

# Preface

Design, Specification, and Verification of Interactive Systems (DSV-IS) is the annual meeting of the human-computer interaction community interested in all aspects of the design, specification, and verification of interactive systems. It serves as the principal international forum for reporting outstanding research, development, and industrial experience in this area. The 9th DSV-IS workshop will provide a forum for the exchange of ideas on diverse approaches to the design and implementation of interactive systems. The particular focus of this year's event is on models and their role in supporting the design and development of interactive systems for ubiquitous computing. Usability of interactive systems for ubiquitous computing is a key factor of future software developments. The challenge in user interface development is no longer to implement a single (stationary) user interface from specification but rather to enable user interfaces for a wide variety of devices (e.g., mobile devices, cellular phones, PDAs, pocket PCs, handheld PCs, ...) and multimodal input channels. In addition, deploying the same user interface across a wide variety of devices, appliances, and platforms raises the question of how to factor out common interaction components and patterns across the different instances of the user interface, while preserving (some) consistency. Rather than reproducing the same parts on different platforms, common bricks and blocks might be used. Some platforms are well suited for certain interactive tasks, while others are not at all able to support them. This edition is dedicated to all forms of patterns involved in human-computer interaction: cross platform, design, globalization, mobility, ubiquity, and usability.

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DSV-IS 2002 Proceedings co-editors

# Organization

DSV-IS 2002 is jointly organized by the Department of Computer Science, University of Rostock (Germany) and the School of Management (IAG), Université catholique de Louvain (Belgium).

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