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## **List of accepted papers**

*Andrew Ko and Jacob Wobbrock. Cleanroom: Edit-Time Error Detection with the Uniqueness Heuristic (Full paper)*

*Mathew Mooty, Andrew Faulring, Jeffrey Stylos and Brad Myers. Calcite: Completing Code Completion for Constructors using Crowds (Full paper)*

*Jill Cao, Kyle Rector, Thomas Park, Scott Fleming, Margaret Burnett and Susan Wiedenbeck. A Debugging Perspective on End-User Mashup Programming (Full paper)*

*Weidong Huang, Peter Eades, Seokhee Hong and Chun-Cheng Lin. Improving Effectiveness of Graph Drawing Algorithms by Making Compromises between Aesthetics (Full paper)*

*Paul Gordon, Ken Barker and Christoph Sensen. Programming-by-example meets the Semantic Web: Using ontologies and Web Services to close the Semantic Gap (Full paper)*

*Michal Gordon and David Harel. Semantic Navigation Strategies for Scenario-Based Programming (Full paper)*

*Judith Good, Katherine Howland and Keiron Nicholson. Young people's descriptions of computational rules in role-playing games: an empirical study (Full paper)*

*Chris Chambers, Martin Erwig and Markus Luckey. SheetDiff: A Tool for Identifying Changes in Spreadsheets (Full paper)*

*Martin Erwig and Eric Walkingshaw. Causal Reasoning with Neuron Diagrams (Full paper)*

*Parmit K. Chilana, Andrew J. Ko and Jacob O. Wobbrock. Understanding Expressions of Unwanted Behaviors in Open Bug Reporting (Short paper)*

*Todd Kulesza, Simone Stumpf, Margaret Burnett, Weng-Keen Wong, Yann Riche, Travis Moore, Ian Oberst, Amber Shinsel and Kevin McIntosh. Conversational Debugging: Supporting End-User Debugging of Machine-Learned Programs (Full paper)*

*Nuno Amalio and Pierre Kelsen. Modular Design by Contract Visually and Formally using VCL (Full paper)*

*Mary Beth Rosson, Hansa Sinha and Tisha Edor. Design Planning in End-User Web Development: Gender, Feature Exploration and Feelings of Success (Full paper)*

*Elena Planas, Jordi Cabot, Cristina Gómez, Esther Guerra and Juan de Lara. Lightweight Executability Analysis of Graph Transformation Rules (Short paper)*

*Jácome Cunha, Martin Erwig and João Saraiva. Automatically Inferring ClassSheet Models from Spreadsheets (Full paper)*

*KYU HAN KOH, Ashok Basawapatna, Vicki Bennett and Alexander Repenning. Towards the Automatic Recognition of Computational Thinking (Full paper)*

*Daniel Eisenberg, Jeffrey Stylos, Andrew Faulring and Brad Myers.* Using Association Metrics to Help Users Navigate API Documentation (Full paper)

*Peter Rodgers, Gem Stapleton, John Howse and Leishi Zhang.* Euler Graph Transformations for Euler Diagram Layout (Full paper)

*Paolo Bottoni, Esther Guerra and Juan de Lara.* Towards a Formal Notion of Interaction Pattern (Short paper)

*Nan Zang.* Information Remix Patterns and Motivations of Everyday End-Users (Short paper)

*Chris Chambers and Christopher Scaffidi.* Struggling to Excel: A Field Study of Challenges Faced by Spreadsheet Users (Full paper)

*Eunyoung Chung, Carlos Jensen, Koji Yatani, Victor Kuechler and Khai N. Truong.* Drawing and sketching in Open Source design (Full paper)

*Esther Guerra, Juan de Lara, Dimitrios Kolovos and Richard Paige.* A Visual Specification Language for Model-to-Model Transformations (Full paper)

*Rick Zhang, John Hosking, John Grundy, Nikolay Mehandjiev and Martin Carpenter.* A suite of visual languages for supply chain specification and management (Short paper)

*Michael Burch, Michael Fritz, Fabian Beck and Stephan Diehl.* TimeSpiderTrees: A Novel Visual Metaphor for Dynamic Compound Graphs (Full paper)

*Adam S. Carter and Christopher D. Hundhausen.* How is User Interface Prototyping Really Done in Practice? A Survey of User Interface Designers (Short paper)

*Scott Fleming, Eileen Kraemer, R. E. K. Stirewalt and Laura Dillon.* Debugging Concurrent Software: The Importance of External Representations (Full paper)

*Thomas Park and Susan Wiedenbeck.* First Steps in Coding by Informal Web Developers (Short paper)

*Christopher Bogart, Margaret Burnett, Scott Douglass, David Piorkowski and Amber Shinsel.* Does my model work? Evaluation abstractions of cognitive modelers (Full paper)

*Sandra Fan, Brian Johnson, Yun-en Liu, Tyler Robison, Rolfe Schmidt and Steven Tanimoto.* Analyzing a Process of Collaborative Game Design Involving Online Tools (Short paper)

*Peter Chapman and Gem Stapleton.* Introducing Second-Order Spider Diagrams for Defining Regular Languages (Full paper)