

# **Domain Knowledge for Interactive System Design**

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- the IFIP World Computer Congress, held every second year;
- open conferences;
- working conferences.

The flagship event is the IFIP World Computer Congress, at which both invited and contributed papers are presented. Contributed papers are rigorously refereed and the rejection rate is high.

As with the Congress, participation in the open conferences is open to all and papers may be invited or submitted. Again, submitted papers are stringently refereed.

The working conferences are structured differently. They are usually run by a working group and attendance is small and by invitation only. Their purpose is to create an atmosphere conducive to innovation and development. Refereeing is less rigorous and papers are subjected to extensive group discussion.

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# Domain Knowledge for Interactive System Design

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# CONTENTS

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Preface	vii
Programme Chairs and Programme Committee	xi
1 Seeding, evolutionary growth and reseeded: constructing, capturing and evolving knowledge in domain-oriented design environments <i>G. Fischer</i>	1
<b>Part One Ecological Studies of Domain Modelling</b>	
2 Diary of a domain analyst: a domain analysis case-study from Avionics <i>T. Kelly, W. Lam, B. Whittle, A. Mowles and R. Rimmer</i>	19
3 A knowledge based system to diagnose the innovation process in industrial firms <i>V. Chanal and H. Lesca</i>	34
4 Responsibility modelling and its application to the specification of domain knowledge <i>A. Blyth</i>	48
<b>Part Two Process Views of Domain Engineering</b>	
5 Knowledge level analysis of the user interface design for a compositional modelling system <i>Y. Koizumi and Y. Iwasaki</i>	61
6 Domains, patterns, reuse and the software process <i>A.T. Berztiss</i>	78
7 Acquiring requirements: a domain-specific approach <i>N.A.M. Maiden</i>	90
8 Using domain knowledge for requirements engineering: a process view <i>G. Grosz, C. Rolland and N.A.M. Maiden</i>	102
<b>Part Three Role of Domains in Knowledge Engineering</b>	
9 Reasoning about domain knowledge and user actions for interactive systems development <i>R. Möller</i>	119
10 Modelling domain knowledge using EDDLdp <i>E. Compatangelo and G. Rumolo</i>	134
11 Domain and task modelling in MIKE <i>J. Angele, D. Fensel and R. Studer</i>	149
<b>Part Four Domain Modelling for User System Interfaces</b>	
12 The nature of user interface design – the role of domain knowledge <i>J. Gulliksen, B. Sandblad and M. Lind</i>	167
13 Domain specific evaluation during the design of human computer interfaces <i>M. Lif and B. Sandblad</i>	181
14 Integrating domain and workstation models: an illustration from air traffic management <i>P. Timmer and J. Long</i>	194

**Part Five Formal Approaches**

- 15 Lifetime dependency relationships and their application to modelling roles  
and relationship objects  
*J. Kaasbøll and R. Motschnig-Pitrik* 211
- 16 Conceptual modelling based on behavioural decomposition  
*J. Iivari* 226
- 17 Use of task, user and formal models to support development of multimedia interactive  
systems  
*M. Mezzanotte and F. Paterno* 245

**Addendum**

- 18 Semantic units and connectors: towards domain knowledge  
*C. Cauvert and F. Semmak* 258

**Index of contributors** 275

**Keyword index** 276

## Preface

Domain knowledge is all pervasive throughout system development. The accuracy of requirements analysis and effectiveness of designed solutions depend on it yet we have little understanding about what domain knowledge actually is or how to use it effectively in the design process. It is interesting to reflect that in many engineering disciplines, the role of domain knowledge would not be questioned: it is an essential part of design. In software engineering the situation has been different. Computer scientists have concerned themselves with general solutions to design problems resulting in specification languages, formal methods, conceptual models, etc.

Domain knowledge, however, has not been ignored. Several researchers have sought to define model of domain knowledge as reusable libraries of models. Theories of analogy have been applied to construct generic models of domains (Maiden et al 1995). Libraries of reusable components have been produced and commercially exploited for some domains (Prieto Diaz 1991). Other research directions have attempted to use domain knowledge to support the design process in intelligent assistants. Although early attempts to embed specific domain knowledge in CASE tools were not very effective (Punchello et al 1988), however, domain oriented design environments which provide a more open architecture, have had a better track record. Fischer in the keynote paper of this conference reviews their history and future prospects. In the commercial world configurable or adaptable product for domains such as logistics, accounting, and manufacture have had considerable success (Scheer 1994). While in knowledge engineering much effort has been devoted to creating interlinguas which enable exchange of domain knowledge in the Ontolingua and Euroknowledge projects. Libraries for diagnosis and scheduling domains have been developed in the KADS project and elsewhere.

The growing interest in domain knowledge indicated that a conference on the subject would be timely. In these proceedings we have brought together leading researchers and practitioners to share their experience on the domain knowledge problem. The questions are many. How can domain knowledge be presented, how can it be effectively captured and used? What is the scope of domain knowledge at the enterprise, socio-technical system and design level? Is there any escape from the 'devil is in the detail' (of domain knowledge)? Can methods be proposed to effectively utilise domain knowledge? These proceedings contains contributions from authors in the information systems, human computer interaction, software and knowledge engineering communities to answer some of these questions.

The first 3 papers report frameworks for, or experience in, domain modelling. Kelly et al describe their experience in modelling an aero engine domain, highlight the problem of scoping and different viewpoints on domain knowledge as well as providing a set of valuable lessons for future practitioners. A domain knowledge framework is proposed by Berztiss who uses a family of models for modelling business systems at different levels-enterprise, occupation process and situation models. Blyth follows in the framework tradition by proposing an enterprise level view of domains and focuses on agent's responsibilities. He applies his approach to the London Ambulance service system, a notorious system failure in the UK.

Chanal and Lesca report a framework for analysing domain knowledge and their experience in modelling for process innovation and how to build a diagnostic tool to help process analysis. Grosz et al give two views in their paper, first they propose a modelling language for processes and then apply this schema to modelling the process of using domain

knowledge in requirements analysis. Maiden investigates a framework of techniques for requirements acquisition and scenario generation using generic models of domain knowledge to help acquisition by generating appropriate questions. This is followed by an ontology for generic domain models from Cauvet and Semmak who also investigate the process of creating generic models for reuse.

Several papers addressed the problem of representing domain knowledge. Koizumi and Iwasaki propose a compositional modelling language which allows aggregation of different views and a formal ontology for sharing domain knowledge. This is supported by a tool for acquiring and editing knowledge describing physical devices. Moller describes the MAMVIS model which represents spatial knowledge of domains as well as generic knowledge of users' actions enabling reasoning about the interdependencies between user action and an implemented design. Another knowledge engineering view is given by Compatangelo and Rumolo who describe a meta-language for describing structural and behaviour domain knowledge. They illustrate use of their language in a patient monitoring system and demonstrate how it can be used as a meta-schema for Information system models, e.g. ER and DFD notations. Angele et al take a more process oriented view in the Mike environment which provides tools for capturing and representing domain knowledge in the KARL language. This places more emphasis on task knowledge as well as capturing structural and behaviour domain knowledge.

The HCI theme is addressed by two papers from Uppsala University. The first examines how models of work context, users' tasks and the domain contribute to the process of interactive system design; while the second investigates tailoring usability evaluation procedures to domain contexts. Timmer and Long also address HCI issues in their report of modelling interactive systems in an air traffic control domain, demonstrating how models of users' work task, actions and information requirements contribute to interactive system design. A more formal view of user interaction is proposed by Mezzanotte and Paterno who provide a formal representation for cognitive models of the user and task knowledge and demonstrate how these can be applied to improving multimedia interface design.

Conceptual modelling in the information system tradition is the subject of Kaasboll and Motsching-Pitrik's paper which investigates long term life histories of objects, and this theme continues with Livari's work on modelling behaviour in an integrated schema with semantic data modelling. In summary the papers represent a cross section of approaches to domain modelling in interactive system design from the knowledge engineering, software engineering, HCI and information system traditions which demonstrate converging approaches in many areas. However, much still needs to be done. There is little explicit consideration of the business/enterprise level of domain modelling in the papers, and while the contributions are strong on modelling and representing domain knowledge, there is less guidance on how it is profitably deployed in the design process. This perhaps represents the state of the art we have reached and points to further challenges.

Finally I would like to thank not only the authors for their contributions but also the members of the programme committee who helped produce the high quality of these proceedings.

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May 1996



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