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Conceptual Modeling for User Interface Development



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PRACTITIONER SERIES

Conceptual Modeling For User Interface Development

Antoni Olivé, Masatoshi Yoshikawa



Conceptual Modeling For User Interface Development:

Conceptual Modeling for User Interface Development David Benyon, Thomas Green, Diana Bental, 2012-12-06 Conceptual Modeling for User Interface Development introduces the technique of Entity Relationship Modeling and shows how the technique can be applied to interface issues It explains those aspects of entity relationship modeling which are relevant to ERMIA and it presents the extensions to the notation that are necessary for modeling interfaces This book is aimed at both interface designers and software developers in an attempt to bridge the gap in the development of interactive systems Too often when software is being developed the software engineers do not sufficiently consider how easy the system will be to learn and use On the other side interface specialists tend to express their concerns in ways which are either too detailed to be readily understood or in ways which are difficult for the software developer to implement ERMIA provides a set of concepts which can be used equally easily by software developers and interface designers alike **The Human-Computer Interaction Handbook** Andrew Sears, Julie A. Jacko, 2007-09-19 This second edition of The Human Computer Interaction Handbook provides an updated comprehensive overview of the most important research in the field including insights that are directly applicable throughout the process of developing effective interactive information technologies It features cutting edge advances to the scientific *Model-Driven Development of Advanced User Interfaces* Heinrich Hussmann, Gerrit Meixner, Detlef Zuehlke, 2011-01-16 Model Driven Development MDD has become an important paradigm in software development It uses models as primary artifacts in the development process This book provides an outstanding overview as well as deep insights into the area of model driven development of user interfaces which is an emerging topic in the intersection of Human Computer Interaction and Software Engineering The idea of this book is based on the very successful workshop series of Model Driven Development of Advanced User Interfaces MDDAUI It has been written by the leading researchers and practitioners in the field of model driven development of user interfaces and offer a variety of solutions and examples for Architectures and environments for the generation of user interfaces User interface development for specific domains and purposes Model driven development in the context of ambient intelligence Concepts supporting model driven development of user interfaces *Conceptual Modeling* Isabelle Comyn-Wattiau, Katsumi Tanaka, Il-Yeol Song, Shuichiro Yamamoto, Motoshi Saeki, 2016-11-07 This book constitutes the refereed proceedings of the 345th International Conference on Conceptual Modeling ER 2016 held in Gifu Japan in November 2016 The 23 full and 18 short papers presented together with 3 keynotes were carefully reviewed and selected from 113 submissions The papers are organized in topical sections on Analytics and Conceptual Modeling Conceptual Modeling and Ontologies Requirements Engineering Advanced Conceptual Modeling Semantic Annotations Modeling and Executing Business Processes Business Process Management and Modeling Applications and Experiments of Conceptual Modeling Schema Mapping Conceptual Modeling Guidance and Goal Modeling **The Essential Guide to User Interface Design** Wilbert O. Galitz, 2007-04-10 Bringing together the results of more

than 300 new design studies an understanding of people knowledge of hardware and software capabilities and the author s practical experience gained from 45 years of work with display based systems this book addresses interface and screen design from the user s perspective You will learn how to create an effective design methodology design and organize screens and Web pages that encourage efficient comprehension and execution and create screen icons and graphics that make displays easier and more comfortable to use *Handbook of Conceptual Modeling* David W. Embley, Bernhard

Thalheim, 2012-04-23 Conceptual modeling is about describing the semantics of software applications at a high level of abstraction in terms of structure behavior and user interaction Embley and Thalheim start with a manifesto stating that the dream of developing information systems strictly by conceptual modeling as expressed in the phrase the model is the code is becoming reality The subsequent contributions written by leading researchers in the field support the manifesto s assertions showing not only how to abstractly model complex information systems but also how to formalize abstract specifications in ways that let developers complete programming tasks within the conceptual model itself They are grouped into sections on programming with conceptual models structure modeling process modeling user interface modeling and special challenge areas such as conceptual geometric modeling information integration and biological conceptual modeling The Handbook of Conceptual Modeling collects in a single volume many of the best conceptual modeling ideas techniques and practices as well as the challenges that drive research in the field Thus it is much more than a traditional handbook for advanced professionals as it also provides both a firm foundation for the field of conceptual modeling and points researchers and graduate students towards interesting challenges and paths for how to contribute to this fundamental field of computer science *Conceptual*

Models Jeff Johnson, Austin Henderson, 2025-04-28 This book presents readers with an exploration of the concept of Conceptual Models and argues that they are core to achieving good design of interactive applications that are easy effective and enjoyable to use The authors years of experience helping companies create interactive software applications revealed that interactive applications built without Conceptual Models generally result in fraught production processes and designs that are confusing and difficult to learn remember and use Instead the book shows that Conceptual Models can be a central link between the elements involved in the use of interactive applications people s tasks domains their plans for performing those tasks the use of applications in the plans the conceptual structure of applications the presentation of the conceptual model i e the user interface the terms used to describe it its implementation and the learning that people must do to use the application Readers will learn how putting a Conceptual Model at the core of the design and development process can pay rich dividends designs are simpler more coherent and better aligned with users tasks unnecessary features are avoided documentation is easier development is faster and cheaper customer uptake is improved and the need for training and customer support is reduced To support its use in instruction this second edition has been revised to explain the history and theoretical context of conceptual modeling using a consistent vocabulary describe the structure of conceptual models provide

more current and more complete examples explain how conceptual models fit into design and development and further summarize the benefits of conceptual modeling

Conceptual Models Jeff Johnson, Austin Henderson, 2011-11-01 People make use of software applications in their activities applying them as tools in carrying out tasks That this use should be good for people easy effective efficient and enjoyable is a principal goal of design In this book we present the notion of Conceptual Models and argue that Conceptual Models are core to achieving good design From years of helping companies create software applications we have come to believe that building applications without Conceptual Models is just asking for designs that will be confusing and difficult to learn remember and use We show how Conceptual Models are the central link between the elements involved in application use people s tasks task domains the use of tools to perform the tasks the conceptual structure of those tools the presentation of the conceptual model i e the user interface the language used to describe it its implementation and the learning that people must do to use the application We further show that putting a Conceptual Model at the center of the design and development process can pay rich dividends designs that are simpler and mesh better with users tasks avoidance of unnecessary features easier documentation faster development improved customer uptake and decreased need for training and customer support

A Methodology for Developing Multimodal User Interfaces of Information Systems Adrian Stanculescu, 2008 The Graphical User Interface GUI as the most prevailing type of User Interface UI in today s interactive applications restricts the interaction with a computer to the visual modality and is therefore not suited for some users e g with limited literacy or typing skills in some circumstances e g while moving around with their hands or eyes busy or when the environment is constrained e g the keyboard and the mouse are not available In order to go beyond the GUI constraints the Multimodal MM UIs appear as paradigm that provide users with great expressive power naturalness and flexibility In this thesis we argue that developing MM UIs combining graphical and vocal modalities is an activity that could benefit from the application of a methodology which is composed of a set of models a method manipulating these models and the tools implementing the method Therefore we define a design space based method that is supported by model to model colored transformations in order to obtain MM UIs of information systems The design space is composed of explicitly defined design options that clarify the development process in a structured way in order to require less design effort The feasibility of the methodology is demonstrated through three case studies with different levels of complexity and coverage In addition an empirical study is conducted with end users in order to measure the relative usability level provided by different design decisions

UML 2000 - The Unified Modeling Language: Advancing the Standard Andy Evans, Stuart Kent, Bran Selic, 2003-06-29 This book constitutes the refereed proceedings of the Third International Conference on the Unified Modeling Language 2000 held in York UK in October 2000 The 36 revised full papers presented together with two invited papers and three panel outlines were carefully reviewed and selected from 102 abstracts and 82 papers submitted The book offers topical sections on use cases enterprise applications applications roles OCL tools meta

modeling behavioral modeling methodology actions and constraints patterns architecture and state charts User-Centred Requirements for Software Engineering Environments David J. Gilmore, Russel L. Winder, Francoise Detienne, 2013-06-29 The idea for this workshop originated when I came across and read Martin Zelkowitz's book on Requirements for Software Engineering Environments the proceedings of a small workshop held at the University of Maryland in 1986 Although stimulated by the book I was also disappointed in that it didn't adequately address two important questions Whose requirements are these and Will the environment which meets all these requirements be usable by software engineers And thus was the decision made to organise this workshop which would explicitly address these two questions As time went by setting things up it became clear that our workshop would happen more than five years after the Maryland workshop and thus at the same time as addressing the two questions above this workshop would attempt to update the Zelkowitz approach Hence the workshop acquired two halves one dominated by discussion of what we already know about usability problems in software engineering and the other by discussion of existing solutions technical and otherwise to these problems This scheme also provided a good format for bringing together those in the HeI community concerned with the human factors of software engineering and those building tools to solve acknowledged but rarely understood problems Computer-Aided Design of User Interfaces V Gaëlle Calvary, Costin Pribeanu, Giuseppe Santucci, Jean Vanderdonckt, 2007-10-05 This book gathers the latest experience of experts research teams and leading organizations involved in computer aided design of user interfaces of interactive applications This area investigates how it is desirable and possible to support to facilitate and to speed up the development life cycle of any interactive system In particular it stresses how the design activity could be better understood for different types of advanced interactive systems **Design of Biomedical Devices and Systems Second edition** Paul H. King, Richard C. Fries, 2008-08-22 The design and functional complexity of medical devices and systems has increased during the past half century evolving from the level of cardiac pacemakers to magnetic resonance imaging devices Such life saving advancements are monumentally advantageous but with so much at stake a step by step manual for biomedical engineers is essential This **Advanced Conceptual Modeling Techniques** Antoni Olivé, Masatoshi Yoshikawa, 2003-10-13 This book constitutes the thoroughly refereed joint post proceedings of four international workshops held in conjunction with the 21st International Conference on Conceptual Modeling ER 2002 in Tampere Finland in October 2002 The 38 revised full papers presented were carefully selected and improved during two rounds of reviewing and revision The papers are organized in topical sections on management of time and changes in information systems architectures models and tools for systems evolution conceptual modeling approaches to mobile information systems development quality of conceptual models requirements and entity relationship models class models and architectures Web and interactive models processes models and Web services e business methods and technologies and success factors for conceptual modeling in e business *Interactive Systems. Design, Specification, and Verification* Joaquim Jorge, Nuno Jardim

Nunes,Joao Falcao e Cunha,2003-10-09 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

Computer-Aided Design of User Interfaces III Christophe Kolski,Jean

Vanderdonckt,2012-12-06 Advances in electronics communications and the fast growth of the Internet have made the use of a wide variety of computing devices an every day occurrence These computing devices have different interaction styles input output techniques modalities characteristics and contexts of use Furthermore users expect to access their data and run the same application from any of these devices Two of the problems we encountered in our own work 2 in building VIs for different platforms were the different layout features and screen sizes associated with each platform and device Dan Ol sen 13 Peter Johnson 9 and Stephen Brewster et al 4 all talk about problems in interaction due to the diversity of interactive platforms devices network services and applications They also talk about the problems associated with the small screen size of hand held devices In comparison to desk top computers hand held devices will always suffer from a lack of screen real estate so new metaphors of interaction have to be devised for such devices It is difficult to develop a multi platform user interface VI without duplicating development effort Developers now face the daunting task to build UIs that must work across multiple devices There have been some approaches towards solving this problem of multi platform VI development including XWeb 14 Building plastic interfaces 5 20 is one such method in which the VIs are designed to withstand variations of context of use while preserving usability

Enterprise Information Systems Slimane Hammoudi,José Cordeiro,Leszek A.

Maciaszek,Joaquim Filipe,2014-07-24 This book contains substantially extended and revised versions of the best papers from the 15th International Conference on Enterprise Information Systems ICEIS 2013 held in Angers France in July 2013 The 29 full and two invited papers included in this volume were carefully reviewed and selected from 321 submissions They reflect state of the art research focusing mainly on real world applications and highlight the benefits of information systems and technology for industry and services thus connecting academia with the world of real enterprises The topics covered are databases and information systems integration artificial intelligence and decision support systems information systems analysis and specification software agents and Internet computing human computer interaction and enterprise architecture

Computer-Aided Design of User Interfaces II Jean Vanderdonckt,Angel Puerta,2012-12-06 Proceedings of the Third International Conference on Computer Aided Design of User Interfaces 21 23 October 1999 Louvain la Neuve Belgium

Model-Driven Engineering and Software Development Slimane Hammoudi,Luís Ferreira Pires,Bran Selic,2019-01-31

This book constitutes thoroughly revised and selected papers from the 6th International Conference on Model Driven

Engineering and Software Development MODELSWARD 2018 held in Funchal Madeira Portugal in January 2018 The 22 thoroughly revised and extended papers presented in this volume were carefully reviewed and selected from 101 submissions They contribute to the development of highly relevant research trends in model driven engineering and software development such as innovative methods for MDD based development and testing of web based applications and user interfaces support for development of Domain Specific Languages DSLs MDD based application development on multiprocessor platforms advances in MDD tooling formal semantics and behaviour modelling and MDD based product line engineering

Interactive Systems: Design, Specification, and Verification Bodo Urban, Jean Vanderdonckt, Quentin Limbourg, 2003-07-01 This book constitutes the thoroughly refereed post proceedings of the 9th International Workshop on the Design Specification and Verification of Interactive Systems DSV IS 2002 held in Rostock Germany in June 2002 The 19 revised full papers presented have gone through two rounds of reviewing selection and improvement All aspects of the design specification and verification of interactive systems from the human computer interaction point of view are addressed Particular emphasis is given to models and their role in supporting the design and development of interactive systems and user interfaces for ubiquitous computing

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