Contents

Designing Interactive Distributed Systems

Specifying Temporal Behaviour in Software Architectures for Groupware Systems ................................................................. 1
Timothy N. Wright, T.C. Nicholas Graham
(Queen’s University) and Tore Urnes (Telenor Research and Development)

Questioning the Foundations of Utility for Quality of Service in Interface Development ................................................................. 19
Chris Johnson (Department of Computing Science, University of Glasgow)

Designing User Interfaces

A Framework for the Combination and Characterization of Output Modalities .......................................................................... 35
Frédéric Vernier and Laurence Nigay
(CLIPS-IMAG, Grenoble)

Specifying Multiple Time Granularities in Interactive Systems .................. 51
Maria Kutar, Carol Britton and Chrisopher Nehaniv (University of Hertfordshire)

Verifying the Behaviour of Virtual Environment World Objects .................. 65
James S. Willans and Michael D. Harrison
(HCI Group, University of York)

Tools for User Interfaces

SUIT – Context Sensitive Evaluation of User Interface Development Tools .......... 79
Joanna Lumsden and Philip Gray
(Department of Computing Science, University of Glasgow)

Structuring Interactive Systems Specifications for Executability and Prototypability ................................................................. 97
David Navarre, Philippe Palanque, Rémi Bastide and Ousmane Sy (LIHS, University Toulouse 1)

A Toolkit of Mechanism and Context Independent Widgets .................. 121
Murray Crease, Philip Gray and Stephen Brewster
(Department of Computing Science, University of Glasgow)
Contents

Formal Methods for Human-Computer Interaction

Integrating Model Checking and HCI Tools to Help Designers
Verify User Interface Properties................................................................. 135
  Fabio Paternò and Carmen Santoro (Instituto CNUCE-CNR)

More Precise Descriptions of Temporal Relations within Task Models .......... 151
  Anke Ditmar (University of Rostock)

Formal Interactive Systems Analysis and Usability Inspection Methods:
Two Incompatible Worlds? ................................................................. 169
  Karsten Loer and Michael Harrison
  (BAE SYSTEMS Dependable Computing Systems Centre,
  University of York)

Model-Based Design of Interactive Systems

Wisdom – A UML Based Architecture for Interactive Systems....................... 191
  Nuno Jardim Nunes (Universidade da Madeira,
  Unidade de Ciências da Computação) and
  João Falcão e Cunha, (Universidade do Porto, GEIN,
  Faculdade de Engenharia)

User Interface Declarative Models and Development Environments:
A Survey................................................................. 207
  Paulo Pinheiro da Silva (Department of Computer Science,
  University of Manchester)

The Task-Dialog and Task-Presentation Mapping Problem:
Some Preliminary Results................................................................. 227
  Quentin Limbourg, Jean Vanderdonckt, and Nathalie Souchon
  (Université catholique de Louvain, Institut d'Administration et
  de Gestion)

Indexes

Subject Index......................................................................................... 247

Author Index......................................................................................... 251
Interactive Systems. Design, Specification, and Verification
7th International Workshop, DSV-IS 2000, Limerick, Ireland, June 5-6, 2000. Revised Papers
Palanque, P.; Paternò, F. (Eds.)
2001, X, 258 p., Softcover
ISBN: 978-3-540-41663-0