Abstract: The term “Aspect-Oriented Programming” (AOP) came into existence sometime between November of 1995 and May of 1996, at the Xerox Palo Alto Research Center (PARC). AOP was based on an extensive body of prior work, but somehow the existing terminology wasn’t appropriate for describing what we were doing. The new programming technology we were beginning to devise was going to change the world! In this article I will give my own account of how AOP – the ideas, the technologies and the name – came to be. But History is just marginally interesting if one doesn’t make the effort to learn from it and apply that knowledge in things that are still to come. AOP didn’t quite “change the world” but, no doubt, it had an impact in research communities and in programming at- large. There are valuable lessons to be learned from the emergence of AOP, and an analysis of those is the ultimate goal of this article.