

1. Record Nr.	UNISA996464532703316
Titolo	End-user development : 8th International Symposium, IS-EUD 2021, virtual event, July 6-8, 2021 : proceedings // Daniela Fogli [and five others] (editors)
Pubbl/distr/stampa	Cham, Switzerland : , : Springer, , [2021] ©2021
ISBN	3-030-79840-2
Descrizione fisica	1 online resource (246 pages)
Collana	Lecture notes in computer science ; ; 12724
Disciplina	650.0285
Soggetti	End-user computing
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intro -- Preface -- Organization -- Contents -- Invited Talk -- End-User Development: Empowering Stakeholders with Artificial Intelligence, Meta-Design, and Cultures of Participation -- 1 Introduction -- 2 End-User Development (EUD) -- 3 Artificial Intelligence (AI) -- 4 Integrating EUD and AI -- 4.1 Explainable AI (XAI) -- 4.2 Meta-Design -- 4.3 Cultures of Participation -- 5 Socio-Technical Environments Exploring EUD and AI Perspectives -- 5.1 Adaptive and Adaptable Systems -- 5.2 Domain-Oriented Design Environments (DODEs) -- 5.3 Context-Aware Systems -- 6 Challenges for the Future -- 6.1 EUD Objectives for Democratizing AI -- 6.2 Participation Overload in the Context of Personally Irrelevant Problems -- 6.3 Cultural Transformations -- 7 Conclusions -- References -- Full Papers -- Reconsidering End-User Development Definitions -- 1 Introduction -- 2 A Cause to Reconsider Commonly Used Definitions -- 3 End-User Development Is an Evolving Concept -- 4 Software Development Is an Evolving End-User Development Practice -- 5 Professional Software Development -- 5.1 Connotations of Professionalism -- 5.2 Software Development Does Not Have a Singular Model of Labour -- 6 Replacing Professional Development with Technical Development -- 7 Resolution of the Contradiction -- 8 Conclusion -- References -- An End-User Development Approach to Secure Smart Environments -- 1 Introduction -- 2 Background

and Related Work -- 3 Intrusion Defender: A Smart Object to Secure Smart Environments -- 4 Design of Abstraction Mechanisms to Customize Smart Environments Security Through ECA Rules -- 4.1 A Card-Sorting Study to Reduce Information Overload -- 4.2 Design of the Event Description for the ID Smart Object -- 5 Evaluation -- 5.1 Study Design and Participants -- 5.2 Procedure -- 5.3 Data Collection and Analysis -- 5.4 Results -- 6 Discussion.

7 Conclusion and Future Work -- References -- Comparative Analysis of Composition Paradigms for Personalization Rules in IoT Settings -- 1 Introduction -- 2 Related Work -- 3 The Tailoring Environments -- 4 User Study -- 4.1 Participants -- 4.2 Test Organisation -- 4.3 Questionnaire Results -- 4.4 Analysis of Rules Correctness -- 5 Discussion -- 6 Conclusions and Future Work -- References --

Devices, Information, and People: Abstracting the Internet of Things for End-User Personalization -- 1 Introduction -- 2 Background and Related Works -- 3 Diary Study -- 4 Results -- 4.1 Personalizing the IoT Through Different Abstractions -- 4.2 The Right Abstraction for the Right Context -- 5 Design Opportunities for Personalizing the IoT -- 6 Limitations -- 7 Conclusions -- References --

Help Me Create Smart Things: How to Support Design and Art Students at a Distance -- 1 Introduction -- 2 Background on the SNaP Tool -- 3 Related Work -- 3.1 Creativity and Its Evaluation -- 3.2 Meta-design -- 4 Workshop Design -- 4.1 Participants and Context -- 4.2 Research Questions and Data Collection -- 4.3 Protocol -- 5 Results -- 5.1 Elaboration of Smart Thing Ideas -- 5.2 Unexpected Usages of the Tool -- 6 Reflections and Recommendations -- 6.1 Elaboration of Smart Thing Ideas -- 6.2 Unexpected Usages of the Tool and Recommendations -- 7 Conclusions -- References --

Personalization in a Paper Factory -- 1 Introduction -- 2 Related Work -- 3 Domain Analysis and Requirements Elicitation Through Interviews -- 4 The Case Study Considered -- 5 The Architecture of the Solution -- 5.1 The Tailoring Environment for the Paper Industry Domain -- 6 User Study -- 6.1 Tasks -- 6.2 Participants -- 6.3 Results -- 7 Discussion -- 8 Conclusion and Future Work -- References --

Learning Domain Knowledge Using Block-Based Programming: Design-Based Collaborative Learning -- 1 Introduction. 2 Related Work -- 2.1 Brief Review of Literature on Block-Based Programming -- 2.2 Domain-Oriented Design Environments: Visual Language vs. Components -- 2.3 Group Cognition Review of Computer-Supported Collaborative Learning -- 3 Analytical Framework: Design-Based Collaborative Learning -- 4 Methods -- 4.1 Data Collection -- 4.2 Data Analysis -- 5 Data and Analysis -- 5.1 Verbal Data Extract 1: Simulating a Die -- 5.2 Verbal Data Extract 2: Programming the Microbit to Print Gene Codes -- 5.3 Verbal Data Extract 3: Microbit as a Burglar Alarm -- 6 Discussion and Conclusions -- References --

Lessons Learned from Using Reprogrammable Prototypes with End-User Developers -- 1 Introduction -- 2 Related Work -- 3 Case -- 3.1 Summary of the Preceding Work -- 3.2 Prototype -- 3.3 Workshop Procedure -- 3.4 Participants -- 3.5 Data Collection and Analysis -- 4 Observations -- 5 Lessons Learned -- 5.1 Familiarization -- 5.2 Conflation of the Platform and the Prototype -- 5.3 Aligning Expectations and Facilitating Exploration -- 5.4 Catering to Different Levels of Programming Experience -- 6 Limitations and Future Work -- 7 Conclusion -- References --

Design of a Chatbot to Assist the Elderly -- 1 Introduction -- 2 Elderly Assistance with a Virtual Agent -- 3 Design Strategies to Develop a Chatbot for Assisting the Elderly -- 3.1 A Preliminary Evaluation of Charlie's Functionalities -- 4 A EUD Solution for Training the Virtual Agent -- 4.1 EUD Strategies for Designing Chatbots -- 4.2 EUD Strategies

to Train Charlie -- 4.3 Intelligent Suggestions of Rules -- 4.4 Protocol for Counterfactual Explanations -- 5 Conclusions -- References -- A Jigsaw-Based End-User Tool for the Development of Ontology-Based Knowledge Bases -- 1 Introduction -- 2 Ontology-Based Knowledge Bases -- 3 Creating Ontology-Based Knowledge Bases with DIY-KR-KIT.

3.1 Using the Jigsaw Metaphor for Knowledge Base Construction -- 3.2 DIY-KR-KIT Tool -- 4 User Study -- 5 Related Work -- 6 Conclusion and Future Work -- References -- Short Papers -- 'Expected Most of the Results, but Some Others...Surprised Me': Personality Inference in Image Tagging Services -- 1 Introduction -- 2 Methodology -- 3 Analysis and Results -- 4 Concluding Remarks -- References -- Providing a Notifications System to Software Services with HomeSerBot -- 1 Introduction -- 2 Related Work -- 3 HomeSerBot -- 3.1 Telegram Bot -- 3.2 Back-End and Data Management -- 3.3 The Administration Panel -- 4 Conclusion and Future Works -- References -- Design Requirements for Recommendations in End-User User Interface Design -- 1 Introduction and Related Work -- 2 Design Recommendation Survey -- 2.1 Presentation of Design Recommendations -- 2.2 Trust in Design Recommendations -- 2.3 Willingness to Share Personal Data -- 3 Design Requirements -- 4 Conclusion -- References -- PAC-Bot: Writing Text Messages for Developing Point-and-Click Games -- 1 Introduction -- 2 Related Work -- 3 The Intelligent Agent: PAC-Bot -- 3.1 Technical Implementation -- 4 Assessing the Chatbot Effect on the Rule-Authoring -- 5 Conclusion and Future Work -- References -- Work-in-Progress Papers -- Supporting Museums and Robot Theatre Using Quando - an Event First, Visual Block Toolset -- 1 Background -- 2 Quando Block Concepts -- 2.1 Visual Elements -- 2.2 Less Used Parameter Hiding -- 2.3 Run Time Varying Values Within a Numeric Range -- 3 Developing End User Visual Blocks -- 3.1 Inventor Blocks -- 4 Discussion and Conclusion -- References -- Doctoral Consortium -- Supporting End User Development in Extended Reality Through Natural Language Rules -- 1 Introduction -- 2 Related Work -- 3 Current Status of the Research -- 4 Conclusions -- 5 University Doctoral Program and Context. References -- Author Index.
