Invited speakers

Computer-Aided Design of User Interfaces by Example
Foundations for a Theory of Contextors
WSXL: A Web Services Language for Integrating End-User Experience
Specification of User Interfaces
From Formal Specifications to Secure Implementations
Just-UI: A User Interface Specification Model
DTS-Edit: an Interactive Development Environment for Structured Dialog Applications
Task Scenarios: Elicitation and Derivation
Automatically Eliciting Task Models from Written Task Narratives
From Usage Scenarios to User Interface Elements in a Few Steps
Exploring Design Heuristics for User Interface Derivation from Task and Domain Models

Model-Based Approaches

A User Modeling Design Tool Based on a Cognitive Architecture for Comparing Interfaces
A Model-Guided and Task-Based Approach to User Interface Design Centered in a Unified Interaction and Architectural Model
Using User Interface Models in Design
User Interfaces for Multiple Contexts of Use
One Model, Many Interfaces
Combining Handcrafting and Automatic Generation of User-Interfaces for Pervasive Devices
Concepts for Generating Multi-User Interfaces Including Graphical Editors
Domain-Oriented Model-Based Approaches
DIGBE: Online Model-Based Design Automation
Meeting Activity Theory through Task-Based and User-Oriented Development of User Interfaces
Model-Based Interactive Prototyping of Highly Interactive Applications
Innovative Model-Based Approaches
Modeling Style of Work as an Aid to the Design and Evaluation of Interactive Systems
An Online Multimedia System for Learning to Design User Interfaces
UML and Interactive Systems, Another Step Forward
UIML- and XML-Based User Interfaces
Building Multi-Platform User Interfaces with UIML
Development of an UIML Renderer for Different Target Languages
Generic Interface Descriptions using XML
User Interface Migration: Forward and Backward
Specifying User Interfaces for Runtime Modal Independent Migration
Reverse Engineering Interaction Plans for Legacy Interface Migration
Recovering Alternative Presentation Models of a Web Page with VAQUITA
Usability Engineering and the Web
Evidence-Based Usability Engineering
A Framework and a Language for Usability Automatic Evaluation of Web Sites by Static Analysis of HTML Source Code
First Steps Towards Task-Related Web User Interfaces
Agent-Based User Interfaces
Cooperative Agents Design in a Technological Watch Context
A Multi-Agent Approach to Cooperative Work
Agent Oriented Specification of Interactive Systems: Basic Principles and Industrial Case Study

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