<<Engineering Human Co>>

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This book constitutes the joint thoroughly refereed post-proceedings of the 9th IFIP International Conference on Engineering for Human Computer Interaction and of the 11th International Workshop on Design, Specification, and Verification of Interactive Systems, EHCI-DSVIS 2004, held in Hamburg, Germany in July 2004. The 25 revised full papers presented have gone through two rounds of reviewing and improvement and were selected from initially 65 submissions. The papers are organized in topical sections on usability, task modeling, browsing and searching, model-based approaches, ubiquitous computing, bridging viewpoints, plastic and adaptive interfaces, and groupware.

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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 Measurer Software Architecture Analysis of UsabilityTask 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 SystemsModel-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 Suooorting Multi-oath Develooment of User Interfaces A Novel Dialog Model for the Design of Multimodal User Interfaces Navigation Patterns - Pattern Systems Based on Structural MappingsUbiquitous 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 PropertiesPlastic 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 InterfacesGroupware The Software Design Board: A Tool Supporting Workstyle Transitions in Collaborative Software Design Supporting Group Awareness in Distributed Software DevelopmentAuthor Index

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