## Contents

### Environments for EUD

Programming IoT Devices by Demonstration Using Mobile Apps .......................... 3  
_Toby Jia-Jun Li, Yuanchun Li, Fanglin Chen, and Brad A. Myers_

Personalizing a Student Home Behaviour ......................................................... 18  
_Luca Corcella, Marco Manca, and Fabio Paternò_

GURaaS: An End-User Platform for Embedding Research Instruments into Games .......................................................... 34  
_Carlos Pereira Santos, Jeroen van de Haterd, Kevin Hutchinson, Vassilis-Javed Khan, and Panos Markopoulos_

Tools of the Trade: A Survey of Technologies in End-User Development Literature .......................................................... 49  
_Monica G. Maceli_

What Ails End-User Composition: A Cross-Domain Qualitative Study .................. 66  
_Vishal Dwivedi, James D. Herbsleb, and David Garlan_

Semi-automatic Extraction of Cross-Table Data from a Set of Spreadsheets ............ 84  
_Alaaeddin Swidan and Felienne Hermans_

Quando: Enabling Museum and Art Gallery Practitioners to Develop Interactive Digital Exhibits .......................................................... 100  
_Andrew Stratton, Chris Bates, and Andy Dearden_

_Giuseppe Desolda, Carmelo Ardito, and Maristella Matera_

### The User in EUD

Public Staff Empowerment in e-Government: A Human Work Interaction Design Approach .......................................................... 119  
_Stefano Valtolina, Barbara Rita Barricelli, Daniela Fogli, Sergio Colosio, and Chiara Testa_

End User Comprehension of Privacy Policy Representations ................................ 135  
_Sophia Kununka, Nikolay Mehandjiev, Pedro Sampaio, and Konstantina Vassilopoulou_
An Integration of Empirical Study Participants into the Mobile Data Analysis Through Information Visualization ................................. 150  
_Thomas Ludwig, Kevin Schneider, and Volkmar Pipek_

The Participatory Design Process of Tangibles for Children’s Socio-Emotional Learning .......................................................... 167  
_Rosella Gennari, Alessandra Melonio, and Mehdi Rizvi_

Potential Financial Payoffs to End-User Developers. ................. 183  
_Christopher Scaffidi_

Author Index .............................................................................. 191