



End-User Development (EUD) aims to empower end-users who are not necessarily experts in software development, to create their own software to address their 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, and the Internet of Things, Online Communities, and Crowdsourcing have renewed interest in EUD, which emerges as an approach to empower end-users, transforming their role from a passive audience to active creators of their technological habitat.

“That was business, this is personal”

IS-EUD is a bi-annual event that gathers researchers interested to extend our knowledge about how to design EUD technologies and to provide scientific accounts of phenomena surrounding EUD practices.

IS-EUD 2017 in Eindhoven focuses on the topics of empowerment and materiality. We are looking for research into EUD technologies that empower end-users to magnify their reach and control over the physical world, that allow them to engage actively in societal trends and transformations.

The theme, “**That was business, this is personal**” aims to emphasize the personal involvement and engagement of end-users, the application of EUD beyond the professional environment, looking also at discretionary uses of technology.

The conference proceedings are published by Springer.

Important dates

Abstract submissions

(long and short papers): **December 16, 2016**

Long and short papers: **January 13, 2017**

Workshop proposals: **January 20, 2017**

Work in progress,
demonstrations and
doctoral consortium:

March 3, 2017

Conference Chair

Panos Markopoulos, Eindhoven University of Technology,
the Netherlands

Program Chairs

Simone Barbosa, PUC-Rio, Brazil

Fabio Paterno, Consiglio Nazionale delle Ricerche – ISTI, Pisa, Italy

Topics

The conference welcomes contributions that

- describe new, simple and efficient environments for EUD,
- describe new processes and methods for designing open ended solutions and empowering users to cover the last mile of software development,
- present case studies and design implications on challenges and practices of EUD and user creativity
- develop theoretical concepts and foundations for the field of EUD

Specific topics include (but are not limited to):

- EUD and the Internet of Things
- EUD in daily life
- Technologies and infrastructures for EUD
- Methods and tools for EUD
- Case studies of EUD
- Crowdsourcing design and development work
- Recommender systems to support EUD
- Cultures of participation and meta-design approaches
- Open-ended design
- Web 2.0 and mash-up technologies enabling EUD
- EUD and robots
- EUD of context-dependent applications
- Technology acceptance and adoption studies
- Evaluation of EUD technologies
- End users as designers of interactive systems

