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End-User Development

8th International Symposium, IS-EUD 2021
Virtual Event, July 6–8, 2021
Proceedings

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Preface

Welcome to the proceedings of the 8th International Symposium on End-User Development (IS-EUD 2021), organized by the University of Cyprus and held virtually during July 6–8, 2021. End-user development (EUD) aims at empowering end users to develop and adapt systems at a level of complexity that is adequate to their expertise, practices, and skills. EUD may occur along the entire software lifecycle, with the purpose of making users able to participate in artifact development, not only during the design phase but also during actual use. Originally, EUD was conceived as a more general instance of end-user programming; thus, scholars proposed methods, techniques, and tools that allowed end users to modify or extend software artifacts, such as spreadsheets, web applications, video games, and mobile applications. In the so-called Internet of Things era, end-user development moved on to address the problem of defining and modifying the behavior of smart environments, including smart objects, pervasive displays, smart homes, smart cities, and so on. Therefore, the term ‘end-user development’ has acquired a broader meaning, covering approaches, frameworks, and socio-technical environments that allow end users to express themselves in crafting digital artifacts that encompass both software and hardware technology. Recent research and technological trends like Artificial Intelligence (AI), big data, cyber-security, robotics, and Industry 4.0, have contributed to a renewed vision of end-user development, by providing tools and platforms that allow end users to harness the power of AI to create solutions involving computer vision, image processing, and conversational user interfaces, as well as solutions for smart environments. Such developments lower the threshold for creating AI solutions, and expand the programmer base for such solutions, by extending AI application both for professional and discretionary use.

IS-EUD is a bi-annual event for researchers and practitioners with an interdisciplinary approach to EUD, including Human-Computer Interaction, Software Engineering, Computer Supported Cooperative Work, Human-Work Interaction Design, and related areas.

The 2021 edition of IS-EUD focused on “Democratizing AI Development”, namely on EUD for AI-based systems, where end users are called on to become end-user developers of intelligent agents, digital twins, collaborative systems, and social robots. Theoretical and empirical work analyzing pros and cons of this new EUD wave, identifying requirements for end-user development of AI, and acceptance of related solutions were invited. In this edition, we discussed the adoption of EUD in new fields, the proposal of novel EUD paradigms, and the impact of AI-based EUD in terms of user acceptability and appropriation. Software infrastructures and eco-systems supporting the re-use of solutions and the emergence of meta-design practices were of particular interest, linking the challenges relating AI to topics central to the IS-EUD community.

IS-EUD 2021 collected research contributions as full papers, short papers, work-in-progress and doctoral consortium papers that presented

- New, simple, and efficient environments for end-user development
- New processes, methods, and techniques for empowering users to create, modify, and tailor digital artifacts
- Case studies and design implications on challenges and practices of end-user development
- Theoretical concepts and foundations for the field of end-user development
- Methods and techniques for end-user development of AI-based devices
- Approaches to end-user development based on conversational interfaces
- Methods and tools to deal with cybersecurity through end-user development

The paper track received 26 submissions of full and short papers, of which we accepted 11 full papers and 4 short papers after a rigorous double-blind review process.

The program was opened by the keynote speaker Gerhard Fischer, Professor Emeritus of Computer Science at the University of Colorado Boulder, USA, who explored the relationship between specific AI approaches, meta-design, and cultures of participation, to illustrate different design strategies that will advance EUD not only as a technology but also as a cultural transformation.

Due to the COVID-19 pandemic, this edition of IS-EUD 2021 was held online, thus limiting the interaction opportunities that have always characterized the past editions of this symposium. This is one more reason to thank all the authors and reviewers for their commitment and contribution to make the symposium a successful event!

May 2021

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Contents

Invited Talk

End-User Development: Empowering Stakeholders with Artificial Intelligence, Meta-Design, and Cultures of Participation.	3
<i>Gerhard Fischer</i>	

Full Papers

Reconsidering End-User Development Definitions.	19
<i>Nikolaos Batalas, Ioanna Lykourantzou, Vassilis-Javed Khan, and Panos Markopoulos</i>	
An End-User Development Approach to Secure Smart Environments	36
<i>Bernardo Breve, Giuseppe Desolda, Vincenzo Deufemia, Francesco Greco, and Maristella Matera</i>	
Comparative Analysis of Composition Paradigms for Personalization Rules in IoT Settings	53
<i>Simone Gallo, Marco Manca, Andrea Mattioli, Fabio Paternò, and Carmen Santoro</i>	
Devices, Information, and People: Abstracting the Internet of Things for End-User Personalization	71
<i>Fulvio Corno, Luigi De Russis, and Alberto Monge Roffarello</i>	
Help Me Create Smart Things: How to Support Design and Art Students at a Distance	87
<i>Rosella Gennari, Eftychia Roumelioti, and Secil Ugur Yavuz</i>	
Personalization in a Paper Factory.	102
<i>Marco Manca, Fabio Paternò, and Carmen Santoro</i>	
Learning Domain Knowledge Using Block-Based Programming: Design-Based Collaborative Learning	119
<i>Renate Andersen, Anders I. Mørch, and Kristina Torine Litherland</i>	
Lessons Learned from Using Reprogrammable Prototypes with End-User Developers	136
<i>Marcel Borowski and Ida Larsen-Ledet</i>	
Design of a Chatbot to Assist the Elderly.	153
<i>Stefano Valtolina and Mattia Marchionna</i>	

A Jigsaw-Based End-User Tool for the Development of Ontology-Based Knowledge Bases 169
Audrey Sanctorum, Jonathan Riggio, Sara Sepehri, Emma Arnesdotter, Tamara Vanhaecke, and Olga De Troyer

Short Papers

‘Expected Most of the Results, but Some Others...Surprised Me’: Personality Inference in Image Tagging Services. 187
Maria Kasinidou, Styliani Kleanthous, and Jahna Otterbacher

Providing a Notifications System to Software Services with HomeSerBot. . . . 196
Fabio Cassano and Antonio Piccinno

Design Requirements for Recommendations in End-User User Interface Design 204
Audrey Sanctorum, Luka Rukonic, and Beat Signer

PAC-Bot: Writing Text Messages for Developing Point-and-Click Games . . . 213
Luca Asunis, Vittoria Frau, Riccardo Macis, Chiara Pireddu, and Lucio Davide Spano

Work-in-Progress Papers

Supporting Museums and Robot Theatre Using Quando - an Event First, Visual Block Toolset. 225
Andrew Stratton, David Cameron, Dorothy Ker, Terry O’Connor, Balraj Johal, and Andrei Clopotel

Doctoral Consortium

Supporting End User Development in Extended Reality Through Natural Language Rules. 233
Vittoria Frau

Author Index 241