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   Nota di contenuto   Invited Paper -- Canonical Abstract Prototypes for Abstract Visual and
                        Interaction Design -- Test and Evaluation -- Designing and Evaluating
                        Interaction as Conversation: A Modeling Language Based on Semiotic
                        Engineering -- Applying Extended Finite State Machines in Software
                        Testing of Interactive Systems -- An Empirical Study of Personal
                        Document Spaces -- Web & Groupware -- StateWebCharts: A Formal
                        Description Technique Dedicated to Navigation Modelling of Web
                        Applications -- Identification of Web Usability Problems and Interaction

Patterns with the RealEYES-iAnalyzer -- Workspaces: A Multi-level Architectural Style for Synchronous Groupware -- Tools and Technologies -- Functionally Modeled User Interfaces -- Architectures for Widget-Level Plasticity -- Specification-Based Testing of User Interfaces -- Calligraphic Interfaces: Mixed Metaphors for Design -- Task Modeling -- Using Task Knowledge to Guide Interactor Specifications Analysis -- Higher-Order Task Models -- Derivation of a Dialog Model from a Task Model by Activity Chain Extraction -- Describing Just-UI Concepts Using a Task Notation -- Model-Based Design -- Model-Based Design of Speech Interfaces -- Model-Based Design of Adaptive User Interfaces through Connectors -- Model-Based Electronic Performance Support -- Mobile and Multiple Devices -- Improving User Interface Usability Using Mobile Agents -- Reasoning about Dynamic Information Displays -- Bridging the Gap: Developing 2D and 3D User Interfaces with the IDEAS Methodology -- UML -- Usability Design-Extending Rational Unified Process with a New Discipline -- Addressing Marketing Requirements in User-Interface Design for Multiple Platforms -- Dialog Modelling with Interactors and UML Statecharts – A Hybrid Approach -- Specification Languages -- ISML: An Interface Specification Meta-language -- A Review of XML-compliant User Interface Description Languages -- Contextual Design of a Computer-Supported Film Set: A Case Study -- Short Papers -- Evaluating and Comparing Interaction Styles -- A Navigation and Registration System for Mobile and Augmented Environments -- MIKE: A Multimodal Cinematographic Editor for Virtual Worlds -- An Approach to Develop User Interfaces with Plasticity -- Multimedia Environments and Interactive Scientific Presentation of Industrially-Based Data Sets.

Sommario/riassunto	This book constitutes the thoroughly refereed post-proceedings of the 10th International Workshop on Design, Specification, and Verification of Interactive Systems, DSV-IS 2003, held in Funchal, Madeira Island, Portugal, in June 2003. The 26 revised full papers and 5 revised short papers presented together with an invited paper have passed through two rounds of reviewing, selection, and improvement. The papers are organized in topical sections on test and evaluation, Web and groupware, tools and technologies, task modeling, model-based design, mobile and multiple devices, UML, and specification languages.