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Soggetti	User interfaces (Computer systems) Electrical engineering Software engineering Application software Computers and civilization User Interfaces and Human Computer Interaction Electrical Engineering Software Engineering Information Systems Applications (incl. Internet) Computers and Society
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Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Keynote Speakers -- Aura: Distraction-Free Ubiquitous Computing -- Supporting Casual Interaction Between Intimate Collaborators -- Turning the Art of Interface Design into Engineering -- Software Engineering Methods -- Towards a UML for Interactive Systems -- An Interdisciplinary Approach for Successfully Integrating Human-Centered Design Methods into Development Processes Practiced by Industrial Software Development Organizations -- From Usage Scenarios to Widget Classes -- Evaluating Software Architectures for Usability -- Formal Methods -- Interactive System Safety and Usability Enforced with the Development Process -- Detecting Multiple Classes

of User Errors -- Toolkits -- Exploring New Uses of Video with VideoSpace -- Prototyping Pre-implementation Designs of Virtual Environment Behaviour -- QtK - A Mixed Declarative/Procedural Approach for Designing Executable User Interfaces -- User Interface Evaluation -- Consistency in Augmented Reality Systems -- Heuristic Evaluation of Groupware Based on the Mechanics of Collaboration -- An Organizational Learning Method for Applying Usability Guidelines and Patterns -- User Interface Plasticity -- Pervasive Application Development and the WYSIWYG Pitfall -- A Unifying Reference Framework for the Development of Plastic User Interfaces -- 3D User Interfaces -- Building User-Controlled 3D Models and Animations for Inherently-3D Construction Tasks: Which Tool, Which Representation? -- Unconstrained vs. Constrained 3D Scene Manipulation -- Input and Output Devices -- Toward Natural Gesture/Speech Control of a Large Display -- An Evaluation of Two Input Devices for Remote Pointing -- Does Multi-modal Feedback Help in Everyday Computing Tasks? -- Mobile Interaction -- Information Sharing with Handheld Appliances -- Dynamic Links for Mobile Connected Context-Sensitive Systems -- Mobile Collaborative Augmented Reality: The Augmented Stroll -- Context Sensitive Interaction -- Modelling and Using Sensed Context Information in the Design of Interactive Applications -- Delivering Adaptive Web Content Based on Client Computing Resources -- How Cultural Needs Affect User Interface Design?.

Sommario/riassunto

The papers collected here are those selected for presentation at the Eighth IFIP Conference on Engineering for Human-Computer Interaction (EHCI 2001) held in Toronto, Canada in May 2001. The conference is organized by the International Federation of Information Processing (IFIP) Working Group 2.7 (13.4) for Interface User Engineering, Rick Kazman being the conference chair, Nicholas Graham and Philippe Palanque being the chairs of the program committee. The conference was co-located with ICSE 2001 and co-sponsored by ACM. The aim of the IFIP working group is to investigate the nature, concepts, and construction of user interfaces for software systems. The group's scope is: • to develop user interfaces based on knowledge of system and user behavior; • to develop frameworks for reasoning about interactive systems; and • to develop engineering models for user interfaces. Every three years, the working group holds a working conference. The Seventh one was held September 14-18 1998 in Heraklion, Greece. This year, we innovated by organizing a regular conference held over three days.
