Enhancing interaction with supplementary Supportive User Interfaces (UIs): Meta-Uls, Mega-Uls, Extra-Uls, Supra-Uls …

First International Workshop on Supportive User Interfaces: SUI 2011. In conjunction with the 3rd ACM SIGCHI Symposium EICS 2011. June 13-16, Pisa, Italy

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ABSTRACT
In order to improve the interaction control and intelligibility, end-user applications are supplemented with supportive User Interfaces (UI), like meta-Uls, mega-Uls, helping or configuration wizards. These additional UIs support the users by providing them with information about the available functionalities, the context of use, or the performed adaptations. Such UIs allow the user to supervise and modify an application interactive behavior according to her/his needs.

Given the rising complexity of interactive systems, supportive UIs are highly desirable features. However, there is currently no common understanding of types and roles of supportive UIs. Enabling concepts and definitions underlying the engineering of such UIs are also missing. In order to fill this gap, the workshop seeks a discussion with a broad audience of researchers, who have experience with the design and development of supportive UIs.

IMPORTANT DATES
- Paper Submission: March 13, 2011, 23:59 PST  
  March 20, 2011, 23:59 PST
- Notification of acceptance: April 3, 2011
- Final paper due: April 29, 2011
- Distribution of final papers: June 06, 2011
- Workshop day: June 13, 2011

KEYWORDS
UIs quality, explanatory UIs, help systems, awareness of the context of use, meta-UI, mega-UI, supra-UI.

THEME, GOALS, AND RELEVANCE
Enabling technologies make it possible to create more and more complex systems in terms of functional core, new interaction techniques and context-of-use dynamics. Coming along with systems complexity, the users require a better understanding and control of their applications.

In the aftermath of “pervasive intelligibility” researches [5], this workshop focuses on human-computer interaction and more specifically on the engineering of user interfaces to foster intelligibility and control.

User interface intelligibility has been approached from different perspectives. The concept of “Meta-UI” [1] has been introduced as a metaphorical UI to control and evaluate the state of interactive ambient spaces. Other works focus on self-explanatory user interfaces, and make it possible for the end-user to understand the design of the user interface [4]. The Crystal tabletop prototype has been developed to handle a complex platform composed of components like TVs, robots, picture frames, etc. [3]. Crystal provides the users with intelligible UIs to control the media distribution and the component discovery.

Such research projects exemplify the notion of supportive UI. In a broader context this workshop aims to identify and classify the supportive UIs that may enhance the interaction (e.g., by rendering the workflow in e-government applications or making it possible to the end-user to see the available platforms in the surrounding and redistribute the UIs him/herself). These include Meta-Uls [1], Mega-Uls [2], self-explanatory UI, Supra-Uls and others. The goals of the workshop are to:

- Define the concept of supportive UI,
- Elicit the dimensions of supportive UIs through a taxonomy that would cover both the abstraction and presentation of supportive UIs,
- Discuss the properties supportive UIs should convey,
- Explore how to integrate supportive UIs into development processes and Model-based UI development,
- Identify the key research stakeholders for further research.

The relevance of the workshop is two-fold: first, to improve the quality of UIs, and to reconcile research areas (e.g., model-based approaches, end-user programming).

SUBMISSIONS
Candidate participants must submit a short paper or a position statement. The short paper describes experiences, ongoing work or results related to the workshop’s topic. We encourage submissions including video demonstrations. A position statement describes the requirements or issues a participant encounter when designing and/or implementing
supportive UIs, as well as desirable solutions from the author’s point of view.

PAPER PUBLICATION
The outcomes of the workshop will be published as CEURS proceedings.

KEYNOTE SPEAKER
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REFERENCES


