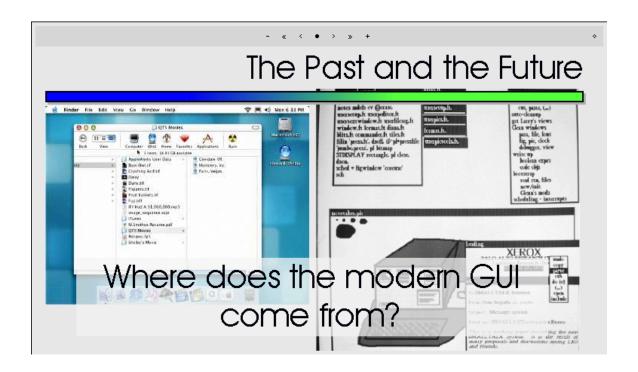


Eric Scharff Design, Learning and Collaboration 4-Feb-2002

Overview

- What is Squeak?
- Why do we care?
- Squeak's Perspective on
  - ° Design
  - ° Learning
  - ° Collaboration



## The Legendary Demo

- In 1979, Steve Jobs visited Xerox PARC
- · He saw a demo of a lot of stuff
- In particular, he saw:
  - ° The Graphical User Interface
  - ° Object-Oriented Programming
  - ° Local Area Networking
- · What if he missed something?

## What is Squeak?

- Squeak is:
  - ° An implementation of a Smalltalk-80
  - ° A programming environment
  - ° A multimedia authoring tool
  - ° An educational system
- Squeak is all of these!
- Squeak—an environment that supports creative expression through computers

Squeak in Action

 Better to Exerience! (Warning! Enough stuff for *many* demos)

