

Preface

This volume is the proceedings of IS-EUD 2017, the 6th International Symposium on End-User Development, which was held in Eindhoven, The Netherlands during June 13–15, 2017.

End-user development is a field that aims to empower end users who are not necessarily experts in software development, to create or modify their software to address their own specific needs. It is an interdisciplinary field that traditionally relates to areas such as psychology of programming, empirical studies in software engineering, and human–computer interaction. Recent technological trends like ubiquitous computing, tangible and embodied interaction, the Internet of Things, on-line communities, and crowd sourcing have renewed interest in end-user development, which emerges as an approach to empower end users to control and changes their role from a passive audience to active creators of their technological habitat.

IS-EUD is a bi-annual event that gathers researchers interested in extending our knowledge about how to design end-user development technologies and to provide scientific accounts of phenomena surrounding end-user development practices. IS-EUD cuts across application areas such as ubiquitous and wearable computing, online communities, domotics, ambient and assisted living robotics, games, etc.

IS-EUD 2017 in Eindhoven invited contributions on the topics of empowerment and materiality, on how EUD technologies can empower end users to magnify their reach and control over the physical world, to allow them to engage actively in societal trends and transformations. The theme of the conference was “that was business, this is personal,” aiming to emphasize the personal involvement and engagement of end users, the application of end-user programming beyond the professional environment looking also at discretionary use of technologies. Papers and submissions in all categories addressed this specific theme together with topics that have been traditionally covered by the broader area of end-user development such as domain-specific tools, spreadsheets, and end-user aspects.

IS-EUD 2017 collected research contributions as papers, short papers, work-in-progress, demonstrations and doctoral consortium papers that described:

- New, simple, and efficient environments for end-user development
- New processes and methods for designing open-ended solutions and empowering users to cover the last mile of software development
- Case studies and design implications on challenges and practices of end-user development and user creativity
- Theoretical concepts and foundations for the field of end-user development

The paper track received 26 submissions of full and short papers, of which we accepted ten full papers and three short papers after a rigorous double-blind review process.

The program was opened and closed by two invited keynote talks, in areas where end-user development is becoming increasingly interesting: games for civic involvement and crowd sourcing.

Ben Schouten (Eindhoven University of Technology) gave a lecture on “Play and Civic Interaction Design” addressing a changing perspective on design, one in which users are defined as social and economical actors who co-create products and services. Steven Dow (Department of Cognitive Science at UC San Diego) discussed the need to advance fundamental knowledge and technologies for “collective innovation,” where groups collectively explore and refine solutions for big problem spaces.

We are happy to sustain the tradition of high-quality papers reporting on advances in this specialized field of human–computer interaction. This preface was written in anticipation of an energizing and inspiring event, with a rich program that aspired to fuel further research in end-user development for the symposium attendants as well as the broader readership of this volume.

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