product manager and UI design lead for the first three generations of the PalmPilot and Palm OS. His work included the FEP text input design for the Japanese version of the operating system. Rob joined Handspring in 1998, where he worked on three generations of smartphone product designs.

Before Palm, Rob spent five years in the computer video and display divisions of Sony in Japan. He holds a bachelor’s degree from Yale.

Complete abstract and bios: http://www.baychi.org/program/