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Soggetti	User interfaces (Computer systems) Software engineering Information storage and retrieval Application software Computers and civilization User Interfaces and Human Computer Interaction Software Engineering Information Storage and Retrieval Information Systems Applications (incl. Internet) Computers and Society
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Usability -- Bringing Usability Concerns to the Design of Software Architecture -- Empirical Usability Testing in a Component-Based Environment: Improving Test Efficiency with Component-Specific Usability Measures -- Software Architecture Analysis of Usability -- Task Modelling -- Support for Task Modeling – A "Constructive" Exploration -- DynaMo-AID: A Design Process and a Runtime Architecture for Dynamic Model-Based User Interface Development -- Using Task Modelling Concepts for Achieving Adaptive Workflows -- Browsing and Searching -- Mixing Research Methods in HCI: Ethnography Meets Experimentation in Image Browser Design -- "Tell Me a Story" Issues on the Design of Document Retrieval Systems --

Model-Based Approaches -- CanonSketch: A User-Centered Tool for Canonical Abstract Prototyping -- Finding Iteration Patterns in Dynamic Web Page Authoring -- Very-High-Fidelity Prototyping for Both Presentation and Dialogue Parts of Multimodal Interactive Systems -- USIXML: A Language Supporting Multi-path Development of User Interfaces -- A Novel Dialog Model for the Design of Multimodal User Interfaces -- Navigation Patterns – Pattern Systems Based on Structural Mappings -- Ubiquitous Computing -- Spatial Control of Interactive Surfaces in an Augmented Environment -- Manipulating Vibro-Tactile Sequences on Mobile PC -- Bridging Viewpoints -- Formalising an Understanding of User-System Misfits -- Supporting a Shared Understanding of Communication-Oriented Concerns in Human-Computer Interaction: A Lexicon-Based Approach -- A Seamless Development Process of Adaptive User Interfaces Explicitly Based on Usability Properties -- Plastic and Adaptive Interfaces -- More Principled Design of Pervasive Computing Systems -- Towards a New Generation of Widgets for Supporting Software Plasticity: The "Comet" -- Using Interaction Style to Match the Ubiquitous User Interface to the Device-to-Hand -- Supporting Flexible Development of Multi-device Interfaces -- Groupware -- The Software Design Board: A Tool Supporting Workstyle Transitions in Collaborative Software Design -- Supporting Group Awareness in Distributed Software Development.

Sommario/riassunto

As its name suggests, the EHCI-DSVIS conference has been a special event, merging two different, although overlapping, research communities: EHCI (Engineering for Human-Computer Interaction) is a conference organized by the IFIP 2.7/13.4 working group, started in 1974 and held every three years since 1989. The group's activity is the scientific investigation of the relationships among the human factors in computing and software engineering. DSVIS (Design, Specification and Verification of Interactive Systems) is an annual conference started in 1994, and dedicated to the use of formal methods for the design of interactive systems. Of course these two research domains have a lot in common, and are informed by each other's results. The year 2004 was a good opportunity to bring closer these two research communities for an event, the 11th edition of DSVIS and the 9th edition of EHCI. EHCI-DSVIS was set up as a working conference bringing together researchers and practitioners interested in strengthening the scientific foundations of user interface design, specification and verification, and in examining the relationships between software engineering and human-computer interaction. The call for papers attracted a lot of attention, and we received a record number of submissions: out of the 65 submissions, 23 full papers were accepted, which gives an acceptance rate of approximately 34%. Three short papers were also included. The contributions were categorized in 8 chapters: Chapter 1 (Usability and Software Architecture) contains three contributions which advance the state of the art in usability approaches for modern software engineering.
