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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Performance Analysis of an Adaptive User Interface System Based on Mobile Agents -- Combining Human Error Verification and Timing Analysis -- Formal Testing of Multimodal Interactive Systems -- Knowledge Representation Environments: An Investigation of the CASSMs between Creators, Composers and Consumers -- Consistency between Task Models and Use Cases -- Task-Based Design and Runtime Support for Multimodal User Interface Distribution -- A Comprehensive Model of Usability -- Suitability of Software Engineering Models for the Production of Usable Software -- A Model-Driven Engineering Approach for the Usability of Plastic User Interfaces -- Model-Driven Prototyping for Corporate Software Specification -- Getting SW Engineers on Board: Task Modelling with Activity Diagrams -- Considering Context and Users in Interactive Systems Analysis -- XSED – XML-Based Description of Status–Event Components and Systems -- Identifying Phenotypes and Genotypes: A Case Study Evaluating an In-Car Navigation System -- Factoring User Experience into the Design of Ambient and Mobile Systems -- Visualisation of Personal Communication Patterns Using Mobile Phones -- Integration of Distributed User Input to Extend Interaction Possibilities with Local Applications -- Reverse Engineering Cross-Modal User Interfaces for Ubiquitous Environments -- Intelligent Support for End-User Web Interface Customization -- Improving Modularity of Interactive Software

with the MDPC Architecture -- Toward Quality-Centered Design of Groupware Architectures -- Programs = Data + Algorithms + Architecture: Consequences for Interactive Software Engineering -- Towards an Extended Model of User Interface Adaptation: The Isatine Framework -- Towards a Universal Toolkit Model for Structures -- Exploring Human Factors in Formal Diagram Usage -- 'Aware of What?' A Formal Model of Awareness Systems That Extends the Focus-Nimbus Model -- Service-Interaction Descriptions: Augmenting Services with User Interface Models -- A Design-Oriented Information-Flow Refinement of the ASUR Interaction Model -- On the Process of Software Design: Sources of Complexity and Reasons for Muddling through -- Applying Graph Theory to Interaction Design -- Mathematical Mathematical User Interfaces -- Coupling Interaction Resources in Ambient Spaces: There Is More Than Meets the Eye! -- Building and Evaluating a Pattern Collection for the Domain of Workflow Modeling Tools -- Do We Practise What We Preach in Formulating Our Design and Development Methods? -- Engaging Patterns: Challenges and Means Shown by an Example -- Organizing User Interface Patterns for e-Government Applications -- Including Heterogeneous Web Accessibility Guidelines in the Development Process.

Sommario/riassunto

This book constitutes the post-conference proceedings of the WG2.7/13.4 10th Conference on Engineering Human Computer Interaction (EHCI 2007), the WG 13.2 First Conference on Human Centred Software Engineering (HCSE 2007), and the 14th Conference on Design Specification and Verification of Interactive Systems (DSV-IS 2007); jointly held as EIS 2007, the international event on Engineering Interactive Systems, in Salamanca, Spain, in March 2007 - under the auspices of IFIP. The 37 revised full papers were carefully reviewed and selected from numerous submissions for inclusion in the book. The papers are organized in topical sections on analysis and verification, task and engineering models, design for use in context, architecture, models for reasoning and finally patterns and guidelines.
