



eics 2016

The 8th ACM SIGCHI Symposium on

Engineering Interactive Computing Systems

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Table of Contents

Keynotes

Can Computers Design Interaction?	1
Antti Oulasvirta	

Language Engineering: Challenges, Opportunities and Potential Disasters for Interactive Systems.....	3
Richard F. Paige	

Model-Driven Development

Rule-Enhanced Task Models for Increased Expressiveness and Compactness	4
Werner Gaulke, Jürgen Ziegler	
Adding Custom Widgets to Model-driven GUI Generation.....	16
Thomas Rathfux, Roman Popp, Hermann Kaindl	
Customizable Dynamic User Interface Distribution.....	27
Marco Manca, Fabio Paternò	

Ubiquitous Computing

Bluewave: Enabling Opportunistic Context Sharing via Bluetooth Device Names	38
Adrian A. de Freitas, Michael Nebeling, Akshaye Shreenithi Kirupa Karthikeyan Ranithangam, Junrui Yang, Anind K. Dey	
ProxemicUI: Object-Oriented Middleware and Event Model for Proxemics-Aware Applications on Large Displays	50
Mohammed Alnusayri, Gang Hu, Elham Alghamdi, Derek Reilly	
GestureSeg: Developing a Gesture Segmentation System using Gesture Execution Phase Labeling by Crowd Workers	61
Sven Kratz, Jason Wiese	
FusionKit: A Generic Toolkit for Skeleton, Marker and Rigid-Body Tracking	73
Michael Rietzler, Florian Geiselhart, Janek Thomas, Enrico Rukzio	

Process and Frameworks

DocTr: A Unifying Framework for Tracking Physical Documents and Organisational Structures	85
Sandra Trullemans, Ayrton Vercruysse, Beat Signer	
A Case-based Assessment of the FLUIDE Framework for Specifying Emergency Response User Interfaces	97
Erik G. Nilsson, Ketil Stølen	
Engineering mixed-criticality interactive applications	108
Camille Fayollas, Célia Martinie, David Navarre, Philippe Palanque	
Experiences From Developing Networked Public Display Applications on 3rd Party Infrastructures	120
Nemanja Memarovic	

Evaluation and Testing I

Using Formal Models to Cross Check an Implementation	126
Raquel Oliveira, Sophie Dupuy-Chessa, Gaëlle Calvary, Daniele Dadolle	
Systematic Automation of Scenario-Based Testing of User Interfaces	138
José C. Campos, Camille Fayollas, Célia Martinie, David Navarre, Philippe Palanque, Miguel Pinto	
Improving Repeatability and Reproducibility of Mobile Tests for Inertial Measurement Units	149
Nils Büscher, Lars Middendorf, Christian Haubelt, Rainer Dorsch, Frederik Wegelin	
Using Testing Techniques to Classify User Interface Designs	159
Abigail Cauchi, Gordon Pace	

Informed Design and Prototyping

Faceted Search on Coordinated Tablets and Tabletop: a Comparison	165
Sven Charleer, Joris Klerkx, Erik Duval, Tinne De Laet, Katrien Verbert	
PANDA: Prototyping using ANnotation and Decision Analysis	171
Jean-Luc Hak, Marco Winckler, David Navarre	
A design pattern for multimodal and multidevice user interfaces	177
Alessandro Carcangiu, Gianni Fenu, Lucio Davide Spano	

Modelling and Analysis

Measuring Interaction Design before Building the System: a Model-Based Approach	183
Giorgio Brajnik, Simon Harper	
Modelling information resources and their salience in medical device design	194
Michael D. Harrison, José C. Campos, Rimvydas Rukšenas, Paul Curzon	
A Language-based Model for Specifying and Staging Mixed-initiative Dialogs	204
Saverio Perugini, Joshua W. Buck	

Design Spaces

SEPIA, a Support for Engineering Persuasive Interactive Applications: Properties and Functions	217
Yann Laurillau, Gaëlle Calvary, Anthony Foulonneau, Eric Villain	
A Semi-Formal Framework for Describing Interaction Design Spaces	229
Judy Bowen, Anke Dittmar	
A Design Space for Engineering Graphical Adaptive Menus	239
Sara Bouzit, Gaëlle Calvary, Denis Chêne, Jean Vanderdonckt	
Make it ISI: Interactive Systems Integration Tool	245
José Luís Silva, Jorge Diogo Ornelas, João Carlos Silva	

Evaluation and Testing II

Is a Framework Enough? Cross-Device Testing and Debugging	251
Maria Husmann, Nina Heyder, Moira C. Norrie	
Automatic Detection of GUI Design Smells: The Case of Blob Listener	263
Valéria Lelli, Arnaud Blouin, Benoit Baudry, Fabien Coulon, Olivier Beaudoux	
Using Gherkin to extract Tests and Monitors for Safer Medical Device Interaction Design	275
Abigail Cauchi, Christian Colombo, Adrian Francalanza, Mark Micallef, Gordon Pace	
Users' Preference Share as a Criterion for Hierarchical Menu Optimization	305
Mikhail Goubko, Alexander Varnavsky	

Post-WIMP Interfaces

SyMPATHy : Smart glass for Monitoring and guiding stroke PATients in a Home-based context	281
Maxence Bobin, Margarita Anastassova, Mehdi Boukallel, Mehdi Ammi	
CircleBuy: A Visual Search Based Second Screen Application of Buying Products in Videos	287
Yucheng Jin, Joris Klerkx, Katrien Verbert	
Engineering Automotive HMIs that are optimized for Correct and Fast Perception	293
Marie-Christin Ostendorp, Sebastian Feuerstack, Thomas Friedrichs, Andreas Lüdtko	

Workshops

End-User Development of Cross-Device User Interfaces	299
Michael Nebeling, Thomas Kubitzka, Fabio Paternò, Tao Dong, Yang Li, Jeffrey Nichols	
Workshop on Engineering Human-Computer Interaction in Recommender Systems	301
Ludovico Boratto, Lucio Davide Spano, Salvatore Carta, Gianni Fenu	
Engineering Interactive Systems with SCXML	303
Stefan Radomski, Dirk Schnelle-Walka, Deborah Dahl, Max Mühlhäuser	

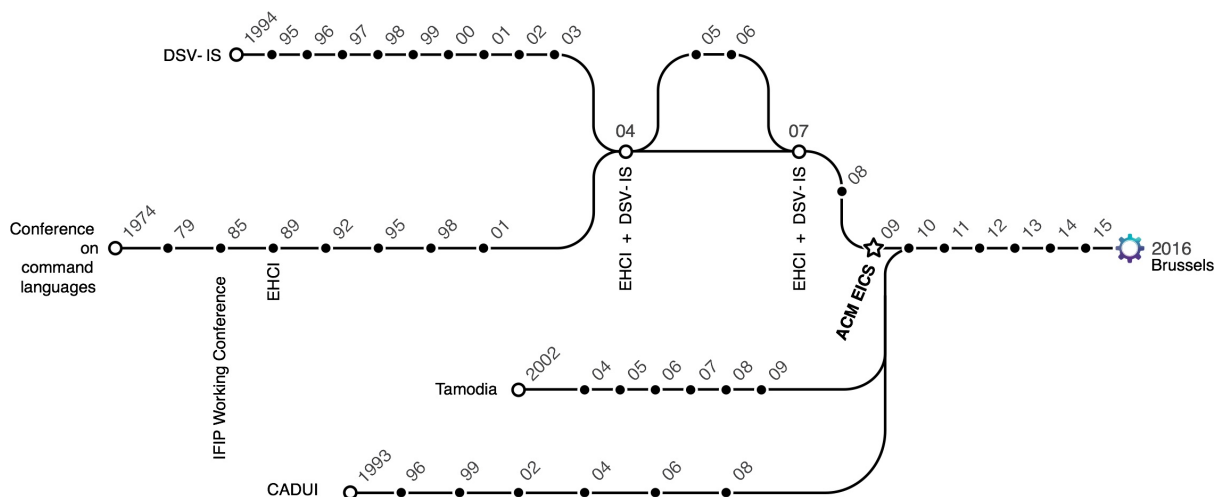
Welcome to EICS 2016

The ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS) is a yearly international conference devoted to engineering usable and reliable interactive computing systems. Research presented at EICS revolves around methods, processes, techniques and tools that support specifying, designing, developing, deploying and verifying interactive systems. This 8th ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS'16) took place in Brussels, Belgium (21-24 June 2016) – at the heart of Europe.

EICS gathers researchers that aim to improve the ways we build interactive systems. Building interactive systems is a multi-faceted and challenging activity, involving a plethora of different actors and roles. This is particularly true in the domain of HCI, where we continuously push the edge of what is possible, where there is a crucial need for adequate processes, tools and methods to build reliable, useful and usable systems that help people cope with the ever increasing complexity of work and life. The primary goal of the EICS conference series is to provide a venue for novel and high quality contributions in this direction.

EICS is probably the longest running HCI conference in the field. Its starting point in history goes back as far as 1974. Although it only has been an ACM SIGCHI sponsored conference since 2009, EICS is a continuation and merge of a set of series of conferences, symposiums and workshops —most notably the IFIP WG 2.7/13.4 conference on Engineering HCI (EHCI)— that shared a common interest: the engineering aspects of HCI. The annual workshops on Design, Specification and Verification of Interactive Systems (DSV-IS) and on Task, Models and Diagrams for UI Design (TaMoDia) were also merged into the EICS conference series, as well as the International Conference on Computer-Aided Design of User Interfaces (CADUI).

The history of EICS



EICS 2016 received 64 full paper and 21 Late-Breaking Results and Demo (LBR) submissions. A revised reviewing process was put in place with 12 senior PC members selecting reviewers from a set of expert program committee members to ensure high quality and insightful reviews for all papers. A physical program committee meeting with the senior PC members and paper chairs to discuss the various submissions in

person was organized on March 23 in Toulouse. 20 full papers and 12 LBR papers were accepted, resulting in respectively ~30% acceptance rate for full papers and ~57% for LBR papers. Some authors were given the opportunity to rework and improve parts of their full paper submission in a “revise and resubmit” phase, for which they received shepherding and guidance by a senior PC member. This shows the commitment of the EICS community to not only ensure high quality contributions at the conference, but also to educate and enable authors to write down and present their best work for this conference.

In addition to the 32 papers, the EICS’16 program includes three pre-conference workshops and a doctoral consortium. The workshops provide a more focused venue on a topic of interest for engineering interactive computing systems. This year the workshops cover SCXML, recommender systems and end-user development for cross-device user interfaces.

EICS’16 features two keynote speakers that can challenge the EICS community with their perspectives on engineering interactive computing systems. Prof. dr. Antti Oulasvirta is a cognitive scientist researching human-computer interaction and will tackle the question on whether computers can design interaction. Prof. dr. Richard Paige researches the theory and application of modelling and agile methods in software and systems engineering, and will talk about the challenges, opportunities and potential disasters of language engineering for interactive systems.

We would like to thank all who contributed to EICS’16, PC and senior PC members, chairs of the various conference tracks, the local organization, our sponsors; especially ACM SIGCHI for their continuous support, and iMinds and Hasselt University for contributing to the organization of EICS’16.

Finally, we would like to invite you to submit your work for EICS 2017, and attend the conference that will be held in Lisbon (Portugal) at the end of June 2017.

Kris Luyten and Philippe Palanque, general conference chairs
José Creissac Campos and Albrecht Schmidt, full paper chairs
Beat Signer and Nicolas Roussel, Late-Breaking Results and Demo chairs

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Full paper chairs

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