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Nota di contenuto	EMU in the Car: Evaluating Multimodal Usability of a Satellite Navigation System -- Comparing Mixed Interactive Systems for Navigating 3D Environments in Museums -- An Attentive Groupware Device to Mitigate Information Overload -- Multi-fidelity User Interface Specifications -- HOPS: A Prototypical Specification Tool for Interactive Systems -- Systematic Analysis of Control Panel Interfaces Using Formal Tools -- Investigating System Navigation Ergonomics through Model Verification -- Tool Support for Representing Task Models, Dialog Models and User-Interface Specifications -- Towards a Library of Workflow User Interface Patterns -- Specification and Verification of

Multi-agent Systems Interaction Protocols Using a Combination of AUML and Event B -- Pattern Languages as Tool for Discount Usability Engineering -- Cascading Dialog Modeling with UsiXML -- Designing Graphical Elements for Cognitively Demanding Activities: An Account on Fine-Tuning for Colors -- Lightweight Coding of Structurally Varying Dialogs -- ReWiRe: Designing Reactive Systems for Pervasive Environments -- Toward Multi-disciplinary Model-Based (Re)Design of Sustainable User Interfaces -- A Model-Based Approach to Supporting Configuration in Ubiquitous Systems -- Exploiting Web Services and Model-Based User Interfaces for Multi-device Access to Home Applications -- Resources for Situated Actions -- An Architecture and a Formal Description Technique for the Design and Implementation of Reconfigurable User Interfaces -- COMET(s), A Software Architecture Style and an Interactors Toolkit for Plastic User Interfaces -- Executable Models for Human-Computer Interaction -- A Middleware for Seamless Use of Multiple Displays -- Graphic Rendering Considered as a Compilation Chain -- Towards Specifying Multimodal Collaborative User Interfaces: A Comparison of Collaboration Notations -- Towards Characterizing Visualizations -- Towards Usability Evaluation for Smart Appliance Ensembles -- Task Model Refinement with Meta Operators -- Utilizing Dynamic Executable Models for User Interface Development.

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### Sommario/riassunto

This book constitutes the refereed proceedings of the 15th International Workshop on Design, Specification, and Verification of Interactive Systems, DSV-IS 2008, held in Kingston, Canada, in July 2008. The 21 revised full papers and 10 late breaking and experience report papers presented were carefully reviewed and selected from numerous submissions for inclusion in the book. The papers cover user interface evaluation and specification, with particular emphasis on the use of task models to provide high-level approaches for capturing the intended functionality of a user interface; examining techniques for modeling user interfaces, particularly for mobile and ubiquitous applications; advanced implementation techniques for interactive systems; and architecture of interactive systems with special focus on evaluation and specification.

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