

Call For Papers MoDELS 2005 Workshop:

Model Driven Development of Advanced User Interfaces

<http://www.edm.uhasselt.be/mddai2005>

Montego Bay, Jamaica, October 2

Theme

The user interface of an application is often one of the core factors determining its success. While model-driven development is gaining popularity in the software engineering community, model-based user interface development is an important line of research in the human-computer interaction community. Both approaches make extensive use of models to develop software, but currently they are still vastly independent. This workshop aims at integrating the knowledge from both domains, leading to a model-driven development of user interfaces.

In particular, the focus of the workshop lies on advanced user interfaces corresponding to the current state-of-the-art in human-computer interaction. There is an increasing demand for user interfaces providing high usability while the covered functionality gets more and more complex. Moreover, there is a growing spectrum of target platforms, including e.g. mobile devices or infotainment systems. This results in more sophisticated and diverse user interface elements, like complex graphics and animation, 3D visualization, or multimedia representation. Interaction gets more diverse, often under consideration of several perception channels (e.g. speech interfaces or haptic output) and multimodal interaction techniques. At the same time, this increased complexity often requires more customizable and adaptive user interfaces, e.g. by automatic detection of the application context, like the current user, location, or device.

The goal of the workshop is to support a model-driven development of applications under comprehensive consideration of advanced user interface features. The target application area is not limited to classical business applications and may include games, simulations, infotainment or edutainment applications.

Topics of Interest

Modelling of advanced user interface features, e.g.:

- Complex interactions and visualizations
- Multimedia representations
- Multimodality
- Adaptability and customization

Integration of user interface modelling approaches into model driven development, e.g.:

- Platform independent and platform specific models
- Relationships and transformations between models
- Integration of informal techniques, like prototypes and sketches
- Integration of specific tools, like user interface builder or authoring tools

Goals

- Bring together a community integrating people and knowledge from human-computer interaction and software engineering.
- Integrate research lines from model-based user interface development, model-based software engineering, and model-driven software development.
- Compose an overview of the state-of-the-art and challenges of the integration of user interface design methodologies and model-driven development.
- Plan further events on these topics.

Submissions

We solicit short papers of maximum 4 pages length in ACM style addressing one or more of the above questions or presenting relevant work. All submitted papers will be reviewed by the program committee. All accepted papers will be published electronically as CEUR proceedings.

Workshop Format

The workshop takes one day during MoDELS conference. In the morning a selected number of participants will present their work in short presentations. The afternoon is provided for intensive discussion and formulation of conclusions.

Important Extended Dates

Paper submission	August 14, 2005
Notification of acceptance	September 13, 2005
Final paper	September 22, 2005

Program Committee

- David Anderson, Microsoft, USA
- Simone D.J. Barbosa, PUC-Rio, Brazil
- Jan Van den Bergh, Hasselt University, Belgium
- Karin Coninx, Hasselt University, Belgium
- Gregor Engels, University of Paderborn, Germany
- Peter Forbrig, Rostock University, Germany
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