Paper session 4: End User Design 2

Session Chair: Gerhard Fischer

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

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

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

Keynote Speaker: David Cuartielles

Opensource Hardware and Education

Arduino is a free, opensource hardware platform that can be repro-grammed with a piece of opensource software. Software that reprograms har-ware 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 interac-tive 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 sys-tems 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 environ-ment. To this end, I will share experiences and insights gathered from project- based learning experiments with Arduino in secondary schools.

Paper session 5: End User Technology 3

Session Chair: Clarisite De Souza

- 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 Kubitz and Albrecht Schmidt

- FeedMashup: 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 Filsetti

Day 4 – Friday 29

Paper session 6: End User Studies

Session Chair: Marie Francesca Costabile

- Building and using home automation systems: a field study
  Alexandre Demure, Sybille Caffi, Elena Elias and Camille Roux

- QAS: Tailable Quality Assessment Service for Social Media
  Christian Reuter, Thomas Ludwig, Michael Wittkats and Volkmar Pipek

- FRAMES – A Framework for Adaptable Mobile Event-Contingent Self-Report Studies
  Julian Dax, Thomas Ludwig, Johanna Meurer, Volkmar Pipek, Martin Stein and Gunnar Stevens

Other Information

- Location: Sessions 1 to 6, keynote speakers and panel will be held in the Auditorium of MediaLab-Prado
  Address: C/ Alameda, 15, 28014, Madrid

- Doctoral Consortium and CoPDA Workshop will be held in rooms 2.1.C08 and 2.1.C19
  of the Sabatini building of Leganés Campus of Universidad Carlos III
  Address: Avda de la Universidad, 30, 28911, Leganés-Madrid

- Wi6:
  MediaLab-Prado: medialab
  Network: xmlab
  Pass: visualize
  Leganés Campus of Universidad Carlos III
  Networks: edurne or wifi-uc3m

- Social Event on Thursday, May 28th
  Meeting Point: Paseo del Arte Hotel (Main hall)
  19:00h. Walking guided visit to 20:30h. Dinner at “Jardines de Cecilio Rodríguez” which
  is located in “El Retiro” park.
Program

Day 1 – Tuesday 26

Workshop

Location: Room 2,1.C19, Sabatini Building, Leganés Campus UC3M

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

Doctoral Consortium

Location: Room 2,1.C08. Sabatini Building, Leganés Campus UC3M

- 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.
  Álvaro Montero

Day 2 – Wednesday 27

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: Daniela Fogli

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

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

- Natural Notation for the Domestc Internet of Things
  Charith Perera, Saeed Aghae 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 Díaz, Ignacio Aedo and Meer van der Vaart

Paper session 2: End User Technology 1

Session Chair: To be announced

- SketchCode – an extensible source code editor for crafting software
  Simeon Baader and Susanne Badker

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

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

Playground

- Searching in a Playful Manner
  Markus Latzina

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

Creating Game-Like Content in Android Devices: The Mokap Hackasten
Angel Serrano-Laguna, Dan Cristian Rotaru and Antonio Calvo Morata

Spatial Awareness in Mobile Devices to Compose Data Source: a Utilization Study
Giuseppe Desolsta and Hans-Christian Jetter

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

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

Panel Discussion

EUD: What Next?
Organizer: Maria Francesca Costabile
Participants: Clarisse de Souza, Gerhard Fischer, Volker Wulf and Boris de Ruyter

Paper session 3: End User Technology 2

Session Chair: Boris De Ruyter

- 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 March

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

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

- Everyday tools used for Avionics User Modifiable Software automatic generation
  Miguel Sanchez-Puebla, Roberto Sobrino Solis and José Andrés Martín Bautista

Day 3 – Thursday 28