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	Disciplina	650.0285
	Soggetti	Software engineering Computers Special purpose computers Artificial intelligence Programming languages (Electronic computers) Computer programming Software Engineering Information Systems and Communication Service Special Purpose and Application-Based Systems Artificial Intelligence Programming Languages, Compilers, Interpreters Programming Techniques
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	Nota di contenuto	End-user development and Internet of Things (IoT) -- End-user development in daily life -- Technologies and infrastructures for end-user development -- Methods and tools for end-user development -- Empirical studies of end-user development -- Crowd sourcing design and development work -- Recommender systems to support end-user development -- Cultures of participation and meta-design approaches -- Open ended design -- Web 2.0 and mash-up technologies enabling end-user development -- End-user development and robots -- End-

user development of context-dependent applications -- Technology acceptance and adoption studies -- Evaluation of end-user development technologies -- End-users as designers of interactive systems and environments.

Sommario/riassunto	This book constitutes the refereed proceedings of the 7th International Symposium on End-User Development, IS-EUD 2017, held in Hatfield, UK, in July 2019. The 9 full papers and 8 short papers presented were carefully reviewed and selected from 35 submissions. The papers discuss progress in research around end-user development through, or towards, methods, socio-technical environments, intelligent agents, as well as the most effective end-user programming paradigms for smart environments. Papers and submissions in all categories addressed this specific theme together with topics that have been traditionally covered by the broader themes of end-user development, such as domain specific tools, spreadsheets, educational applications, and end user aspects.