Visual Languages and Logic p. 3
Layout of (Software) Engineering Diagrams p. 4
Understanding and Building Spreadsheet Tools p. 7
Patterns and Words, Logic and Narrative: What Can We Expect of a Visual Language? p. 11
Twelve Years of Visualization Research at Microsoft p. 12
Scents in Programs: Does Information Foraging Theory Apply to Program Maintenance? p. 15
Introductory Computing Construct Use in an End-User Programming Community p. 27
Towards Overcoming Deficiencies in Constraint Diagrams p. 33
Visual Qualities of the Unified Modeling Language: Deficiencies and Improvements p. 41
Mapping the Space of API Design Decisions p. 50
A Study on Applying Roles of Variables in Introductory Programming p. 61
Antecedents to End Users' Success in Learning to Program in an Introductory Programming Course p. 69
Snapshots: Capturing Dynamics of Student Sketches p. 73
Controlling Transparency in an Online Learning Environment p. 77
Mobile Games to Foster the Learning of History at Archaeological Sites p. 81
Enhancing the Programmability of Spreadsheets with Logic Programming p. 87
MaramaTatau: Extending a Domain Specific Visual Language Meta Tool with a Declarative Constraint Mechanism p. 95
The Domain-Specific Language Monaco and Its Visual Interactive Programming Environment p. 104
Some Problems of Professional End User Developers p. 111
On to the Real-World: Gender and Self-Efficacy in Excel p. 119
Explaining Debugging Strategies to End-User Programmers p. 127
Visual Modelling of Complex Business Processes with Trees, Overlays and Distortion-Based Displays p. 137
EulerView: A Non-hierarchical Visualization Component p. 145
Towards Trace Visualization and Exploration for Reactive Systems p. 153
Building an Ecologically Valid, Large-scale Diagram to Help Developers Stay Oriented in Their Code p. 157
Action Patterns for the Incremental Specification of the Execution Semantics of Visual Languages p. 163
subTextile: Reduced Event-Oriented Programming System for Sensate Actuated Materials p. 171
Model-Driven Quality Assurance for End Users p. 175
A Domain Specific Language and Methodology for Control Systems GUI Specification, Verification and Prototyping p. 179
Representations and Strategies for Solving Spatial Problems with Diagrams p. 183
Design Planning in End-User Web Development p. 189
Scenario-Based Requirements for Web Macro Tools p. 197
Relational Blocks: A Visual Dataflow Language for Relational Web-Applications p. 205