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| Altri autori (Persone) | LuoYuhua |
| Disciplina | 620.0042 |
| Soggetti | User interfaces (Computer systems) Human-computer interaction Compilers (Computer programs) Software engineering Computer programming Computer networks Computer engineering User Interfaces and Human Computer Interaction Compilers and Interpreters Software Engineering Programming Techniques Computer Communication Networks Computer Engineering and Networks |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
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| Nota di bibliografia | Includes bibliographical references and index. |
| Nota di contenuto | Collaboration in Global Software Engineering Based on Process Description Integration -- Design Concept Development of a Cooperative Online Support Platform for Music Creation -- Implementation of a Web-Based Collaborative Process Planning System -- Cooperative Analysis of Production Systems with Simulation Techniques -- Collaborative Web-Enabled GeoAnalytics Applied to OECD Regional Data -- Visualizing Cooperative Activities with Ellimaps: |

The Case of Wikipedia -- Exploring Context Semantics for Proactive Cooperative Visualization -- DooSo6: Easy Collaboration over Shared Projects -- Scientific Literature Metadata Extraction Based on HMM -- An Ontology-Based Collaborative Design System -- Parallelizing the Design and Development of a Monitoring System -- Model-Based Collaborative Design in Engineering -- A Cooperative Application to Improve the Educational Software Design Using Re-usable Processes -- Undo-Based Access Control for Distributed Collaborative Editors -- Personalized Context-Aware Collaborative Filtering Based on Neural Network and Slope One -- User Studies of a Sketch-Based Collaborative Distant Design Solution in Industrial Context -- A Conceptual Model for Analysing Collaborative Work and Products in Groupware Systems -- Semantic Web Technology Applied for Description of Product Data in Ship Collaborative Design -- A Synthetic Subjective Preference Model for Collaborative Design Partners Selection -- Partner Selection for Interfirm Collaboration: The Context of Ship Design -- Probability-Based Determination Methods for Service Waiting in Service-Oriented Computing Environments -- A Process Management System for Networked Manufacturing -- Creating Shared Mental Models: The Support of Visual Language -- Visualization of Cooperative Decision Making -- Role-Specific Practices as Guidelines for Information Visualization in Service Systems -- 3D Virtual Environment Used to Support Lighting System Management in a Building -- A Framework for Link Sharing in Cooperative Cross-Media Information Spaces -- A Cooperative Personal Agenda in a Collaborative Team Environment -- The Cooperative Conceptualization of Urban Spaces in AI-Assisted Environmental Planning -- Remote Video Monitor of Vehicles in Cooperative Information Platform -- Cooperative Operating Control Based on Virtual Resources and User-Suited HCI -- An Extensible Scientific Computing Resources Integration Framework Based on Grid Service -- Tools to Support the Design, Execution and Visualization of Instructional Designs -- Towards a Cooperative Traffic Network Editor -- Mixture Model and MDSDCA for Textual Data -- Synchronous Communication Media in the Software Requirements Negotiation Process -- IMSF: Infinite Methodology Set Framework -- A Tool to Enhance Cooperation and Knowledge Transfer among Software Developers -- Architecture of the DICTE Collaboration Platform -- A Spatial Faithful Cooperative System Based on Mixed Presence Groupware Model -- A Cooperative Group-Based Sensor Network for Environmental Monitoring -- WAVA: A New Web Service for Automatic Video Data Flow Adaptation in Heterogeneous Collaborative Environments -- Test Suite Cooperative Framework on Software Quality -- Model Based Testing for Horizontal and Vertical Collaboration in Embedded Systems Development -- Towards Supporting Phases in Collaborative Writing Processes -- Determining the Reliability of Cooperative Decisions by Sensitivity Analysis of Quantitative Multicriteria Decision Methods -- A Collaborative Reasoning Maintenance System for a Reliable Application of Legislations -- Web-Based Visualization of Student Cooperation during Distributed Laboratory Experimentation -- An Agent Based Collaborative Simplification of 3D Mesh Model -- The Incremental Launching Method for Educational Virtual Model -- Experimental Investigation of Co-Presence Factors in a Mixed Reality-Mediated Collaborative Design System -- Dynamic Resilient Workflows for Collaborative Design -- Optimization of Product Development Process Based on Multi-agent Simulation -- A Design of Product Collaborative Online Configuration Model -- Project-Based Collaborative Engineering Design and Manufacturing Learning with PLM Tools -- A Proposed Collaborative

Framework for Prefabricated Housing Construction Using RFID Technology -- Cooperative Supply Chain Re-scheduling: The Case of an Engine Supply Chain -- Cooperative Secure Data Aggregation in Sensor Networks Using Elliptic Curve Based Cryptosystems.

Sommario/riassunto

This book constitutes the refereed proceedings of the 6th International Conference on Cooperative Design, Visualization, and Engineering, CDVE 2009, held in Luxembourg, Luxembourg, in September 2009. The 58 revised full papers presented were carefully reviewed and selected from numerous submissions. The papers focus on two main aspects: 1. Cooperation in the software development process, addressing topics such as the development of shared mental models; tools for shared projects; sharing links for cross-media information spaces; and sharing resources and transfer of knowledge among team members. 2. The variety of cooperative software products, ranging from cooperative support for music creation; cooperative process management systems; cooperative visualization systems for geographic information; cooperative cultural information sharing platforms; cooperative reasoning systems; cooperative sensor networks for environment monitoring; to remote cooperative video vehicle monitoring systems. .
