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And thus too was ultimately born this book Talk to Me Paola Antonelli, 2011 Published in conjunction with an exhibition at The Museum of Modern Art Talk to Me thrives on an important late 20th century cultural development in design a shift from the centrality of function to that of meaning From this new perspective objects contain information that goes well beyond their immediate use or appearance providing access to complex systems and networks and acting as gateways and interpreters Whether openly and actively or in subtle subliminal ways things talk to us and designers write the initial script that lets us develop and improvise the dialogue Talk to Me focuses on objects that involve direct interaction such as interfaces information systems communication devices and projects that establish a practical emotional or even sensual connection between their users and entities such as cities companies governmental institutions as well as other people The featured objects range in date from the early 1980s beginning with the first Graphic User Interface developed by Xerox Parc in 1981 with particular attention given to projects from the last five years and to several ones currently in development Included are a diverse array of examples from computer and machine interfaces to websites video games devices and tools and installations Organized thematically Talk to Me features essays by Paola Antonelli Jamer Hunt Alexandra Midel Kevin Slavin and Koi Vinh By introducing design practices that are becoming increasingly crucial to our world the book presents a highly distilled sample of today's best design production that uses technology in creative and unexpected ways showing how rich and deep design's influence will be on our future **InfoWorld**, 1993-08-09 InfoWorld is targeted to Senior IT professionals Content is segmented into Channels and Topic Centers InfoWorld also celebrates people companies and projects **Popular Mechanics**, 1950-04 Popular Mechanics inspires instructs and influences readers to help them master the modern world Whether it's practical DIY home improvement tips gadgets and digital technology information on the newest cars or the latest breakthroughs in science PM is the ultimate guide to our high tech lifestyle *EDN*, 2005

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