Smalltalk introduced the world to Object-Oriented programming, a way of representing software. Smalltalk was created over the course of a decade starting in 1972 at Xerox’s Palo Alto Research Center (better known as Xerox PARC) by the company’s Learning Research Group.

When people talk about Smalltalk as a professional programming language it’s almost always Smalltalk-the (launched in 1980) they’re thinking about, but in fact Smalltalk had dozens of versions and revisions in the preceding decade.

Smalltalk was originally intended as a medium of expression, and not a professional developers’ tool until much later.

Alan Kay, influenced by the media studies of Marshall McLuhan and inspired by the revolutionary work being done with computers in space, California, began the Smalltalk project as a personal dynamic medium of expression for personal computers. Alan gave the concept its name and its first four forms in Smalltalk.

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