1. | Record Nr. | UNINA9910483095303321 |

Titolo	End-User Development [[electronic resource]] : 5th International Symposium, IS-EUD 2015, Madrid, Spain, May 26-29, 2015. Proceedings / / edited by Paloma Díaz, Volkmar Pipek, Carmelo Ardito, Carlos Jensen, Ignacio Aedo, Alexander Boden
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2015
ISBN	3-319-18425-3
Edizione	[1st ed. 2015.]
Descrizione fisica	1 online resource (XVIII, 304 p. 64 illus.)
Collana	Programming and Software Engineering ; ; 9083
Disciplina	650.0285
Soggetti	Software engineering User interfaces (Computer systems) Computers and civilization Application software Software Engineering User Interfaces and Human Computer Interaction Computers and Society Information Systems Applications (incl. Internet)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Designing for End-User Development in the Internet of Things -- Natural Notation for the Domestic Internet of Things -- Engineering the creative co-design of augmented digital experiences with cultural heritage -- A Review of Research Methods in End User Development -- My program, my world: Insights from 1st-person reflective programming in EUD education -- End-User Development in Second Life: Meta-design, Tailoring and Appropriation -- Extreme Co-Design: Prototyping With and By the User for Appropriation of Web-Connected Tags -- Building and using home automation systems: a field study -- FRAMES A Framework for Adaptable Mobile Event-Contingent Self-Report Studies -- Social-QAS: Tailorable Quality Assessment Service for Social Media Content -- Instilling a Culture of Participation: Technology-Related Skills and Attitudes of Aspiring Information

Professionals -- Lessons Learned in the Design of Configurable Assistive Technology with Smart Devices -- Analysing How Users Prefer to Model Contextual Event-Action Behaviours in their Smart hones -- Interaction Anticipation: Communicating Impacts of Groupware Configuration Settings to Users -- Involving Children in Design Activities Using the Chi Co Exploratory Co-design Technique -- Face Mashup: Enabling End User Development on Social Networks Data -- Sketch Code an Extensible Code Editor for Crafting Software -- Physical Prototyping of Social Products through End-User Development -- Pervasive Displays in the wild: employing End User Programming in adaption and re-purposing -- Towards a Toolkit for the Rapid Creation of Smart Environments -- Making mashups actionable through elastic design principles -- Assisted Composition of Services on Mobile Devices -- Everyday tools used for Avionics User Modifiable Software automatic generation -- Investigating the Barriers Experienced by Adult End-User Developers when Physical Prototyping -- EMA IDEs: A Challenge for End-User Development -- End User Development System for Adaptive Augmented Environments -- Cultures of Participation in the Digital Age: Coping with Information, Participation and Collaboration Overload -- Searching in a Playful Manner -- IS-EUD 2015 Studio: Exploring End User Programming of Interactive Spaces -- Creating Game-Like Content in Android Devices: The Mokap Hackathon -- Spatial Awareness in Mobile Devices to Compose Data Source: a Utilization Study -- Hands-on actionable mashups -- A Platform for Creating Digital Educational Games as Combinations of Archetypical Games.

Sommario/riassunto	This book constitutes the refereed proceedings of the 5th International Symposium on End-User Development, IS-EUD 2015, held in Madrid, Spain, in May 2015. The 10 full papers and 13 short papers were presented at the event. Additionally, the volume contains 2 keynote speeches, 3 doctoral consortia papers, 1 workshop paper, and 6 EUD-playground papers. The papers provide a broad overview of the current state of End-User Development research.