Day 1 – Tuesday 26

Workshop

- Cultures of Participation in the Digital Age: Coping with Information, Participation, and Collaboration Overload
  *Barbara Rita Barricelli, Gerhard Fischer, Anders Mørch, Antonio Piccinno and Stefano Valtolina*

Doctoral Consortium

- Investigating the Barriers Experienced by Adult End-User Developers when Physical Prototyping.
  *Tracey Booth*

- EMA IDEs: A Challenge for End-User Development.
  *Nikolaos Batalas*

- End User Development System for Adaptive Augmented Environments.
  *Alvaro Montero*
Keynote Speaker: Albrecht Schmidt

**Programming Ubiquitous Computing Environments**

Computing becomes a part of our everyday environment. Interaction in the “real world” is more and more determined by ubiquitous computing systems that are tailored to fit a specific environment. These systems can only be created with strong domain knowledge. End users may be the right group to develop or at least tailor such systems. We show two examples of how domain expert can program systems: one looks at how to transfer programming by demonstration to ubicomp scenarios and the other on how to use examples as recipes for a new development. In the outlook we extrapolate from current practices of sharing videos to a future where multimodal and sensor-rich examples can be continuously recorded and may become the basis for new approaches for a truly user-centered development of cyber-physical systems.

**Paper session 1: End User Design 1**

*Session Chair: To be confirmed*

- Instilling a Culture of Participation: Technology-Related Skills and Attitudes of Aspiring Information Professionals  
  *Monica Maceli*

- Analysing How Users Prefer to Model Contextual Event-Action Behaviours in their Smartphones  
  *Gabriella Lucci and Fabio Paterno*

- Natural Notation for the Domestic Internet of Things  
  *Charith Perera, Saeed Aghaee and Alan Blackwell*

- Designing for End-User Development in The Internet of Things  
  *Barbara Rita Barricelli and Stefano Valtolina*

- Engineering the creative co-design of augmented digital experiences with cultural heritage  
  *Paloma Diaz, Ignacio Aedo and Merel van der Vaart*
Paper session 2: End User Technology 1

Session Chair: To be confirmed

- SketchCode – an extensible source code editor for crafting software  
  Siemen Baader and Susanne Bødker

- Making mashups actionable through elastic design principles  
  Carmelo Ardito, Maria Francesca Costabile, Giuseppe Desolda, Markus Latzina and Maristella Matera

- A Review of Research Methods in End User Development  
  Daniel Tetteroo and Panos Markopoulos

Day 3 – Thursday 28

Paper session 3: End User Technology 2

Session Chair: To be confirmed

- Assisted Composition of Services on Mobile Devices  
  Nikolay Mehandjiev, Lu Ning and Abdallah Namoun

- End-user development in Second Life: Theory and applications  
  Valentina Caruso, Melissa Hartley and Anders Morch

- My program, my world: Insights from 1st-person reflective programming in EUD education  
  Ingrid Monteiro, Clarisse de Souza and Eduardo Tolmasquim

- Extreme Co-Design: Prototyping With and By the User for Appropriation of Web-Connected Tags  
  Andrea Bellucci, Giulio Jacucci, Veera Kotkavuori, Salu Ylirisku and Baris Serim

- Everyday tools used for Avionics User Modifiable Software automatic generation  
  Miguel Sanchez-Puebla, Roberto Sobrino Solis and José Andrés Martín Bautista
Paper session 4: End User Design 2

Session Chair: To be confirmed

- Lessons Learned in the Design of Configurable Assistive Technology with Smart Devices
  Bruno Azevedo Chagas, Hugo Fuks and Clarisse Sieckenius de Souza

- Interaction Anticipation: Communicating Impacts of Groupware Configuration Settings to Users
  Raquel Prates, Mary Beth Rosson and Clarisse de Souza

- Involving Children in Design Activities Using the ChiCo Exploratory Co-design Technique
  Diego Alvarado and Paloma Díaz

Paper session 5: End User Technology 3

Session Chair: To be confirmed

- Pervasive Displays in the wild: employing End User Programming in adaption and re-purposing
  Tommaso Turchi and Alessio Malizia

- Towards a Toolkit for the Rapid Creation of Smart Environments
  Thomas Kubitza and Albrecht Schmidt

- FaceMashup: Enabling End User Development on Social Networks Data
  Daniele Massa and Lucio Davide Spano

- Physical Prototyping of Social Products through End-User Development
  Daniela Fogli, Elisa Giaccardi, Alessandro Acerbis and Fabio Filisetti

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Day 4 – Friday 29

Paper session 6: End User Studies

Session Chair: To be confirmed

- Building and using home automation systems: a field study
  Alexandre Demeure, Sybille Caffiau, Elena Elias and Camille Roux
Opensource Hardware and Education

Arduino is a free, opensource hardware platform that can be reprogrammed with a piece of opensource software. Software that reprograms hardware allows people to transform the way they understand and interact with the world because electronics are omnipresent in our everyday activities. Elevators run with microcontrollers, in an average car there are seventy microcontrollers and even a microwave oven has microcontrollers. The goal of Arduino is to empower people other than engineers to understand interaction paradigms such as physical, tangible and ubiquitous computing and to create their own interactive artifacts with digital electronics. Eventually, it democratizes learning by practical experimentation so that learners discover how to be independent, how to use things by themselves, how to exploit those things to build interactive systems by themselves and how to be critically demanding about technology.

In this talk, I will introduce the feature that makes a free hardware platform such as Arduino a powerful learning tool that fosters creativity and I will talk about a vision for the computing education for the 21st century: accessible and pleasant approaches to teach kids how to reprogram the surrounding environment. To this end, I will share experiences and insights gathered from project-based learning experiments with Arduino in secondary schools.

Playground

- Searching in a Playful Manner
  *Markus Latzina*

- IS-EUD 2015 Studio: Exploring End User Programming of Interactive Spaces
  *Thomas Kubitza*

- Creating Game-Like Content in Android Devices: The Mokap Hackaton
  *Angel Serrano-Laguna, Dan Cristian Rotaru and Antonio Calvo Morata*
Spatial Awareness in Mobile Devices to Compose Data Source: a Utilization Study
Giuseppe Desolda and Hans-Christian Jetter

Hands-on actionable mashups
Carmelo Ardito, Maria Francesca Costabile, Giuseppe Desolda, Markus Latzina and Maristella Matera

A Platform for Creating Digital Educational Games as Combinations of Archetypical Games
Telmo Zarraonandia, Paloma Diaz, Ignacio Aedo and Álvaro Montero

Panel Discussion
To be confirmed