

Contents

Designing Interactive Distributed Systems

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

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

Designing User Interfaces

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

Specifying Multiple Time Granularities in Interactive Systems	51
<i>Maria Kutar, Carol Britton and</i> <i>Chrystopher Nehaniv (University of Hertfordshire)</i>	

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

Tools for User Interfaces

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

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

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

Formal Methods for Human-Computer Interaction

Integrating Model Checking and HCI Tools to Help Designers Verify User Interface Properties	135
<i>Fabio Paternò and Carmen Santoro (Istituto CNUCE-CNR)</i>	
More Precise Descriptions of Temporal Relations within Task Models	151
<i>Anke Ditmar (University of Rostock)</i>	
Formal Interactive Systems Analysis and Usability Inspection Methods: Two Incompatible Worlds?	169
<i>Karsten Loer and Michael Harrison</i> <i>(BAE SYSTEMS Dependable Computing Systems Centre,</i> <i>University of York)</i>	

Model-Based Design of Interactive Systems

Wisdom – A UML Based Architecture for Interactive Systems	191
<i>Nuno Jardim Nunes (Universidade da Madeira,</i> <i>Unidade de Ciências da Computação) and</i> <i>João Falcão e Cunha, (Universidade do Porto, GEIN,</i> <i>Faculdade de Engenharia)</i>	
User Interface Declarative Models and Development Environments: A Survey	207
<i>Paulo Pinheiro da Silva (Department of Computer Science,</i> <i>University of Manchester)</i>	
The Task-Dialog and Task-Presentation Mapping Problem: Some Preliminary Results	227
<i>Quentin Limbourg, Jean Vanderdonckt, and Nathalie Souchon</i> <i>(Université catholique de Louvain, Institut d'Administration et</i> <i>de Gestion)</i>	

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