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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