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Collana	Programming and Software Engineering ; ; 9083
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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)
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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 phones -- 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.
