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End-User Development

Third International Symposium, IS-EUD 2011
Torre Canne (BR), Italy, June 7-10, 2011
Proceedings

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Preface

The number of computer users keeps growing as a result of the wide spread of information and communication technology in everyday work and life. Computer systems functionality and presentation need to cater to a growing variety of use situations and interests. With that, end users are evolving from being passive software consumers to acquiring a more active role as developers and producers. This evolution is triggered by several factors, including: (1) the deployment of innovative technologies and designs like Web 2.0 technologies and service-oriented architectures that support people to not only use software, but also create it; and (2) the increasing importance of a global infrastructure, particularly the mutual dependencies between computer-based tools, work practices, domain competencies and organizations. These developments require a differentiation of roles beyond the conventional user-designer dichotomy.

End-user development (EUD) refers to methods, techniques, and tools that support end users to create, adapt or evolve software artifacts. Many applications already support some EUD activities, ranging from simple parameter customization to modification and assembly of components, creating simulations, games and Web content. To provide engaged professionals in all domains with tools to develop their own applications has been a vision from the early days of software engineering that motivated the development of high-level, visual, and domain-oriented programming environments. To make this vision a reality has been the core objective of EUD.

Practices of EUD, however, differ depending on purpose, context, and technologies. Different requirements and challenges have to be addressed when providing support, e.g.: (1) the development of mashups supporting leisure activities; (2) systems supporting the admission process of a university that need to take legal requirements into account; (3) tools that are to be used as a common resource by different users; (4) or mobile applications that run on small handheld devices. EUD brings together research on technical innovations, human-computer interaction, organizational aspects, and the investigation of cooperation among end-user developers with professional designers. The selection of articles in this volume indicates that the challenge is no longer to prove that EUD tools and techniques are possible, but to understand how to support EUD by taking different contexts into account.

The Third International Symposium on EUD brought together researchers and practitioners from industry and academia working in the field of EUD. Participants met for four days in Torre Canne (Brindisi), a lovely small resort on the beautiful Adriatic coast in southern Italy. They came from more than 15 countries in the world, including some very far away, like Brazil and New Zealand. The rich and exciting technical program consisted of presentations of

accepted papers, two keynote speeches, a panel, the Doctoral Consortium and three workshops.

Fourteen long papers and 21 short papers, which were carefully selected by the International Program Committee, were in the program; they range from meta-design approaches, methodology and guidelines, to designing frameworks for end-user applications, enabling EUD through mashups, providing infrastructures, up to discussing legal aspects of EUD. Their presentation at the symposium was organized into sessions whose titles reflect the chapter organization in these proceedings.

The two keynote speakers, both renowned researchers, greatly contributed to the high-quality program. John Bacus, Product Manager at Google Inc., USA, gave the opening keynote. Fabio Casati, Professor at the University of Trento, Italy, was the presenter of the closing keynote.

The program of the main symposium also featured a panel titled EUD: From Opportunity to Challenge. The panel was organized and moderated by Boris De Ruyter, Principal Scientist at Philips Research Europe, The Netherlands, and the panelists explored EUD developments and their impact by taking needs and opportunities from industry and from academia into account.

The Doctoral Consortium was organized by Daniela Fogli of the University of Brescia, Italy, and Elisa Giaccardi of Carlos III University of Madrid, Spain. It was held on June 7, the day before the main symposium. Fourteen papers of PhD students were accepted and are included in these proceedings. An award in memory of Piero Mussio (University of Milan, Italy), who was among the first researchers working in the field of EUD, was awarded to the PhD student presenting the most interesting and innovative research.

Anne-Marie Kanstrup of Aalborg University, Denmark, and Anders Morch of University of Oslo, Norway, were the Workshop Co-chairs. Brief descriptions of the three challenging workshops, held in parallel with the Doctoral Consortium on June 7, are included in the final part of these proceedings.

We are very grateful to all those who contributed to the success of IS-EUD 2001, including the authors, the International Program Committee, and the Steering Committee. Special thanks go to the other members of the Organizing Committee: Paolo Buono and Rosa Lanzilotti of the University of Bari, Italy, who did a great job as Publicity Co-chairs and also designed and managed the website; Carmelo Ardito of the University of Bari, Italy, who served as Local Chair. Finally, we thank the University of Bari for the resources provided to support the organization of the Third International Symposium on EUD.

June 2011

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Table of Contents

Part I: Keynote Speeches

- End-User Development at Scale: Real-World Experience with Product Development for a Large and Engaged User Community 3
John Bacus
- How End-User Development Will Save Composition Technologies from Their Continuing Failures 4
Fabio Casati

Part II: Long Papers

Mashups

- Enabling End User Development through Mashups: Requirements, Abstractions and Innovation Toolkits 9
Cinzia Cappiello, Florian Daniel, Maristella Matera, Matteo Picozzi, and Michael Weiss
- Versioning for Mashups – An Exploratory Study 25
Sandeep Kaur Kuttal, Anita Sarma, Amanda Swearngin, and Gregg Rothermel
- Creating Mashups by Direct Manipulation of Existing Web Applications 42
Giuseppe Ghiani, Fabio Paternò, and Lucio Davide Spano

Frameworks

- Alternative Representations for End User Composition of Service-Based Systems 53
Usman Wajid, Abdallah Namoun, and Nikolay Mehandjiev
- Designing a Framework for End User Applications 67
Yanbo Deng, Clare Churcher, Walt Abell, and John McCallum

Users as Co-Designers

- From Human Crafters to Human Factors to Human Actors and Back Again: Bridging the Design Time – Use Time Divide 76
Monica Maceli and Michael E. Atwood

An Ontology-Based Approach to Product Customization 92
*Carmelo Ardito, Barbara Rita Barricelli, Paolo Buono,
Maria Francesca Costabile, Rosa Lanzilotti, Antonio Piccinno, and
Stefano Valtolina*

Infrastructures

End-User Development of e-Government Services through
Meta-modeling 107
Daniela Fogli and Loredana Parasiliti Provenza

From System Development toward Work Improvement: Developmental
Work Research as a Potential Partner Method for EUD 123
Anna-Liisa Syrjänen and Kari Kuutti

Infrastructuring When You Don't – End-User Development and
Organizational Infrastructure 139
Johan Bolmsten and Yvonne Dittrich

Methodologies and Guidelines

Semiotic Traces of Computational Thinking Acquisition 155
*Clarisse Sieckenius de Souza, Ana Cristina Bicharra Garcia,
Cleyton Slaviero, Higor Pinto, and Alexander Repenning*

Where Are My Intelligent Assistant's Mistakes? A Systematic Testing
Approach 171
*Todd Kulesza, Margaret Burnett, Simone Stumpf, Weng-Keen Wong,
Shubhomoy Das, Alex Groce, Amber Shinsel, Forrest Bice, and
Kevin McIntosh*

Beyond the Desktop

An End-User Oriented Building Pattern for Interactive Art Guides 187
Augusto Celentano and Marek Maurizio

Beefing Up End User Development: Legal Protection and Regulatory
Compliance 203
Patrick Kierkegaard

Part III: Short Papers

Mashups

Light-Weight Composition of Personal Documents from Distributed
Information 221
Danilo Avola, Paolo Bottoni, and Riccardo Genzone

Really Simple Mash-Ups	227
<i>Yvonne Dittrich, Peter Madsen, and Rune Rasmussen</i>	

Teachers as Designers: Enabling Teachers to Specify Dynamic Web Programming Projects for Students	233
<i>Mary Beth Rosson, Elizabeth Thiry, Dejin Zhao, and John M. Carroll</i>	

Frameworks

A Framework for User-Tailored City Exploration	239
<i>Jacqueline Floch</i>	

End-User Requirements for Wisdom-Aware EUD	245
<i>Antonella De Angeli, Alberto Battocchi, Soudip Roy Chowdhury, Carlos Rodriguez, Florian Daniel, and Fabio Casati</i>	

Personalised Resource Categorisation Using Euler Diagrams	251
<i>Paolo Bottoni, Gennaro Cordasco, Rosario De Chiara, Andrew Fish, and Vittorio Scarano</i>	

Towards the Involvement of End-Users within Model-Driven Development	258
<i>Francisca Pérez, Pedro Valderas, and Joan Fons</i>	

Users as Co-Designers

Extending the Meta-design Theory: Engaging Participants as Active Contributors in Virtual Worlds	264
<i>Benjamin Koehne, David Redmiles, and Gerhard Fischer</i>	

Community Network 2.0: Visions, Participation, and Engagement in New Information Infrastructures	270
<i>John M. Carroll, Michael Horning, Blaine Hoffman, Craig Ganoë, Harold Robinson, and Mary Beth Rosson</i>	

Methodologies and Guidelines

Meta-design Blueprints: Principles and Guidelines for Co-design in Virtual Environments	276
<i>David Díez, Paloma Díaz, and Ignacio Aedo</i>	

End-Users Productivity in Model-Based Spreadsheets: An Empirical Study	282
<i>Laura Beckwith, Jácome Cunha, João Paulo Fernandes, and João Saraiva</i>	

Beyond the Desktop

- MicroApps Development on Mobile Phones 289
*Stefania Cuccurullo, Rita Francese, Michele Risi, and
 Genoveffa Tortora*
- Playbook: Revision Control and Comparison for Interactive Mockups . . . 295
*Stephen Oney, John Barton, Brad Myers, Tessa Lau, and
 Jeffrey Nichols*

End-User Development in the Workplace

- Expressing Use – Infrastructure Probes in Professional Environments . . . 301
*Jan Hess, Christian Doerner, Volkmar Pipek, and
 Torben Wiedenhoefler*
- From Top to Bottom: End User Development, Motivation, Creativity
 and Organisational Support 307
Patrick Kierkegaard and Panos Markopoulos

Meta-Design

- EUD Software Environments in Cultural Heritage: A Prototype 313
Adalberto L. Simeone and Carmelo Ardito
- From Consumers to Owners: Using Meta-design Environments to
 Motivate Changes in Energy Consumption 319
Holger Dick, Hal Eden, and Gerhard Fischer

Supporting End-User Developers

- Collective Programming: Making End-User Programming (More)
 Social 325
*Alexander Repenning, Navid Ahmadi, Nadia Repenning,
 Andri Ioannidou, David Webb, and Krista Marshall*
- Using Recommendations to Help Novices to Reuse Design Knowledge . . . 331
Paloma Díaz, Alessio Malizia, Ignacio Navarro, and Ignacio Aedo
- Managing Software Portfolios: A Comparative Study 337
Sebastian Drazler, Adrian Jung, and Gunnar Stevens
- MikiWiki: A Meta Wiki Architecture and Prototype Based on the
 Hive-Mind Space Model 343
Li Zhu, Ivan Vaghi, and Barbara Rita Barricelli

Part IV: Doctoral Consortium

Collaborative Modeling from an End-User Perspective	351
<i>Alexander Nolte</i>	
Designing in Use: Bridging the Design Time – Use Time Divide	355
<i>Monica Maceli</i>	
Design Patterns in the Design of Systems for Creative Collaborative Processes	359
<i>Claudia Iacob</i>	
EUD in Enterprise Open Source Learning Environments	363
<i>Alessandro Pagano</i>	
Own Your Energy – Motivating People to Use Energy More Efficiently through Meta-design Environments and Cultures of Participation	367
<i>Holger Dick</i>	
Beyond Upload and Download: Enabling Game Design 2.0	371
<i>Navid Ahmadi</i>	
Infrastructuring with a Focus on Developing End-Users Capabilities	375
<i>Johan Bolmsten</i>	
BIOSHAPE: End-User Development for Simulating Biological Systems . . .	379
<i>Federico Buti, Diletta Cacciagrano, Massimo Callisto De Donato, Flavio Corradini, Emanuela Merelli, and Luca Tesei</i>	
Supporting End-User Development of Web Sites through MAMBA	383
<i>Nicola Gelfi</i>	
Web of Active Documents from the End-User Perspective	387
<i>Iade Gesso</i>	
End-User Design in Virtual Worlds: Development of Theory and Virtual Design Environments	391
<i>Benjamin Koehne</i>	
Development Tools for Interactive Behaviors	395
<i>Stephen Oney</i>	
Creating Useful, Usable and Accessible VR Design Tools: An EUD-Based Approach	399
<i>Jos P. Thalen and Mascha C. van der Voort</i>	
A Meta-design Framework to Support Multidisciplinary Teams' Online Collaboration	403
<i>Li Zhu</i>	

Part V: Workshops

European-American Collaboration Workshop 409
*Christopher Scaffidi, Margaret Burnett, Maria Francesca Costabile,
Simone Stumpf, and Volker Wulf*

Empowering End-Users to Develop Service-Based Applications..... 413
*Nikolay Mehandjiev, Antonella De Angeli, Usman Wajid,
Abdallah Namoun, and Alberto Battocchi*

DEG: Involving End Users and Domain Experts in Design of
Educational Games 419
Carmelo Ardito and Nikolaos Avouris

Author Index 425