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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Invited Paper -- Meta-User Interfaces for Ambient Spaces -- Tool Support -- Tool Support for Handling Mapping Rules from Domain to Task Models -- Towards Visual Analysis of Usability Test Logs Using Task Models -- Model-Based Interface Development -- Dialog Modeling for Multiple Devices and Multiple Interaction Modalities -- Model-Based Support for Specifying eService eGovernment Applications -- A Model-Based Approach to Develop Interactive System Using IMML -- User Interface Patterns -- PIM Tool: Support for Pattern-Driven and Model-Based UI Development -- Pattern-Based UI Design: Adding Rigor with User and Context Variables -- Error Patterns: Systematic Investigation of Deviations in Task Models -- Using an Interaction-as-Conversation Diagram as a Glue Language for HCI Design Patterns on the Web -- Bridging the Gap: Driven by Models -- An MDA Approach for Generating Web Interfaces with UML ConcurTaskTrees and Canonical Abstract Prototypes -- High-Level Modeling of Multi-user Interactive Applications -- Goals: Interactive Multimedia Documents Modeling -- Task-Centered Design -- Using Task Models for Cascading Selective Undo -- Exploring Interaction Space as Abstraction

Mechanism for Task-Based User Interface Design -- Multi-modal User Interfaces -- Comparing NiMMiT and Data-Driven Notations for Describing Multimodal Interaction -- Incorporating Tilt-Based Interaction in Multimodal User Interfaces for Mobile Devices -- An HCI Model for Usability of Sonification Applications -- Reflections on Tasks and Activities in Modeling -- Non-functional User Interface Requirements Notation (NfRn) for Modeling the Global Execution Context of Tasks -- Requirements Elicitation and Elaboration in Task-Based Design Needs More Than Task Modelling: A Case Study -- Discovering Multitasking Behavior at Work: A Context-Based Ontology -- The Tacit Dimension of User Tasks: Elicitation and Contextual Representation -- Context and Plasticity -- The Comets Inspector: Towards Run Time Plasticity Control Based on a Semantic Network -- A Prototype-Driven Development Process for Context-Aware User Interfaces.

Sommario/riassunto

We are proud to present the TAMODIA 2006 proceedings. In 2006, the TA- MODIA workshop celebrated its ?fth anniversary. TAMODIA is an obscure acronym that stands for TAsk MOdels and DIAgrams for user interface - sign. The ?rst edition of TAMODIA was organized in Bucharest (Romania) by Costin Pribeanu and Jean Vanderdonckt. The fact that ?ve years later the TAMODIAseriesofworkshopsstillcontinuessuccessfullyprovestheimportance of this research area for the human–computer interaction community! The ?rst workshopaimed at examining how multiple forms of task expressionscan sign- icantly increase or decrease the quality of user interface design. This is still the scope of the current edition; we tried to assemble papers that discuss how the complexity of HCI design and development can be managed with tasks, models and diagrams. Much like the previous editions, the selection of papers from the 2006 edition re?ects the broad scope of this ?eld, which cannot be labeled with a single title or term. The invited paper is by Jo¨ elle Coutaz and discusses meta-user interfaces for ambient spaces. Finding appropriate ways to design and develop user interfaces for interactive spaces is becoming an important challenge for the creation of future usable applications. This exciting work gives a good feel of the new type of user interfaces and the required new approaches we are evolving toward when we want to realize the vision of ambient intelligent environments and create systems that can be used and controlled by the end-users.