

## Paper session 4: End User Design 2

Session Chair: *Gerhard Fischer*

- Lessons Learned in the Design of Configurable Assistive Technology with Smart Devices  
*Bruno Azevedo Chagas, Hugo Fuks and Clarisse Sieckenius de Souza*
- Interaction Anticipation: Communicating Impacts of Groupware Configuration Settings to Users  
*Raquel Prates, Mary Beth Rosson and Clarisse de Souza*
- Involving Children in Design Activities Using the ChiCo Exploratory Co-design Technique  
*Diego Alvarado and Paloma Diaz*

## Paper session 5: End User Technology 3

Session Chair: *Clarisse De Souza*

- Pervasive Displays in the wild: employing End User Programming in adaption and re-purposing  
*Tommaso Turchi and Alessio Malizia*
- Towards a Toolkit for the Rapid Creation of Smart Environments  
*Thomas Kubitzka and Albrecht Schmidt*
- FaceMashup: Enabling End User Development on Social Networks Data  
*Daniele Massa and Lucio Davide Spano*
- Physical Prototyping of Social Products through End-User Development  
*Daniela Fogli, Elisa Giaccardi, Alessandro Acerbis and Fabio Filisetti*

Day 4 – Friday 29

## Paper session 6: End User Studies

Session Chair: *Maria Francesca Costabile*

- Building and using home automation systems: a field study  
*Alexandre Demeure, Sybille Caffiau, Elena Elias and Camille Roux*
- QAS: Tailorable Quality Assessment Service for Social Media  
*Christian Reuter, Thomas Ludwig, Michael Ritzkatis and Volkmar Pipek*
- FRAMES – A Framework for Adaptable Mobile Event-Contingent Self-Report Studies  
*Julian Dax, Thomas Ludwig, Johanna Meurer, Volkmar Pipek, Martin Stein and Gunnar Stevens*

## Keynote Speaker: David Cuartielles

### Opensource Hardware and Education

Arduino is a free, opensource hardware platform that can be reprogrammed with a piece of opensource software. Software that reprograms hardware allows people to transform the way they understand and interact with the world because electronics are omnipresent in our everyday activities. Elevators run with microcontrollers, in an average car there are seventy microcontrollers and even a microwave oven has microcontrollers. The goal of Arduino is to empower people other than engineers to understand interaction paradigms such as physical, tangible and ubiquitous computing and to create their own interactive artifacts with digital electronics. Eventually, it democratizes learning by practical experimentation so that learners discover how to be independent, how to use things by themselves, how to exploit those things to build interactive systems by themselves and how to be critically demanding about technology. In this talk, I will introduce the feature that makes a free hardware platform such as Arduino a powerful learning tool that fosters creativity and I will talk about a vision for the computing education for the 21st century: accessible and pleasant approaches to teach kids how to reprogram the surrounding environment. To this end, I will share experiences and insights gathered from project-based learning experiments with Arduino in secondary schools.

### Other Information

- Location: Sessions 1 to 6, keynote speakers and panel will be held in the Auditorium of Medialab-Prado  
Address: *C/ Alameda, 15, 28014, Madrid*
- Doctoral Consortium and CoPDA Workshop will be held in rooms 2.1.C08 and 2.1C19 of the Sabatini building of Leganés Campus of Universidad Carlos III  
Address: *Avda de la Universidad, 30, 28911, Leganés-Madrid*
- Wifi:  
Medialab-Prado: medialab  
Network: medialab  
Pass: visualizar  
  
Leganés Campus of Universidad Carlos III  
Networks: eduroam or wifi-uc3m
- Social Event on Thursday, May 28th  
Meeting Point: Paseo del Arte Hotel (Main hall)  
19:00hr. Walking guided visit  
20:30hr. Dinner at "Jardines de Cecilio Rodríguez" which is located in "El Retiro" park.

### Medialab-Prado



Universidad  
Carlos III de Madrid  
[www.uc3m.es](http://www.uc3m.es)

# My world, my device, my program

## Fifth International Symposium on End - User Development

### PROGRAM



# IS-EUD 2015

MAY 26th - 29th, 2015

# Program

Time	Tue 26	Wed 27	Thu 28	Fri 29
09:00-09:30	Registration	Opening & Registration		
09:30-10:00				
10:00-10:30		Invited talk 1	Panel	
10:30-11:00	Workshop / DC	Coffee	Coffee	
11:00-11:30	Coffee			S6 - End User Studies
11:30-12:00				Coffee
12:00-12:30				
12:30-13:00	Workshop / DC	S1 - End User Design I	S3 - End User Technology II	Invited talk 2
13:00-13:30				
13:30-14:00				Spanish Wine
14:00-14:30	Lunch	Lunch	Lunch	
14:30-15:00				
15:00-15:30		S2 - End User Technology I	S4 - End User Design II	
15:30-16:00	Workshop / DC	Coffee	Coffee	
16:00-16:30	Coffee			
16:30-17:00			S5 - End User Technology III & DC	
17:00-17:30				
17:30-18:00	Workshop / DC	Playground (P)		
18:00-18:30			Visit - Gala Dinner	
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## Day 1 – Tuesday 26

### Workshop

Location: Room 2.1.C19. Sabatini Building. Leganés Campus UC3M

- Cultures of Participation in the Digital Age: Coping with Information, Participation, and Collaboration Overload  
*Barbara Rita Barricelli, Gerhard Fischer, Anders Mørch, Antonio Piccinno and Stefano Valtolina*

### Doctoral Consortium

Location: Room 2.1.C08. Sabatini Building. Leganés Campus UC3M

- Investigating the Barriers Experienced by Adult End-User Developers when Physical Prototyping.  
*Tracey Booth*
- EMA IDEs: A Challenge for End-User Development.  
*Nikolaos Batalas*
- End User Development System for Adaptive Augmented Environments.  
*Alvaro Montero*

## Day 2 – Wednesday 27

Keynote Speaker: Albrecht Schmidt

### Programming Ubiquitous Computing Environments

Computing becomes a part of our everyday environment. Interaction in the “real world” is more and more determined by ubiquitous computing systems that are

tailored to fit a specific environment. These systems can only be created with strong domain knowledge. End users may be the right group to develop or at least tailor such systems. We show two examples of how domain expert can program systems: one looks at how to transfer programming by demonstration to ubicomp scenarios and the other on how to use examples as recipes for a new development. In the outlook we extrapolate from current practices of sharing videos to a future where multimodal and sensor-rich examples can be continuously recorded and may become the basis for new approaches for a truly user-centered development of cyber-physical systems.

### Paper session 1: End User Design 1

Session Chair: *Daniela Fogli*

- Instilling a Culture of Participation: Technology-Related Skills and Attitudes of Aspiring Information Professionals  
*Monica Maceli*
- Analysing How Users Prefer to Model Contextual Event-Action Behaviours in their Smartphones  
*Gabriella Lucci and Fabio Paterno*
- Natural Notation for the Domestic Internet of Things  
*Charith Perera, Saeed Aghaee and Alan Blackwell*
- Designing for End-User Development in The internet of Things  
*Barbara Rita Barricelli and Stefano Valtolina*
- Engineering the creative co-design of augmented digital experiences with cultural heritage  
*Paloma Diaz, Ignacio Aedo and Merel van der Vaart*

### Paper session 2: End User Technology 1

Session Chair: *To be announced*

- SketchCode – an extensible source code editor for crafting software  
*Siemen Baader and Susanne Bødker*
- Making mashups actionable through elastic design principles  
*Carmelo Ardito, Maria Francesca Costabile, Giuseppe Desolda, Markus Latzina and Maristella Matera*
- A Review of Research Methods in End User Development  
*Daniel Tetteroo and Panos Markopoulos*

### Playground

- Searching in a Playful Manner  
*Markus Latzina*
- IS-EUD 2015 Studio: Exploring End User Programming of Interactive Spaces  
*Thomas Kubitz*

- Creating Game-Like Content in Android Devices: The Mokap Hackaton  
*Angel Serrano-Laguna, Dan Cristian Rotaru and Antonio Calvo Morata*

- Spatial Awareness in Mobile Devices to Compose Data Source: a Utilization Study  
*Giuseppe Desolda and Hans-Christian Jetter*

- Hands-on actionable mashups  
*Carmelo Ardito, Maria Francesca Costabile, Giuseppe Desolda, Markus Latzina and Maristella Matera*

- A Platform for Creating Digital Educational Games as Combinations of Archetypical Games  
*Telmo Zarraonandia, Paloma Diaz, Ignacio Aedo and Álvaro Montero*

## Day 3 – Thursday 28

### Panel Discussion

#### EUD: What Next?

Organizer: *Maria Francesca Costabile*

Participants: *Clarisse de Souza, Gerhard Fischer, Volker Wulf and Boris de Ruyter*

### Paper session 3: End User Technology 2

Session Chair: *Boris De Ruyter*

- Assisted Composition of Services on Mobile Devices  
*Nikolay Mehandjiev, Lu Ning and Abdallah Namoun*
- End-user development in Second Life: Theory and applications  
*Valentina Caruso, Melissa Hartley and Anders Mørch*
- My program, my world: Insights from 1st-person reflective programming in EUD education  
*Ingrid Monteiro, Clarisse de Souza and Eduardo Tolmasquim*
- Extreme Co-Design: Prototyping With and By the User for Appropriation of Web-Connected Tags  
*Andrea Bellucci, Giulio Jacucci, Veera Kotkavuori, Salu Ylirisku and Baris Serim*
- Everyday tools used for Avionics User Modifiable Software automatic generation  
*Miguel Sanchez-Puebla, Roberto Sobrino Solís and José Andrés Martín Bautista*