

IS-EUD 2011

Third International Symposium on End-User Development

June 7-10 2011

Hotel del Levante, Torre Canne (Brindisi), Italy

<http://www.iseud.net>

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Important Dates

Paper abstracts (only short and long):
December 17, 2010

Paper submission:
January 5, 2011

Workshop proposals:
January 26, 2011

Workshop decision notification:
February 9, 2011

Paper decision notification:
February 28, 2011

Camera-ready copy:
March 14, 2011

Call for Papers

Theme

End-User Development (EUD) offers lightweight, use-time support which allows end users to configure, adapt and evolve software themselves. As organizations and work practices vary widely and evolve rapidly, the technological infrastructure has to permit and even support these changes. Traditional Software Engineering approaches reach their limits whenever the full spectrum of user requirements cannot be anticipated or the frequency of changes cannot be accommodated by traditional processes. EUD refers to a set of methods, techniques, and tools that allow users acting as non-professional software developers to create, modify or extend a software artifact.

The deployment of Web 2.0 technologies resulted in the exponential growth of the number of end-user developers compared to the number of software professionals. The increasing importance of 'infrastructural' aspects of software, particularly the mutual dependencies between technologies, usages, and domain competencies, calls for a differentiation of roles beyond the classical user-designer dichotomy.

The International Symposium on EUD brings together researchers and practitioners from industry and academia working in the field of EUD. While programming activities by non-professional actors are an essential focus, EUD also investigates into related activities within the process of developing a software infrastructure, e.g. the collective understanding and sense-making of use problems and solution alternatives, the interactions among end users around new configurations, and delegation patterns that may also partly involve professional designers. To this end, EUD brings together threads of discussion from disciplines like Human-Computer Interaction, Software Engineering, Computer Supported Cooperative Work, Artificial Intelligence. Concepts such as configurability, tailorability, end-user programming, visual programming, natural programming, and programming by example already form a fruitful base, but need to be better integrated to exploit the synergy among them.

Scope and Topics

Authors are invited to submit manuscripts of original unpublished work in all areas related to EUD. Long papers may address work on cognitive and design aspects, underlying theories, formal methods, taxonomies, implementation efforts, tool support, and empirical studies. Short papers that present work in progress or demonstrations of tools are also solicited. Areas of interest include, but are not limited to:

- Requirements for EUD
- User Interfaces for EUD
- EUD for specific types of devices
- EUD in specific fields of application
- EUD for user groups with specific needs
- Architectures for EUD
- Metaphors and patterns for software modularization supporting EUD
- Deployment of Web 2.0 technologies, Mash-ups
- Empirical studies of EUD practices
- EUD as part of software infrastructure development and evolution
- Support for collaboration among non-professional programmers
- Cooperation between EUD and professional software developers
- EUD and Open Source
- Educational concepts to foster EUD
- Micro-economical effects of EUD
- Macro-economical impact of EUD
- Business models for EUD solutions
- Political implications of EUD
- Cultures of Participation and Meta-design

Program Committee

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Yunwen Ye, Software Research Associates Inc., Japan

Paper submission

We invite two different types of paper submissions:

- long papers**, up to **sixteen** pages, reporting on research or experience;
- short papers**, up to **six** pages, describing work in progress or tool demonstrations.

Paper submission deadline is **January 5, 2011 (strict deadline)**.

To aid in reviewer assignments, we also request that prospective authors submit title, abstract, keywords and conference topics by **December 17, 2010**.

Papers must be carefully formatted in Springer LNCS format.

Both abstracts and papers must be submitted online through the EasyChair system.

All submissions will be reviewed by members of the international Program Committee. Accepted papers (both long and short) will appear in the proceedings of IS-EUD 2011, published by Springer as Lecture Notes on Computer Science (LNCS). Short papers will be presented at the conference as poster or live demo in a specific session.

Workshops

Workshops complement the scientific program. They provide an informal setting where participants have the opportunity to discuss specific topics in an atmosphere that fosters the active exchange of ideas in the area of EUD.

Workshops will be held on June 7, 2011.

Workshop proposals should be sent to the Workshop Co-Chairs Anne Marie Kanstrup <kanstrup@hum.aau.dk> and Anders Mørch <anders.morch@intermedia.uio.no> by **January 26, 2011**. The acceptance notification will be sent by February 9, 2011.

Doctoral Consortium

The IS-EUD Doctoral Consortium is intended to bring together PhD students working on theory and application of EUD.

To provide fruitful feedback and advice to the selected Ph.D. students on their research thesis. We particularly encourage students that are somewhere in the middle of their research to submit to this workshop.

Applications to the Doctoral Consortium (up to 4 pages) should be sent to the Doctoral Consortium Co-Chairs Daniela Fogli <fogli@ing.unibs.it> and Elisa Giaccardi <elisa.giaccardi@uc3m.es> by **January 15, 2011 (extended)**. The acceptance notification will be sent by February 28, 2011.

Venue

The Symposium will take place at the **Hotel del Levante**, Torre Canne (Brindisi), a seaside resort located on the lovely Adriatic Coast of the Apulia region, in South-East Italy.

Hotel del Levante is in a panoramic position on the seaside, surrounded by monumental palms and by an English style garden descending on a sandy beach. It also provides connecting rooms and a few suites.

Hotel del Levante

via Appia, 22

Torre Canne (Brindisi), Italy

Tel. +39 080 4820 160 - Fax +39 080 4820 096

How to reach

Torre Canne is at about 40 Km from Brindisi airport and about 75 Km from Bari airport.

Both airports have several daily connections with Rome and Milan, and with many other cities in Italy and Europe.

Details on how to reach Hotel del Levante are available at the conference website (www.iseud.net).

