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Nota di contenuto	Keynote -- Tasks = Data + Action + Context: Automated Task Assistance through Data-Oriented Analysis -- TAMODIA Long Papers -- Assessment of Object Use for Task Modeling -- Task Model-Based Usability Evaluation for Smart Environments -- From Task to Agent-Oriented Meta-models, and Back Again -- Steps in Identifying Interaction Design Patterns for Multimodal Systems -- Information Supply Mechanisms in Ubiquitous Computing, Crisis Management and Workflow Modelling -- A Method for Modeling Interactions on Task Representations in Business Task Management Systems -- AMBOSS: A Task Modeling Approach for Safety-Critical Systems -- TAMODIA Short Papers -- UI Design without a Task Modeling Language – Using BPMN and Diamodl for Task Modeling and Dialog Design -- Task-Based Development Methodology for Collaborative Environments -- An Event-Condition-Action Approach for Contextual Interaction in Virtual Environments -- Automated Usability Evaluation during Model-Based Interactive System Development -- Integrating Groupware Notations with UML -- HCSE Long Papers -- MuiCSer: A Process Framework for Multi-disciplinary User-Centred Software Engineering Processes -- A

Fluid Flow Approach to Usability Analysis of Multi-user Systems -- Task-Driven Plasticity: One Step Forward with UbiDraw -- HCSE Short Papers -- The Guilet Dialog Model and Dialog Core for Graphical User Interfaces -- An Ontology-Based Adaptation Framework for Multimodal Interactive Systems -- Some Thoughts about the Horizontal Development of Software Engineers -- Involving End Users in Distributed Requirements Engineering -- Concepts for Analysis and Design of Mobile Healthcare Applications -- ShaMAN: An Agent Meta-model for Computer Games -- A Study on Appropriate Plant Diagram Synthesis for User-Suited HMI in Operating Control -- Preserving Rich User Interface State in Web Applications across Various Platforms -- From Desktop to Tabletop: Migrating the User Interface of AgilePlanner -- Learning Key Contexts of Use in the Wild for Driving Plastic User Interfaces Engineering -- The Ecology of Participants in Co-evolving Socio-technical Environments -- Demonstrations -- User Interface Migration between Mobile Devices and Digital TV -- Demonstration of Software Components for End-User Development -- Transactions in Task Models.

Sommario/riassunto	This book constitutes the combined proceedings of the second working conference on Human-Centred Software Engineering (HCSE 2008) and the 6th International Workshop on TAsk MOdels and DIAgrams (TAMODIA 2008); jointly held as EIS 2008, the international event on Engineering Interactive Systems, in Pisa, Italy, in September 2008. The 3 revised full and 11 revised short papers of HCSE 2008 and 7 revised long and 5 revised short papers of TAMODIA 2008 presented together with a keynote paper and 3 demonstration papers were carefully reviewed and selected from numerous submissions for inclusion in the book. HCSE 2008 addresses the scientific foundations of user interface design, examining the relationship between software engineering and human-computer interaction and user-centred design as an essential part of software engineering process. TAMODIA 2008 is an international workshop on models, such as task models and visual representations in Human-Computer Interaction and focuses on notations used to describe user tasks ranging from textual and graphical forms to interactive, multimodal and multimedia tools.