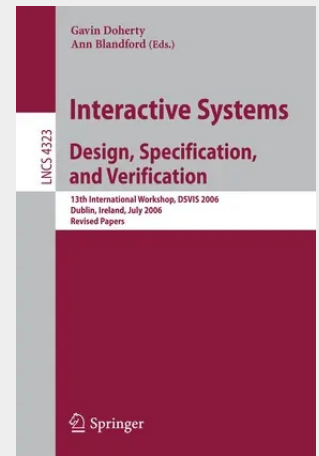


Interactive Systems. Design, Specification, and Verification

13th International Workshop, DSVIS 2006, Dublin, Ireland, July 26-28, 2006, Revised Papers

This book constitutes the thoroughly refereed post-proceedings of the 13th International Workshop on Design, Specification, and Verification of Interactive Systems, DSVIS 2006, held in Dublin, Ireland in July 2006. The 19 revised full papers presented together with one keynote paper, and two working group reports were carefully reviewed and selected from 57 submissions during two rounds of reviewing and improvement.

We present here the proceedings of the 13th International Workshop on the Design, Specification and Verification of Interactive Systems, held in Trinity College, Dublin. The workshop provides a forum where researchers at the intersection of software engineering and human-computer interaction can present and discuss their ideas. The different perspectives and concerns of these two communities were exemplified by the thought-provoking contributions of the invited speakers Jan Gulliksen, who looked at the nature of contact between developers and end users (keynote paper included in this volume), and Ian Sommerville, who looked at construction by configuration as the de-facto paradigm for many real-world development projects. All papers were reviewed by at least three reviewers. We present here 19 out of 57 submissions, along with a keynote paper and two working group reports. The healthy number of submissions reflects the continuing interest and commitment of researchers in this area. The accepted papers came from a wide range of locations—Belgium, Canada, France, Ireland, Italy, Norway, Portugal, Spain, Sweden and the UK. Model-driven development remains a strong theme, with papers by Penichet et al., Van den Bergh et al., and Koninx et al. The sophistication and power of the tools now available compared to those presented at earlier editions of the workshop were clearly evident from these presentations. Other uses of models in development are investigated in the papers by Silva et al., which looked at reverse engineering, Lepreux et al., which looks at the visual design of user interfaces, and Potter and Wright, which looks at visualization resource management.



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