

Mobile and Context-aware Interactive Systems



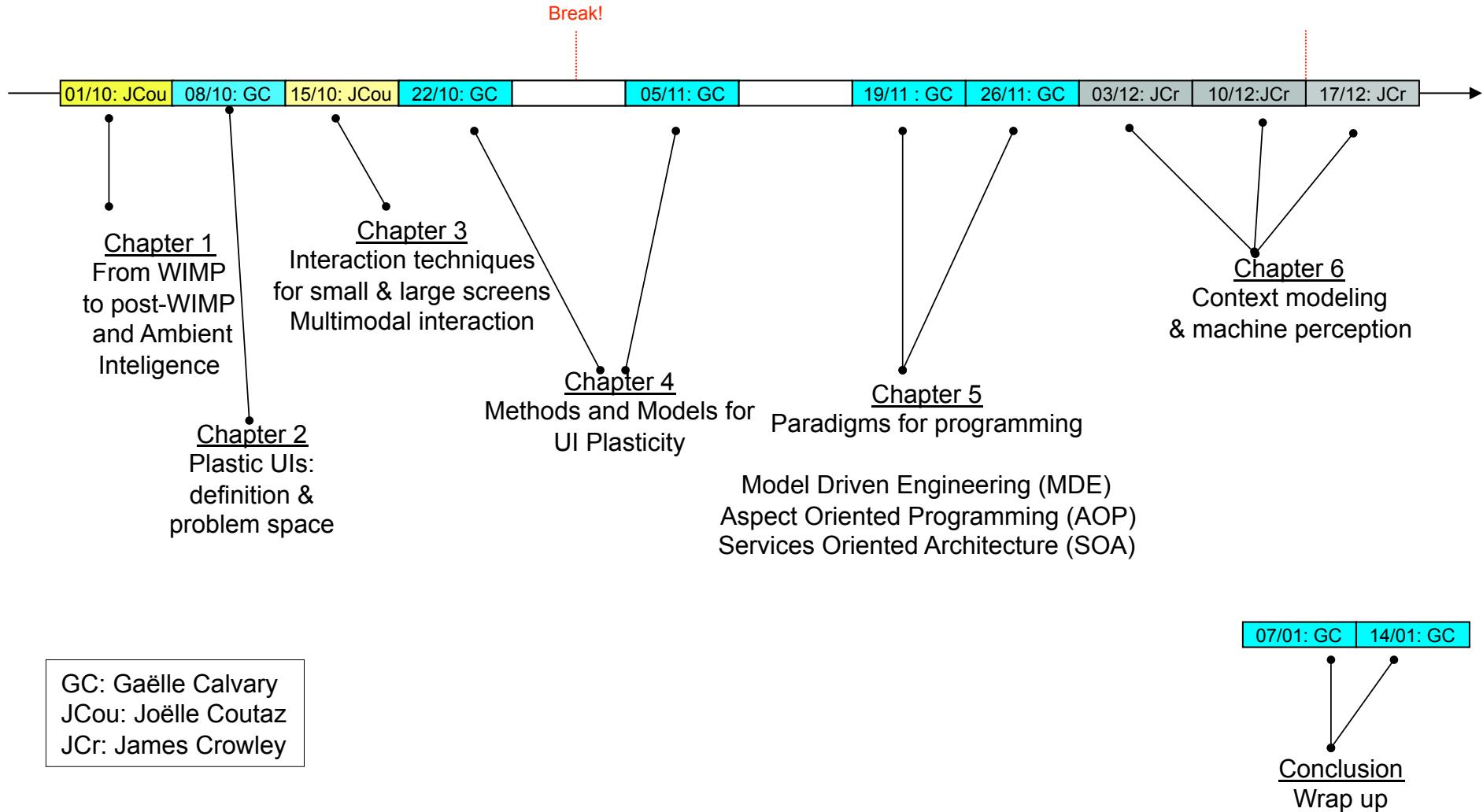
Gaëlle Calvary, Joëlle Coutaz and James Crowley

Université Joseph Fourier (Grenoble I)
Ensimag (INP Grenoble)

Laboratoire d'Informatique de Grenoble (LIG)



Outline and schedule



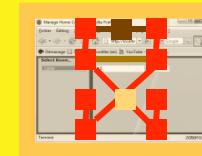


Outline

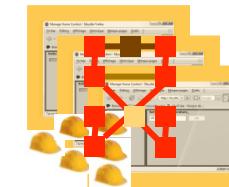
- Model Driven Engineering and **megamodel**



- **Megamodel** and system:
malleability of UIs



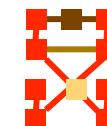
- **Megamodel** and development:
mega-UI



- **Megamodel** and domain:
cartography

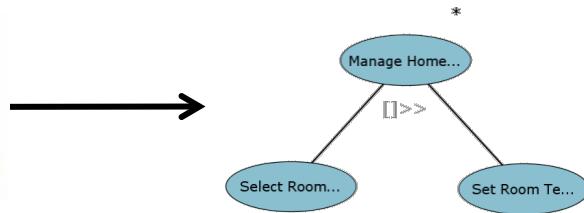


- Conclusion



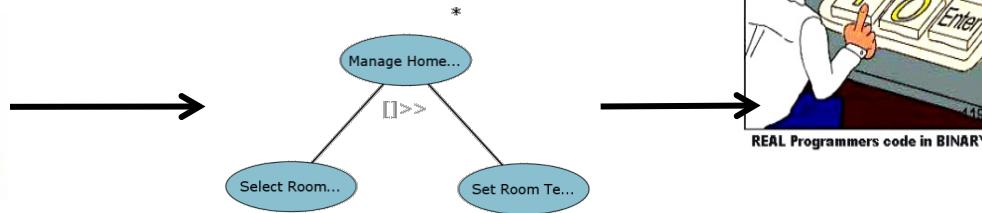


From tailored to malleable UIs



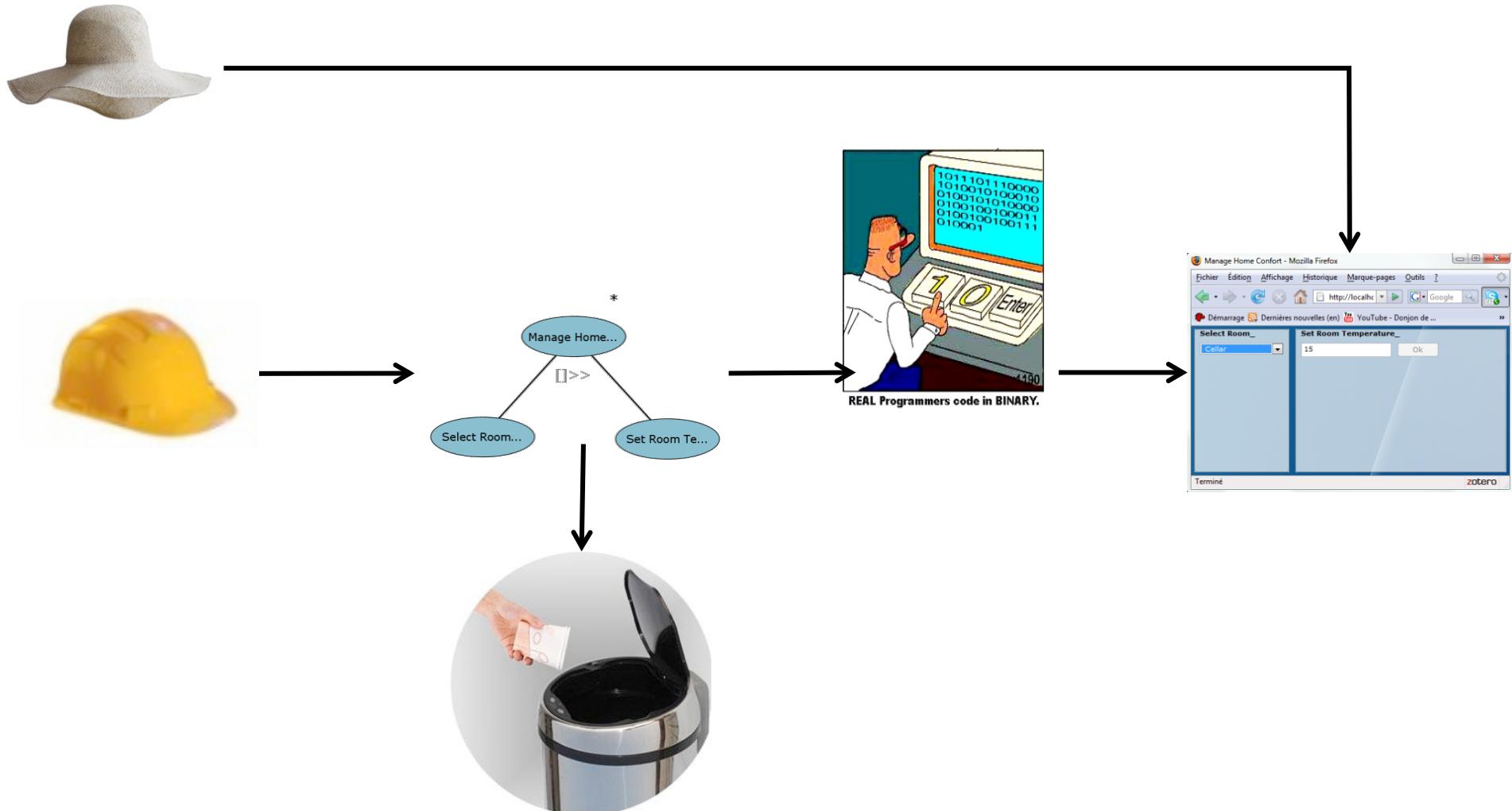


From tailored to malleable UIs



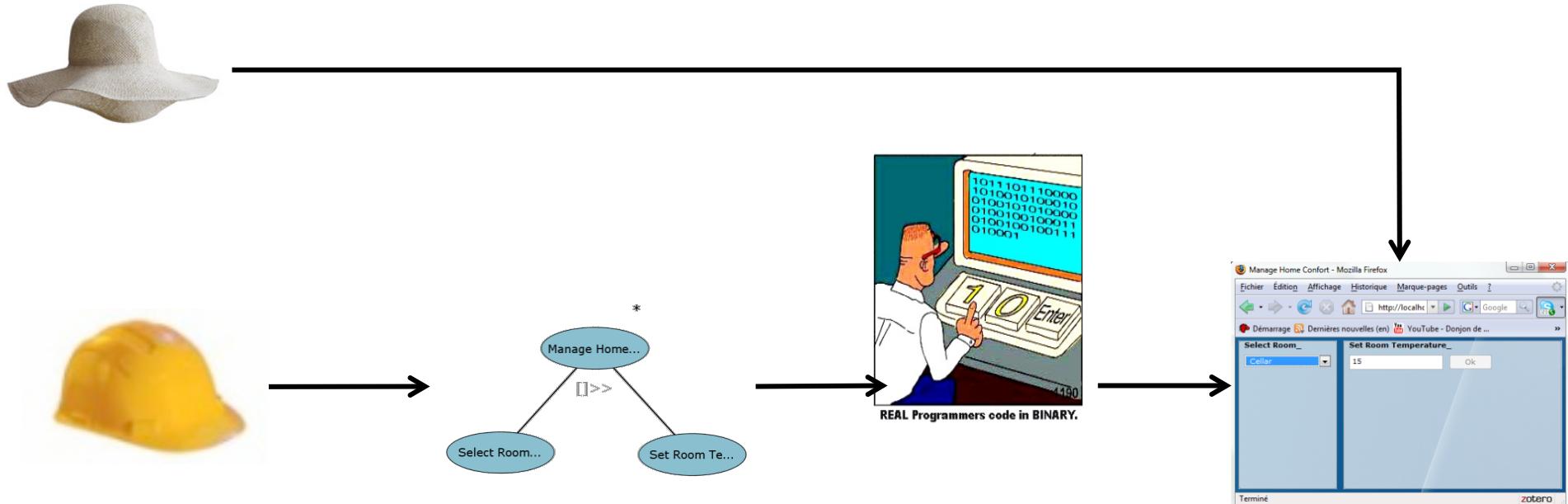


From tailored to malleable UIs



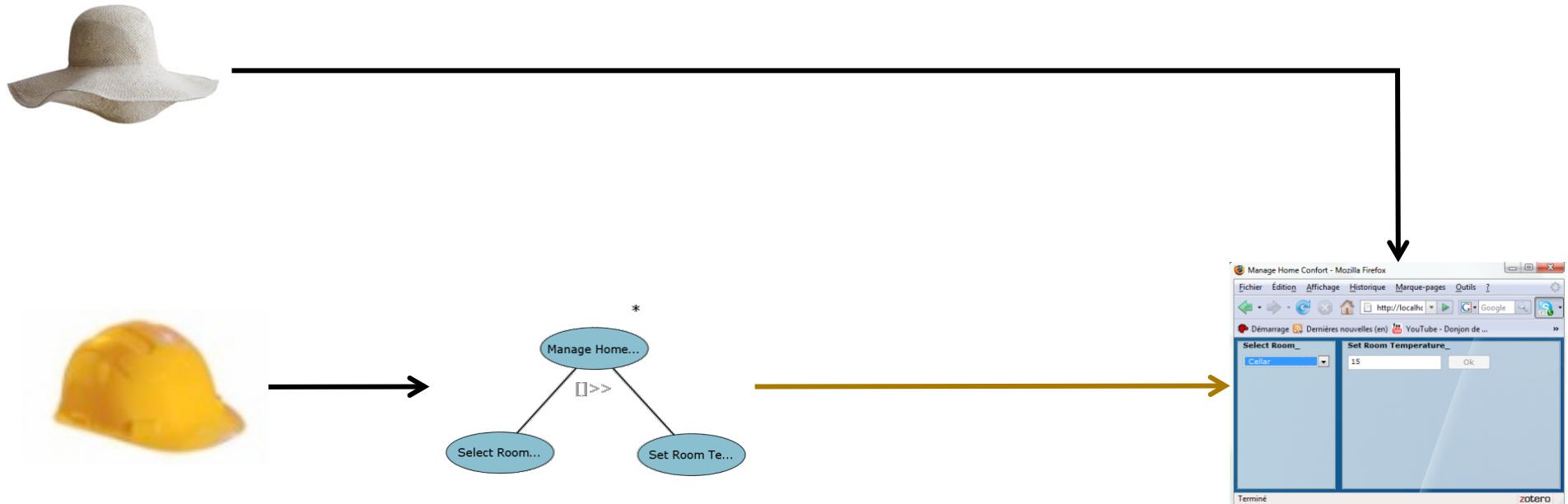


From tailored to malleable UIs



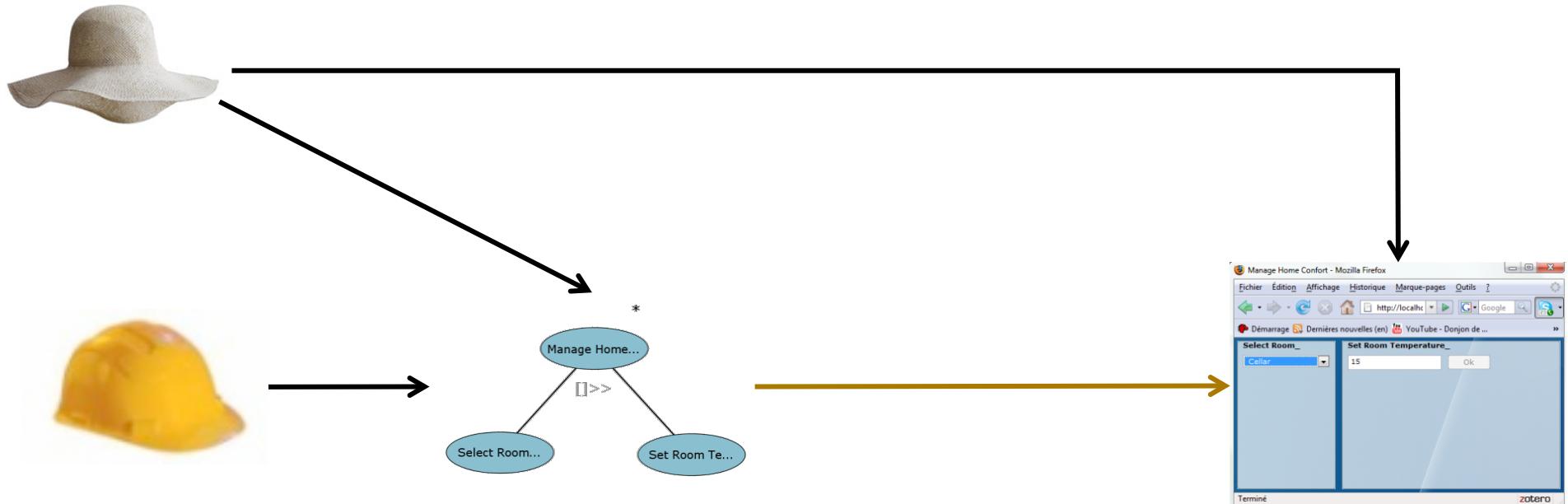


From tailored to malleable UIs



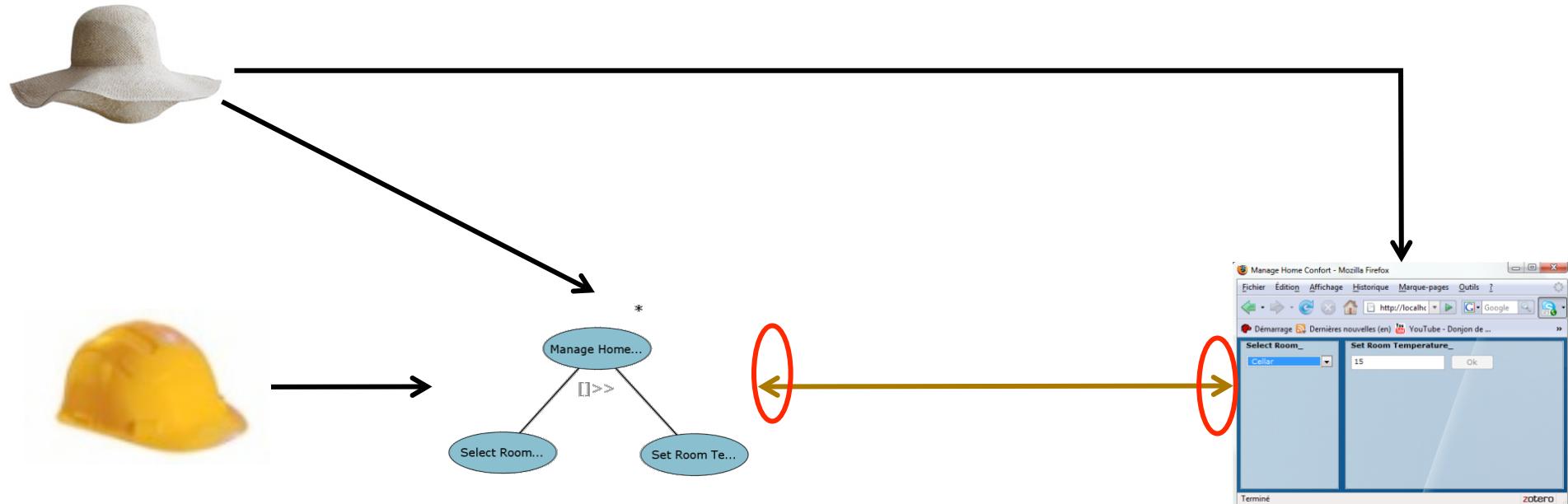


From tailored to malleable UIs



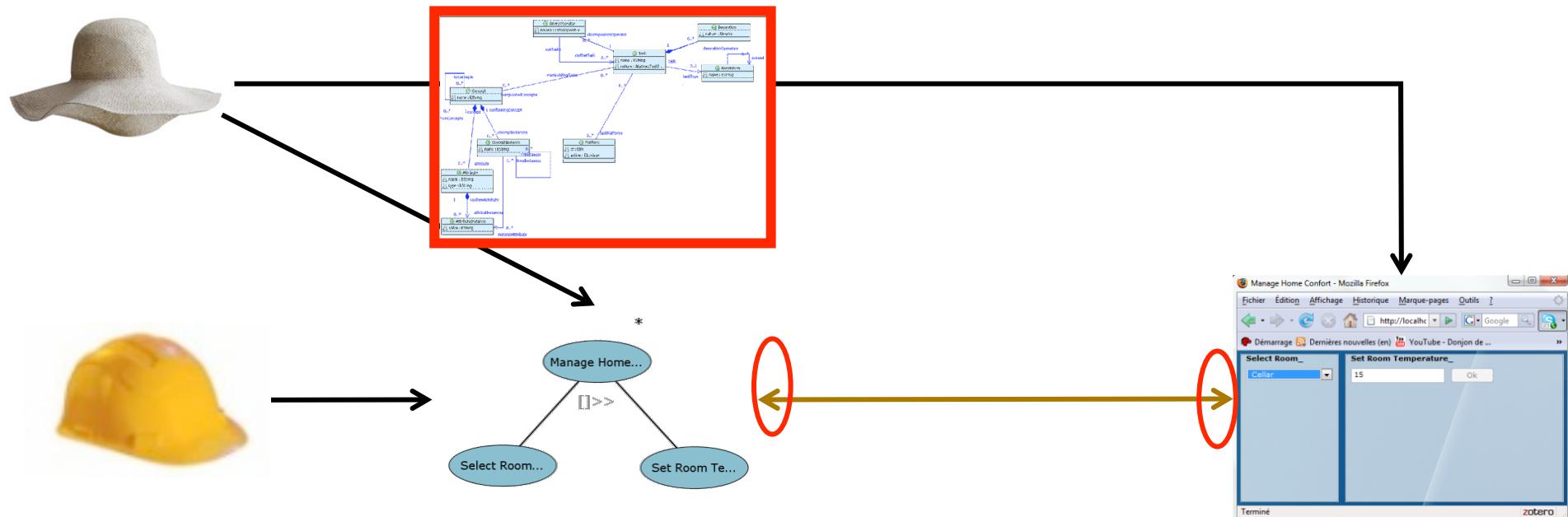


From tailored to malleable UIs



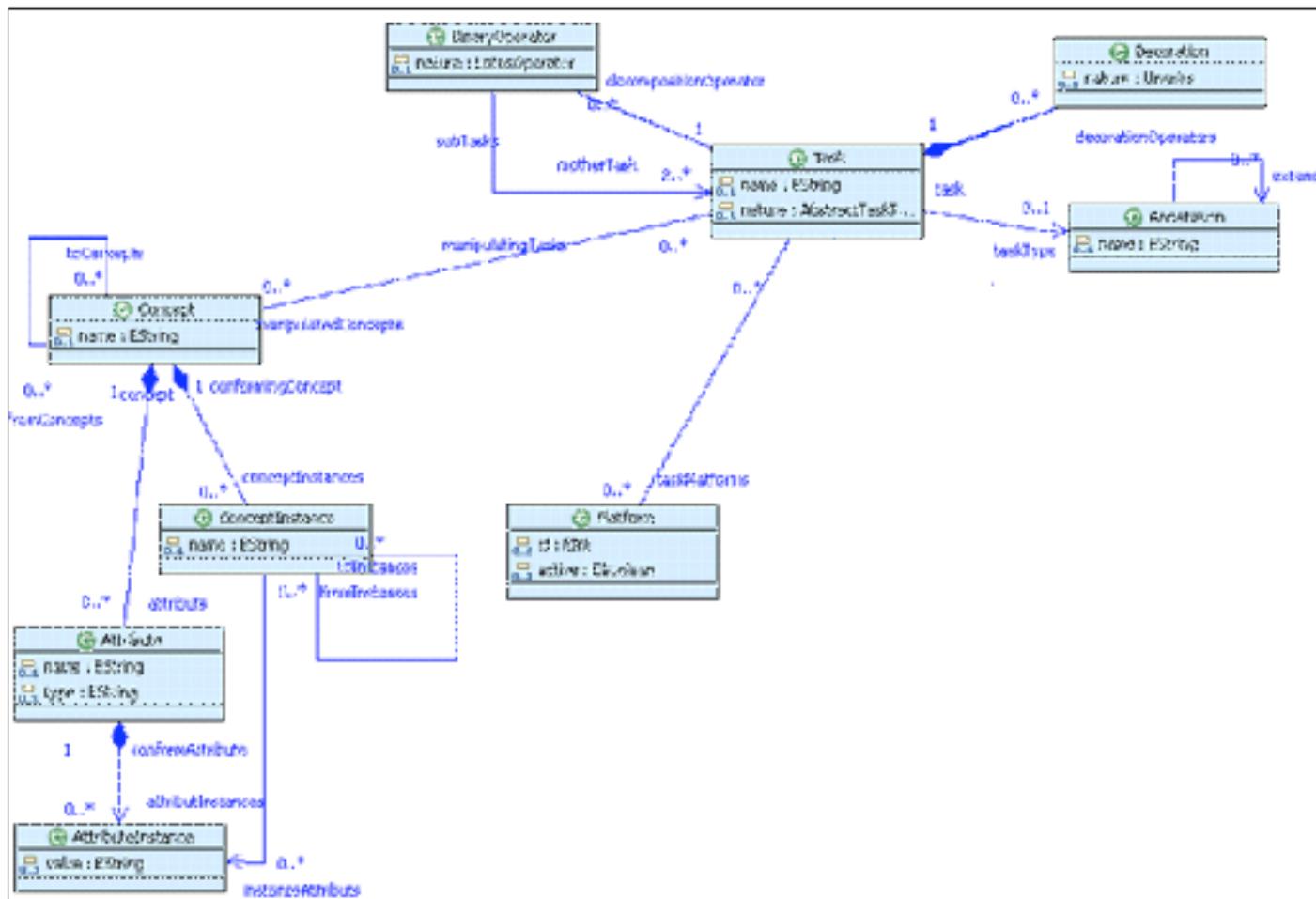


From tailored to malleable UIs



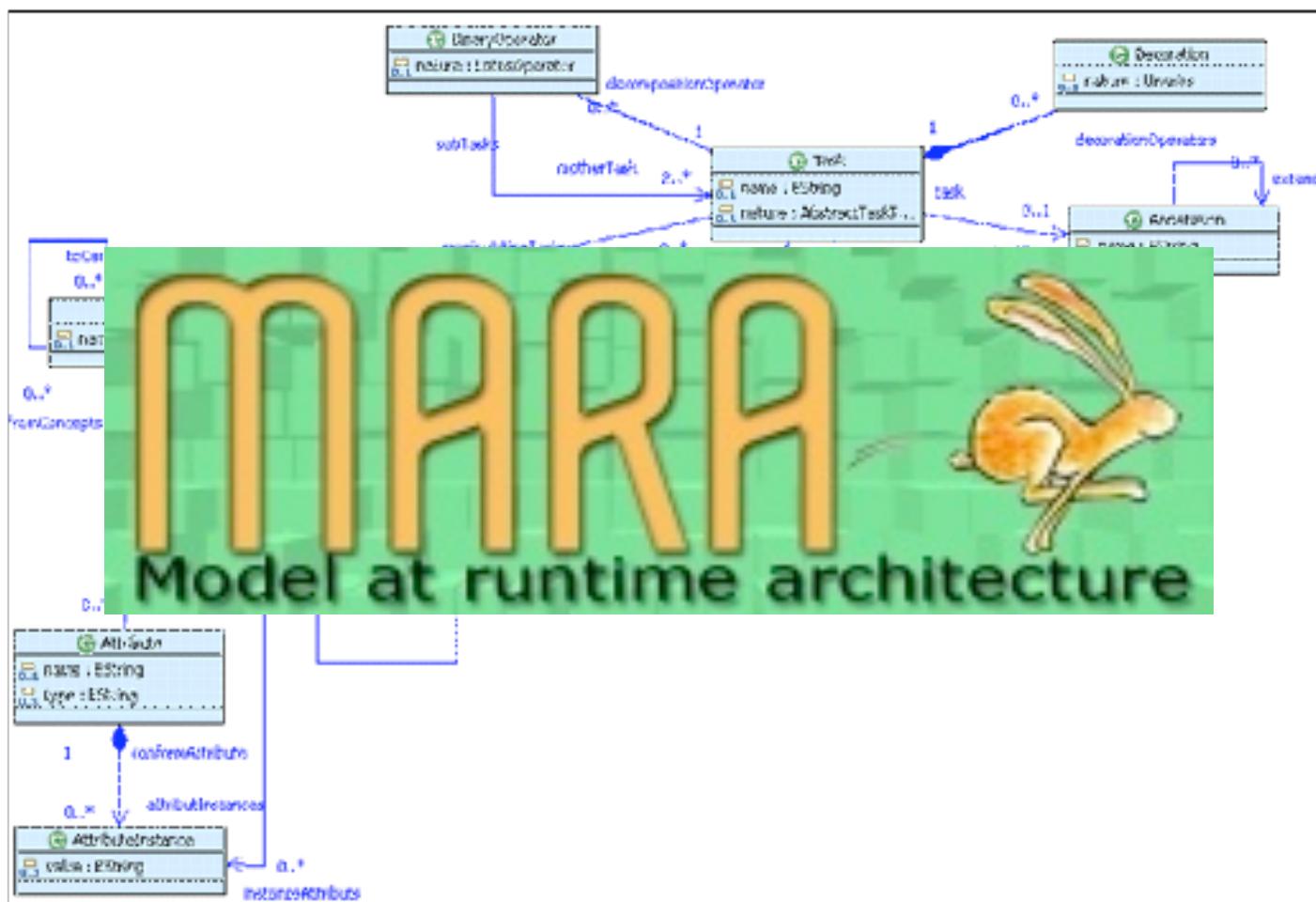


From tailored to malleable UIs





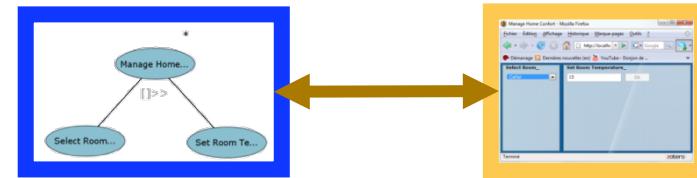
From tailored to malleable UIs





Malleability: many applications

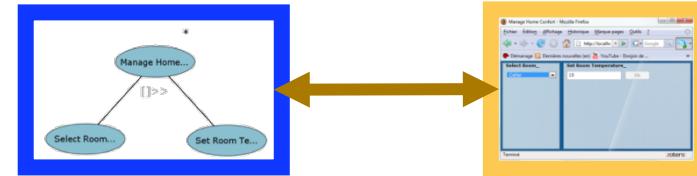
- Rapid prototyping





Malleability: many applications

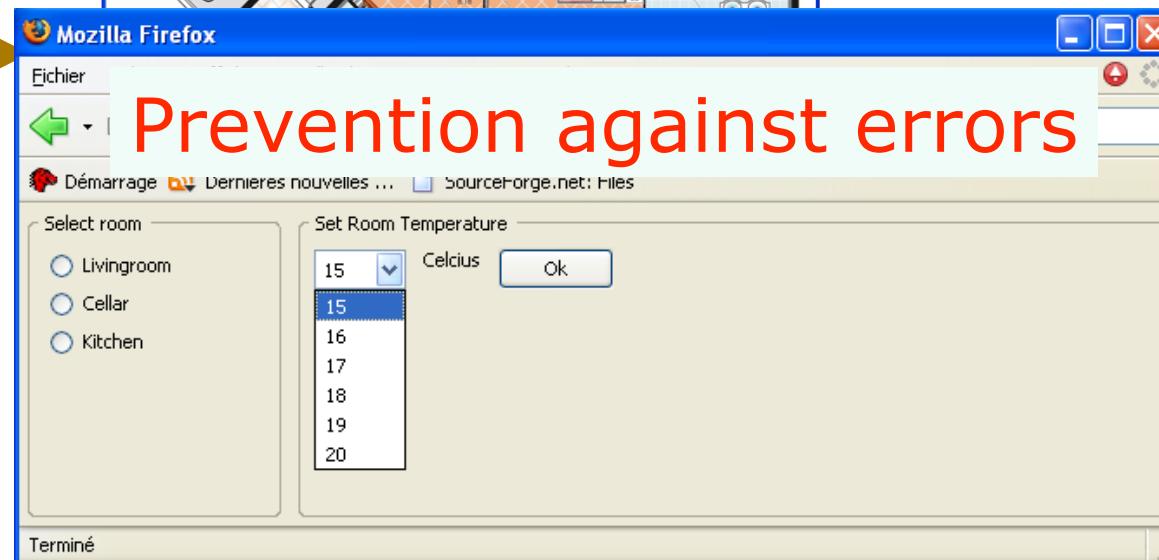
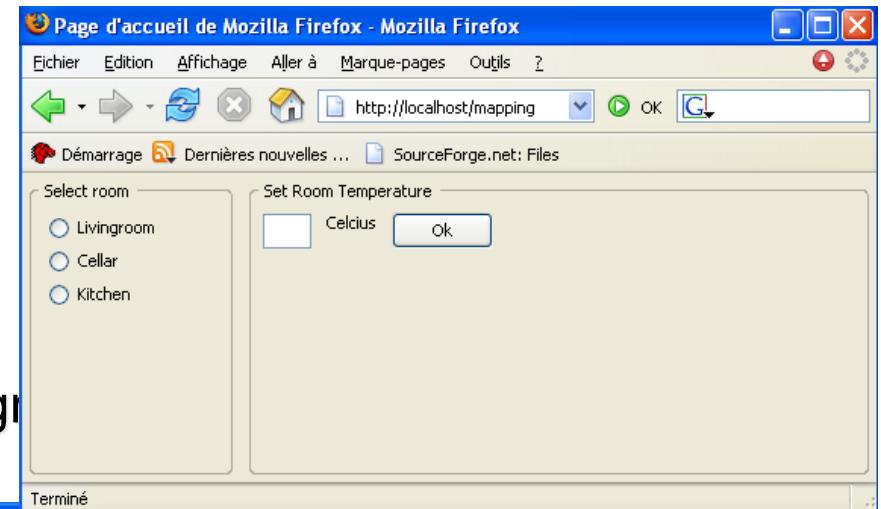
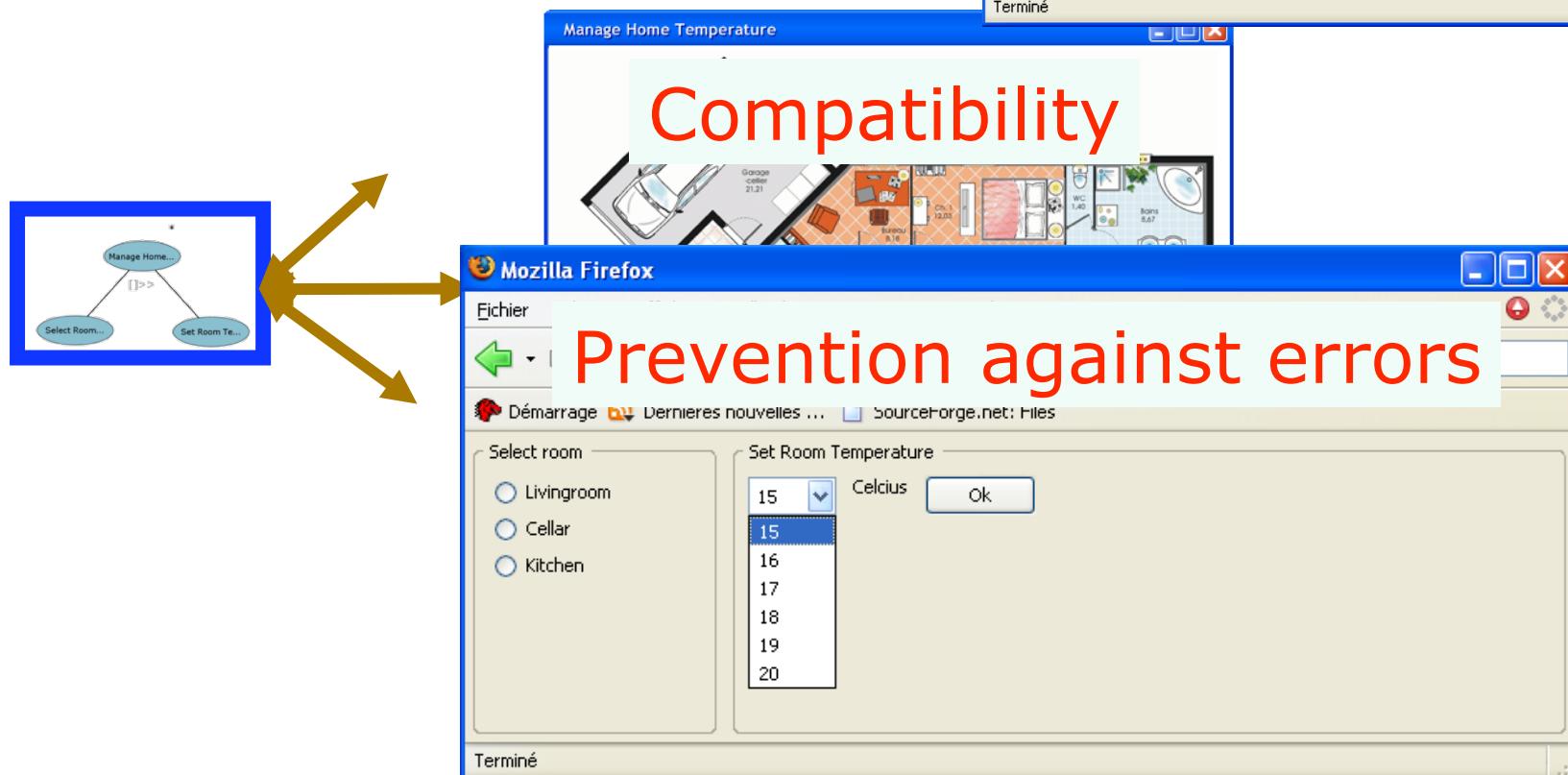
- Rapid prototyping
- Exploration and comparison of design alternatives





Malleability: many applications

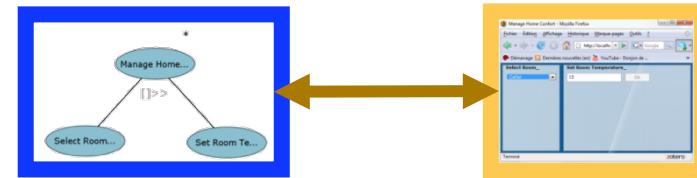
- Rapid prototyping
- Exploration and comparison of designs





Malleability: many applications

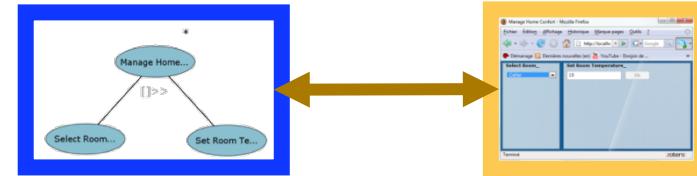
- Rapid prototyping
- Exploration and comparison of design alternatives
- Adaptation to the context of use





Malleability: many applications

- Rapid prototyping
- Exploration and comparison of design alternatives
- Adaptation to the context of use
- Teaching of both HCI and MDE





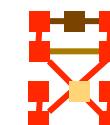
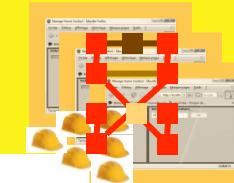
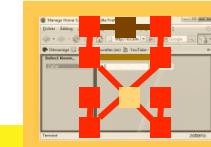
In summary : Malleability

- Models at runtime
- UI's transformation through malleability points
- Several applications



Outline

- Model Driven Engineering and **megamodel**
- **Megamodel** and system:
malleability of UIs
- **Megamodel** and development:
mega-UI
- **Megamodel** and domain:
cartography
- Conclusion





View versus model

View

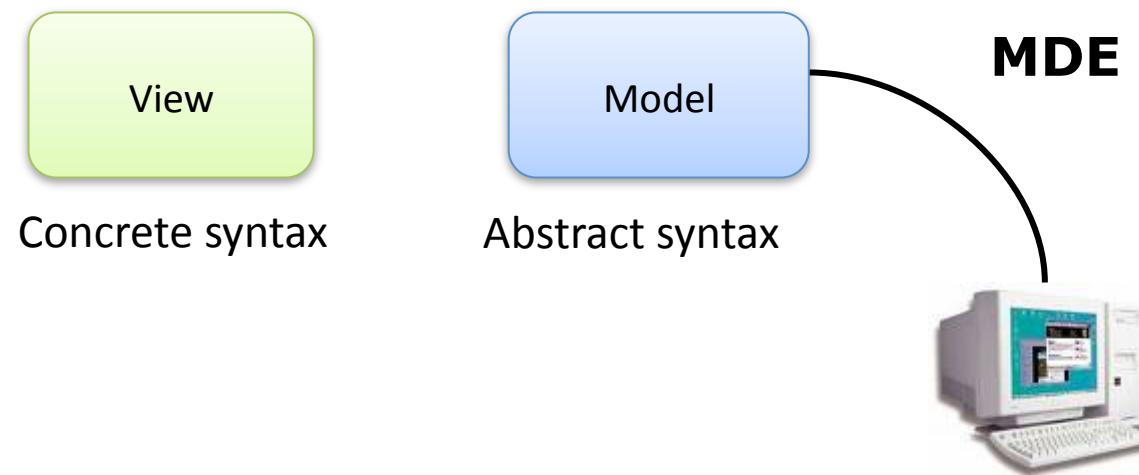
Concrete syntax

Model

Abstract syntax

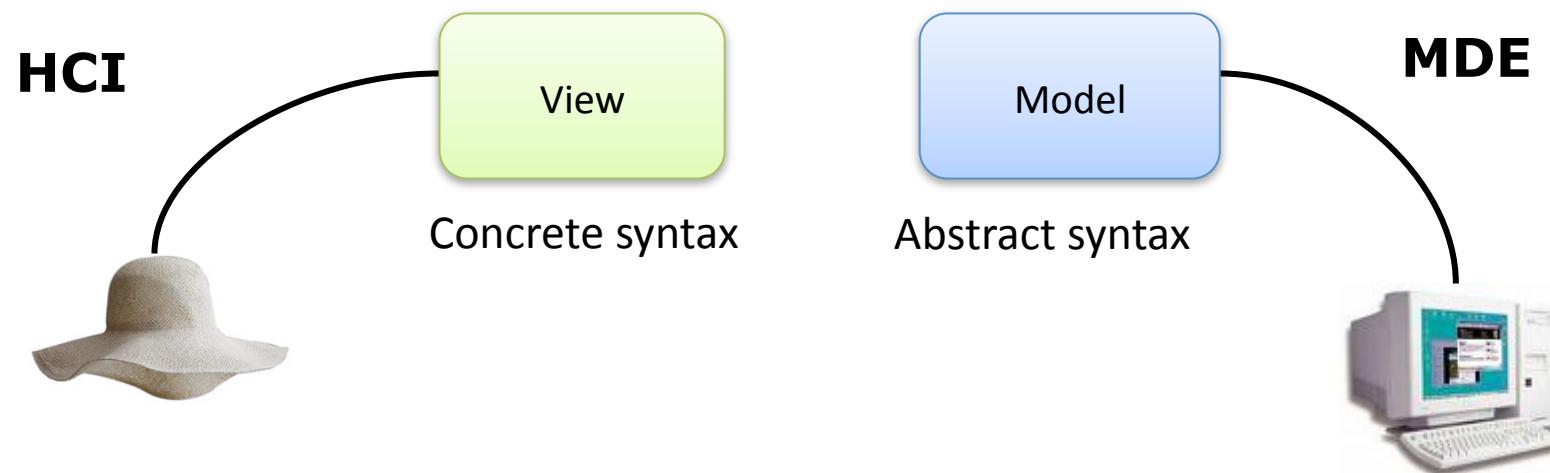


View versus model

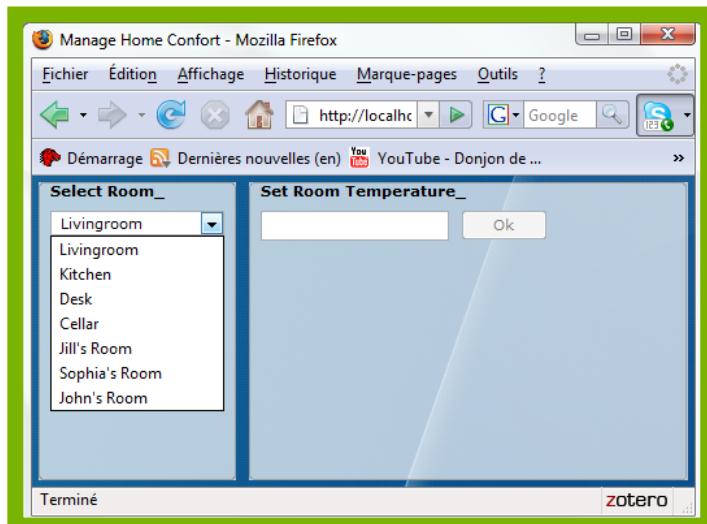
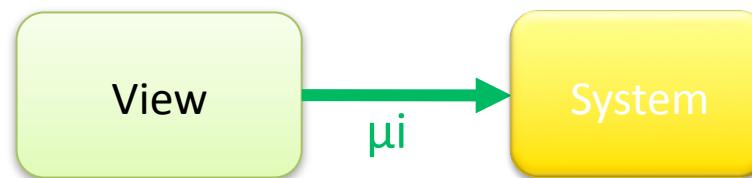




View versus model



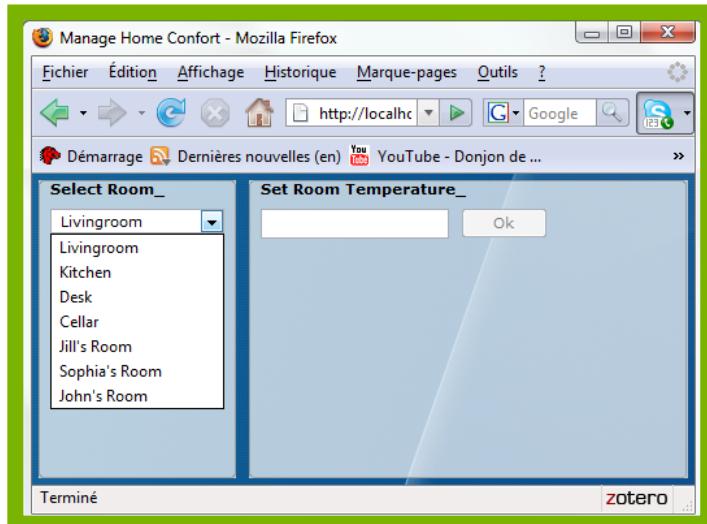
- A view on the system for a given user : concretization of the “ μ ” relation (μ_i)





Model based UIs

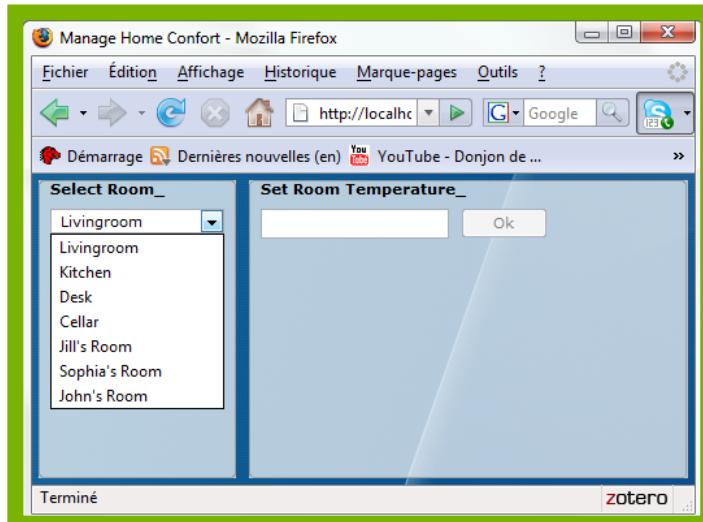
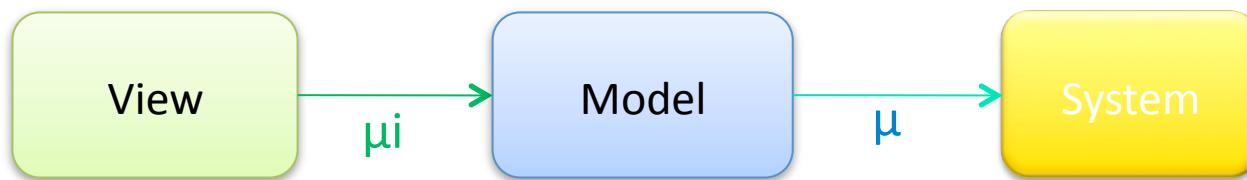
- View of a model that represents a system





Model based UIs

- View of a model that represents a system



```
<ApplicationModel>
<RoomList>
    <rooms name=Cellar
function: =##/@ApplicationModel.0/@Function.0 />
    <rooms name=Kitchen
function: =##/@ApplicationModel.0/@Function.1 />
    <rooms name= AlexDesk
function: =##/@ApplicationModel.0/@Function.2 />
    <rooms name=LivingRoom
function: =##/@ApplicationModel.0/@Function.3 />
</RoomList>
    <Function name=SetCellar
...
</ApplicationModel>
```

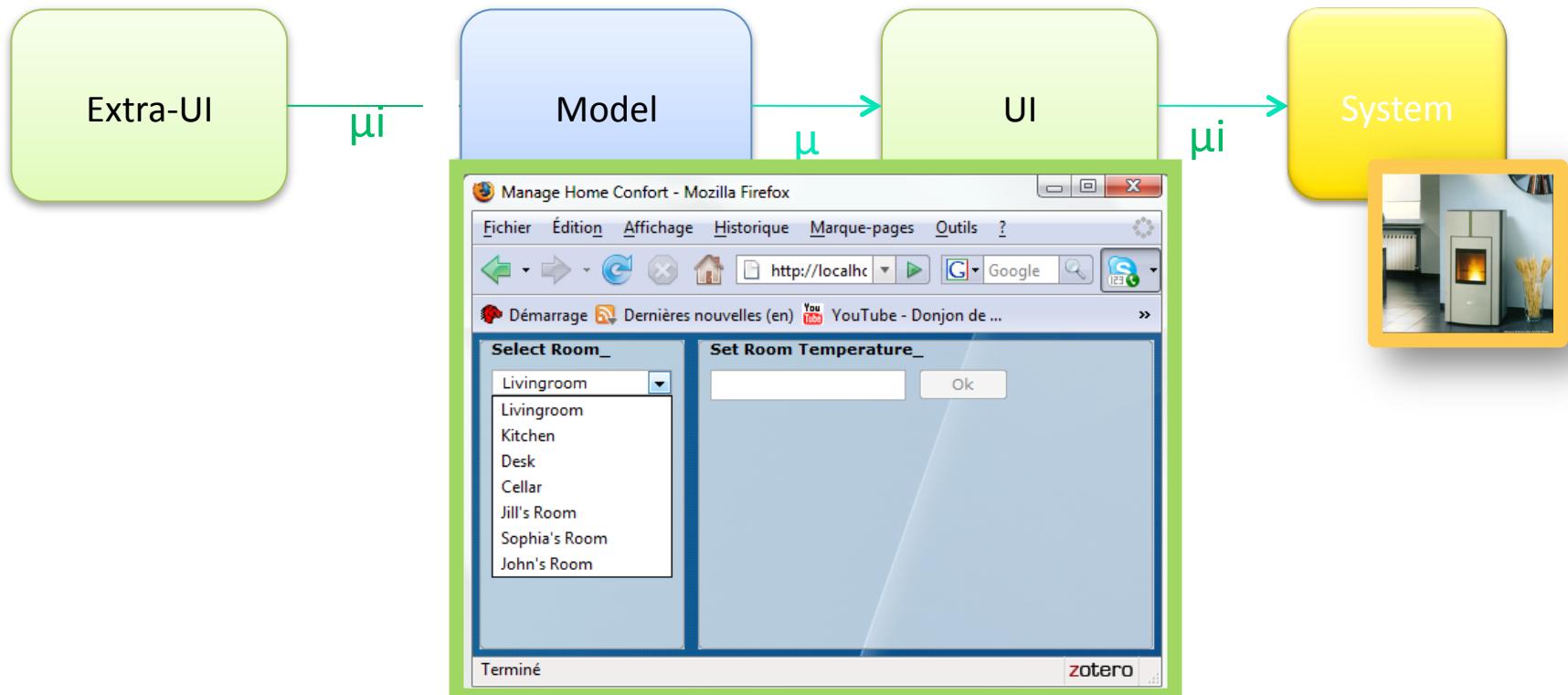




Taxonomy of UIs

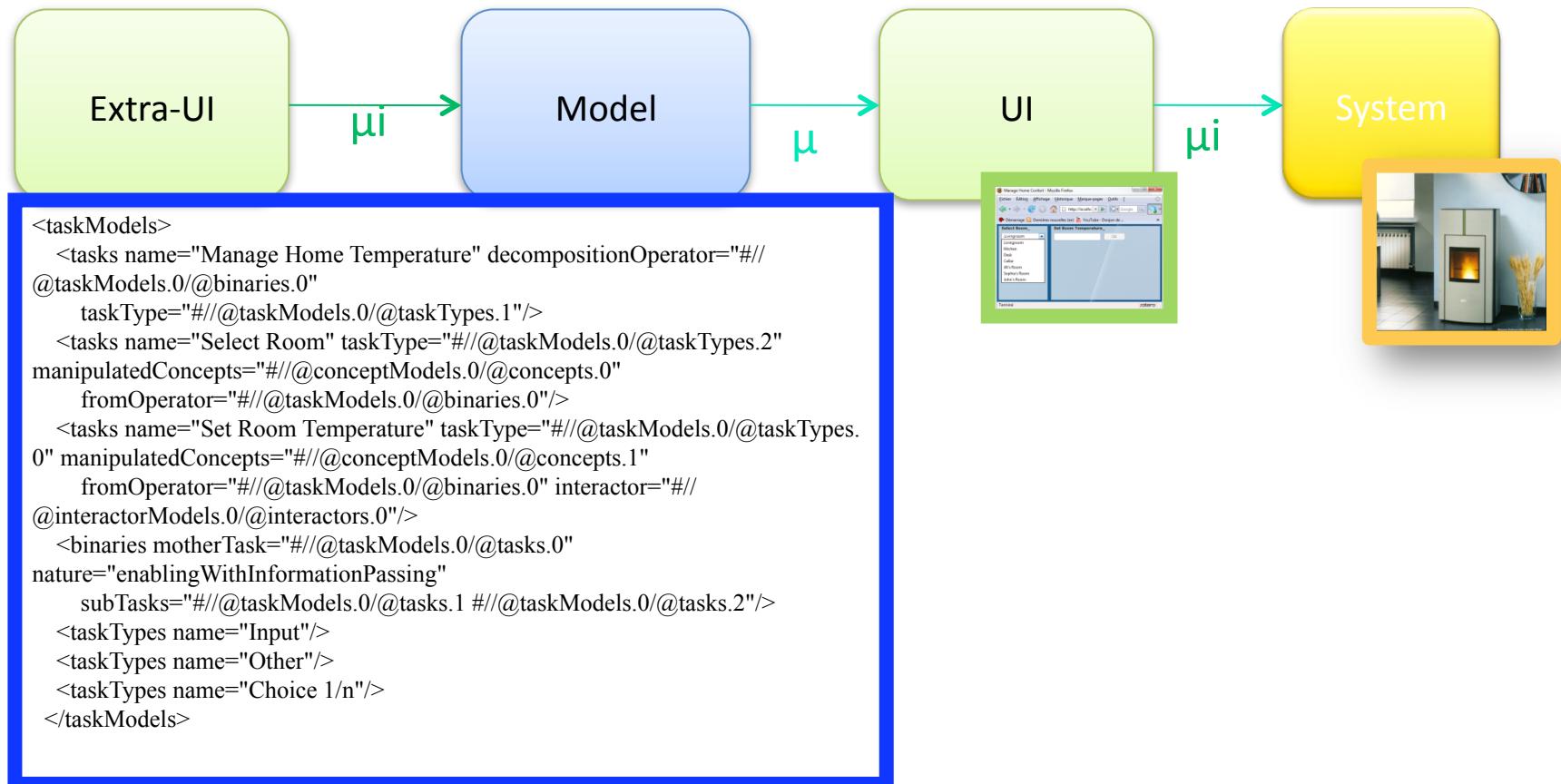
■ Extra-UI

- UI of a UI's model



■ Extra-UI

- UI of a UI's model

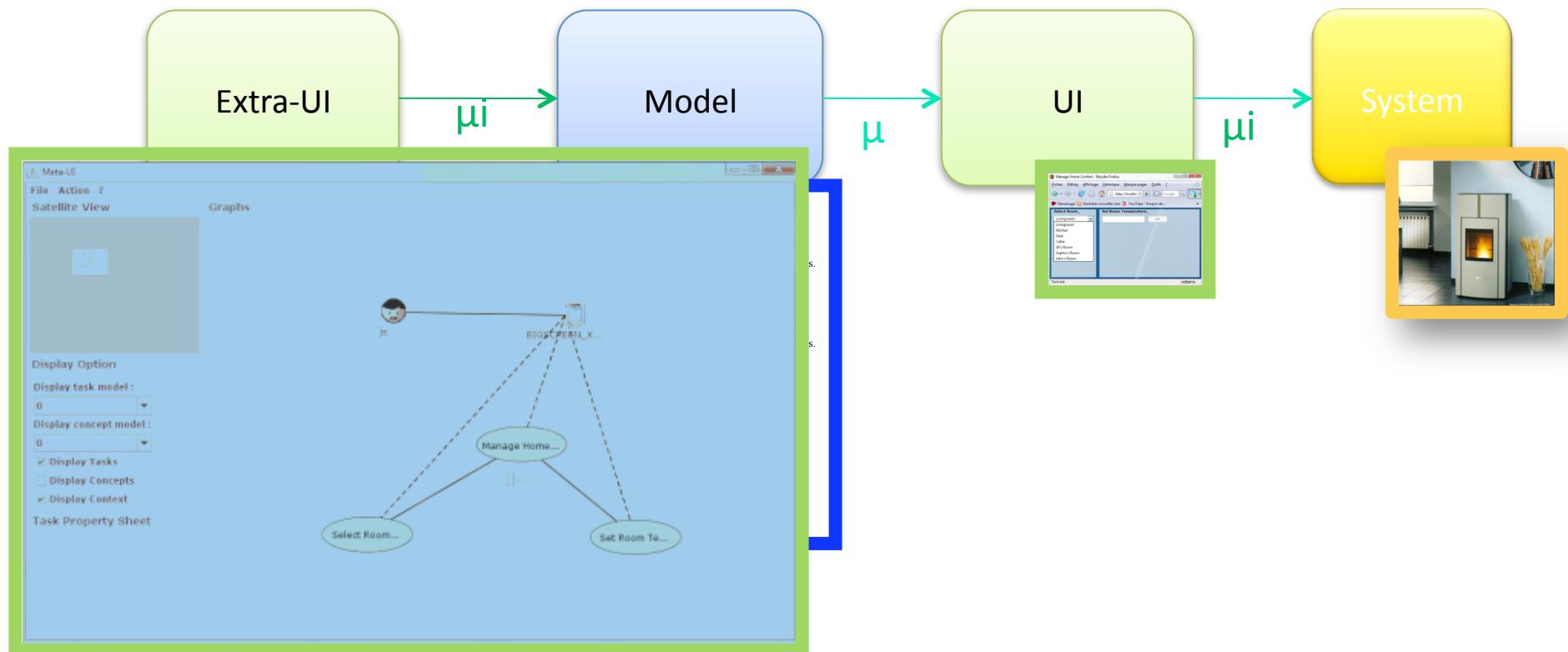




Taxonomy of UIs

■ Extra-UI

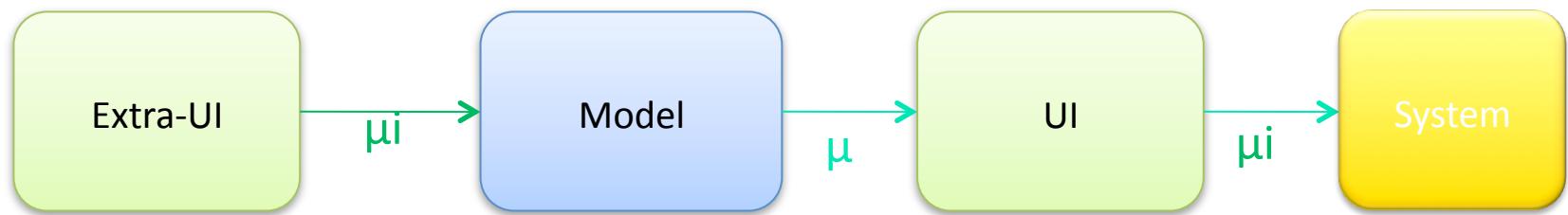
- UI of a UI's model



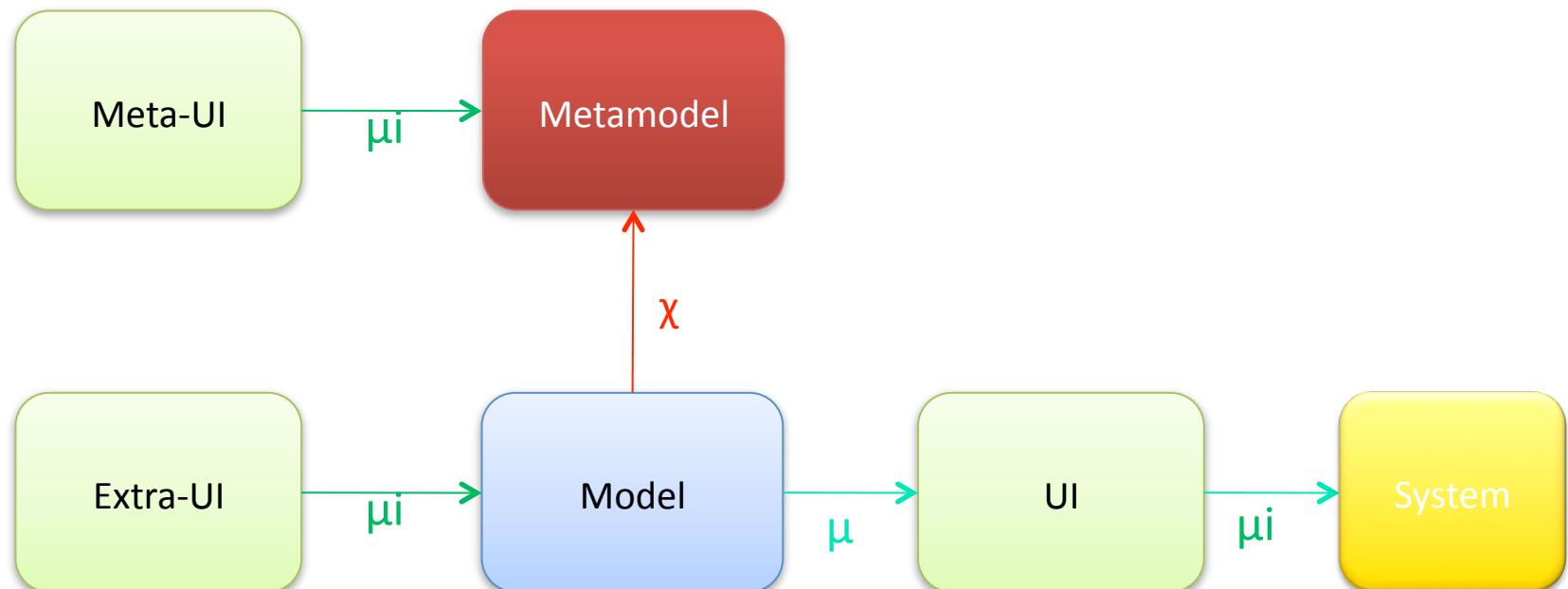


Taxonomy of UIs

■ Extra-UI



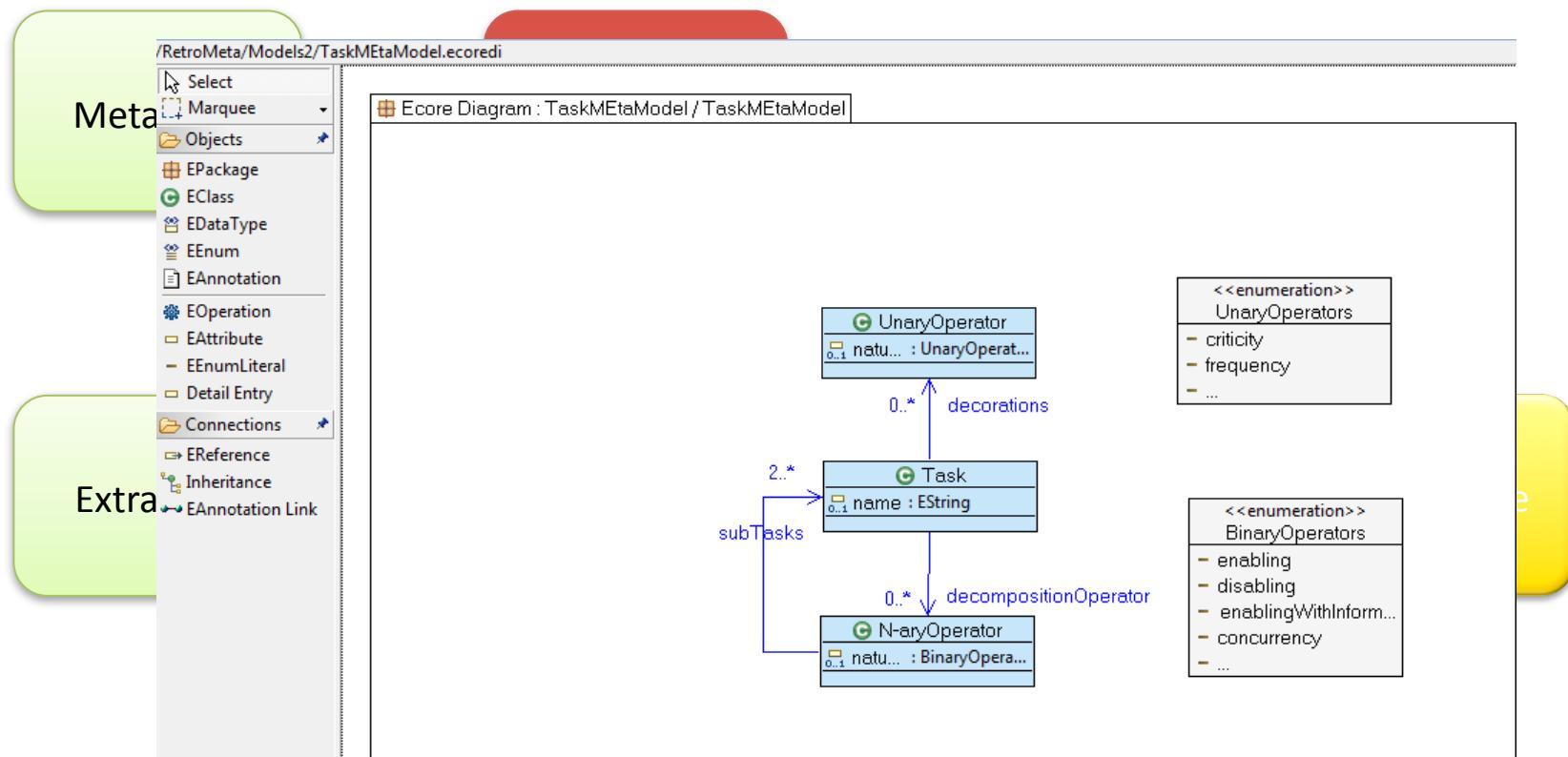
■ Meta-UI



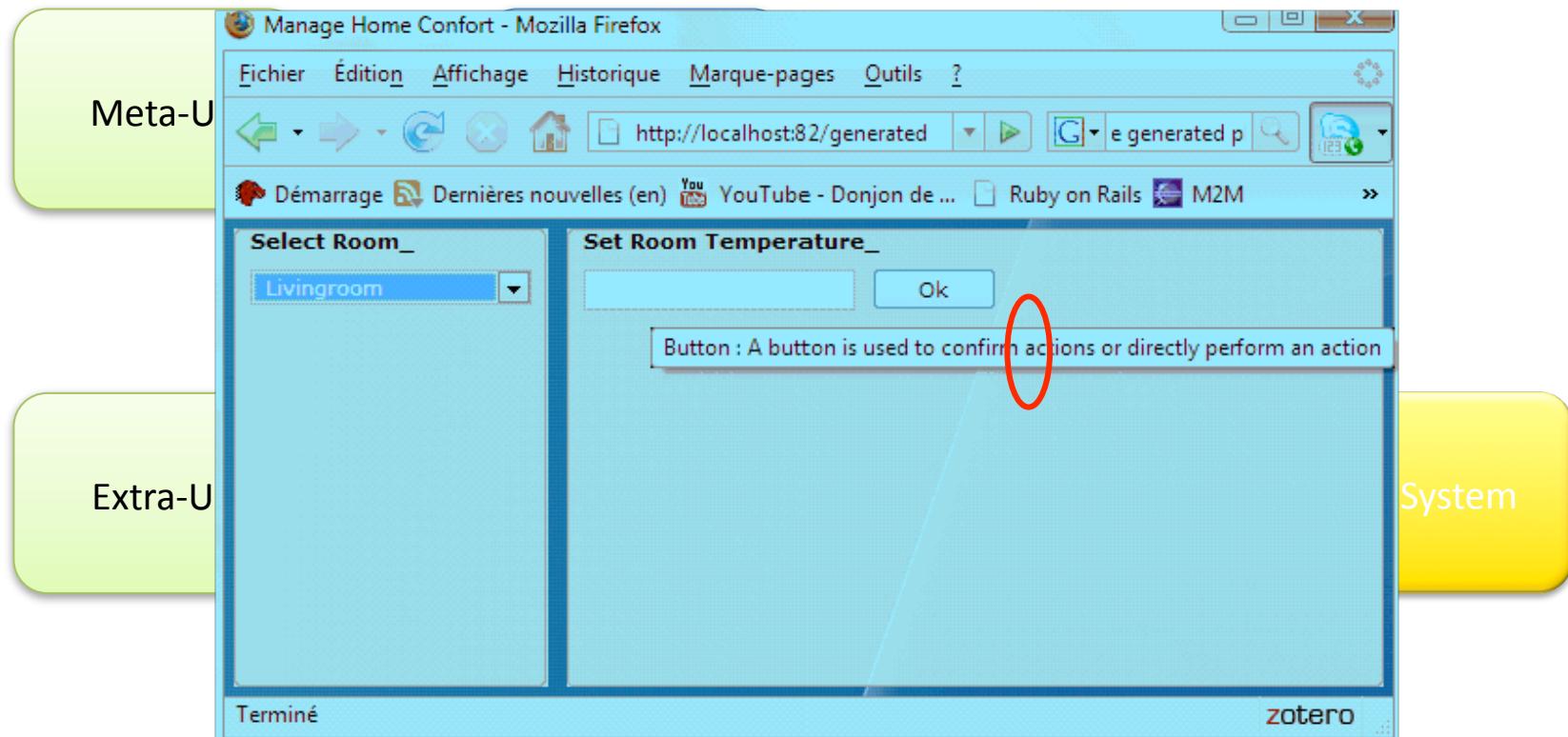


Taxonomy of UIs

■ Meta-UI

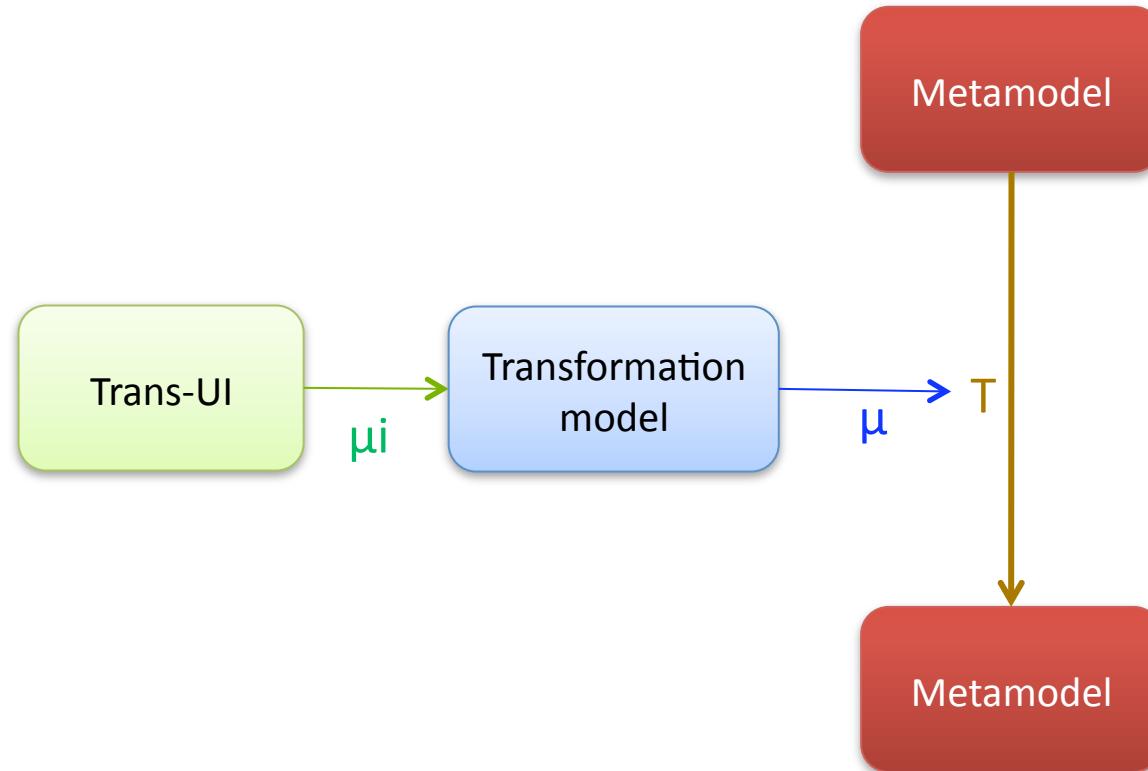


■ Meta-UI



■ Trans-UI

- UI of models transformations

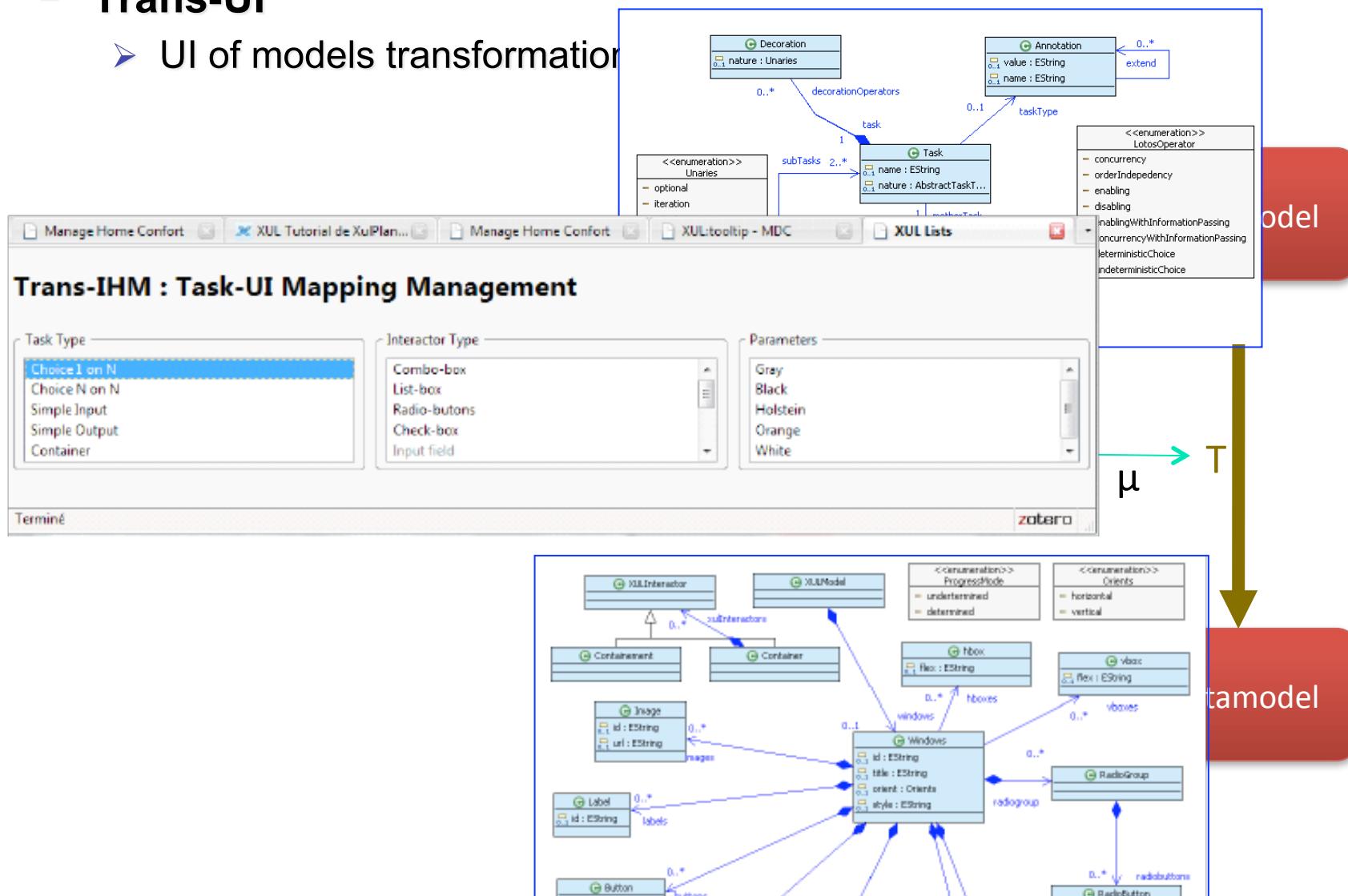




Taxonomy of UIs

■ Trans-UI

- UI of models transformation

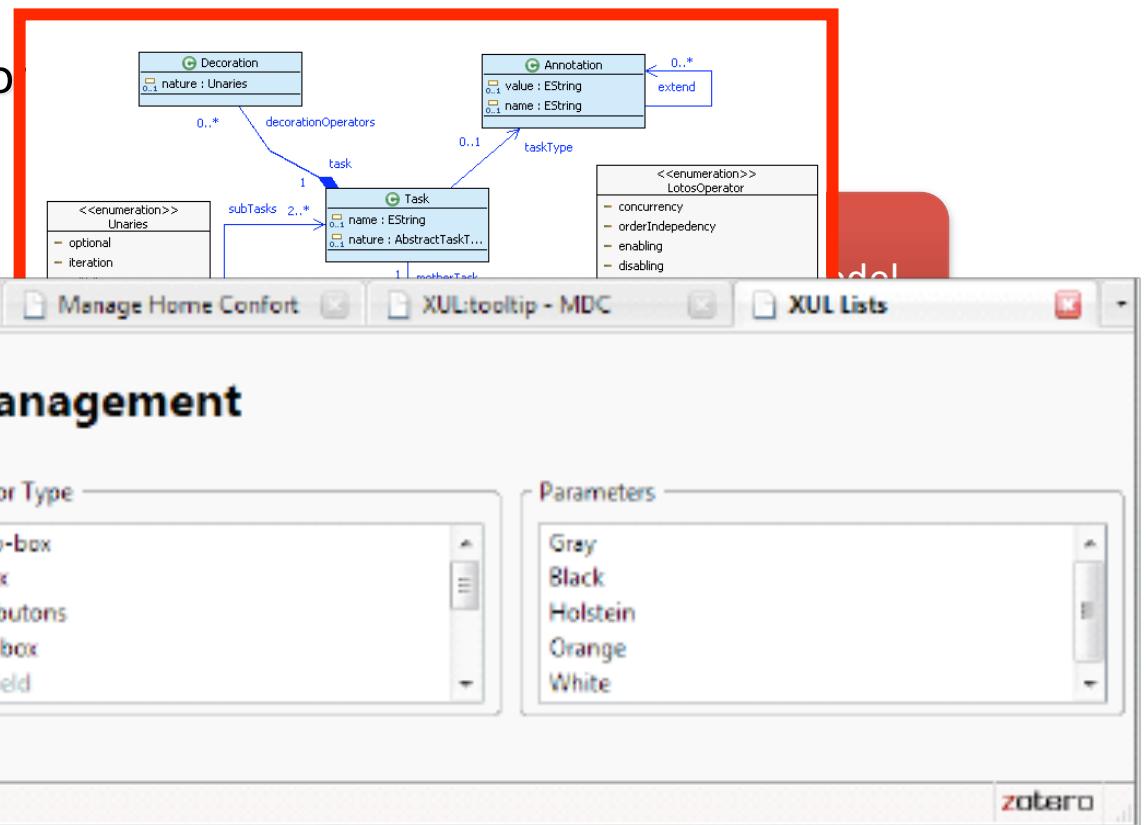




Taxonomy of UIs

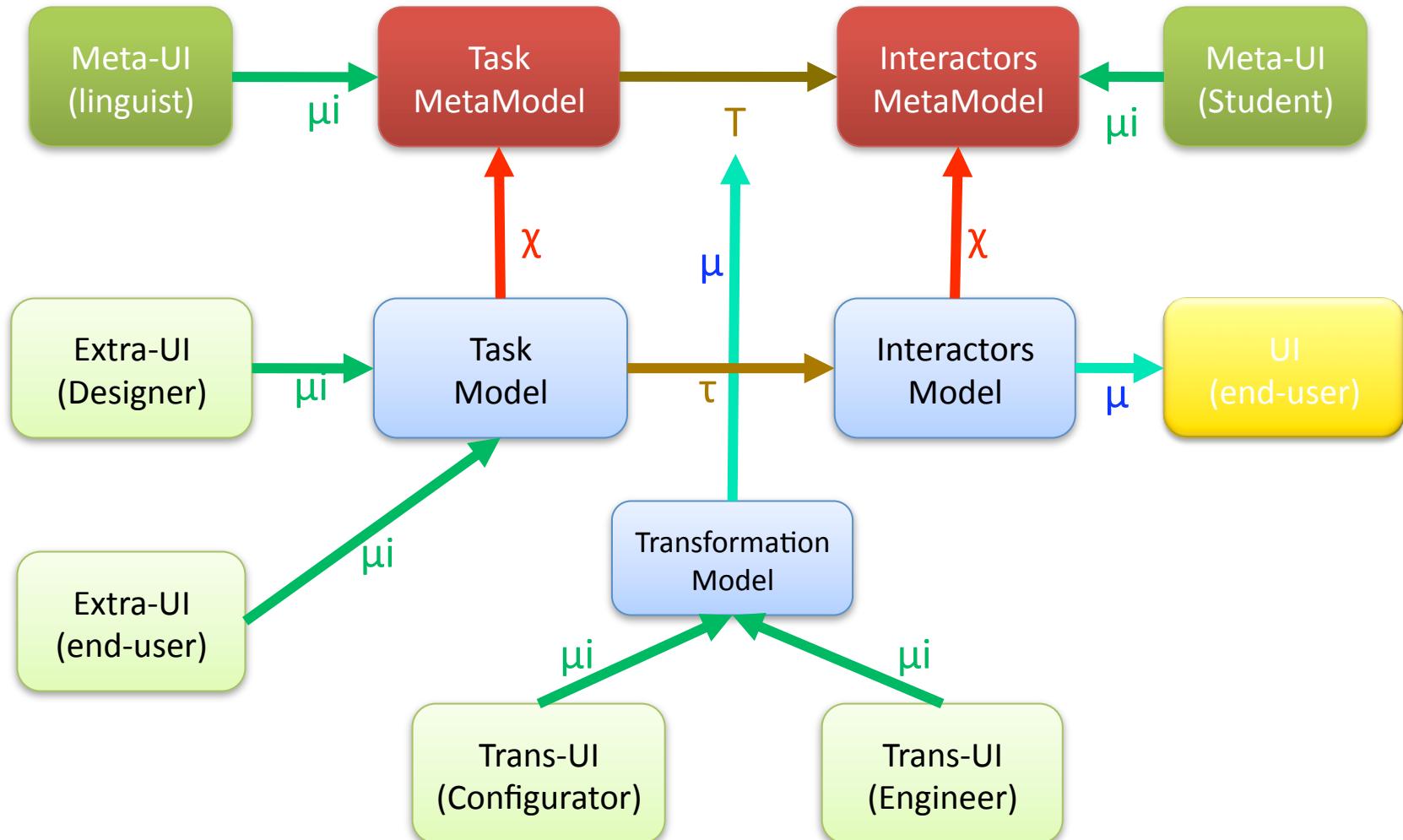
■ Trans-UI

- UI of models transformation





Megamodel for UIs





In summary : Mega-UI

- Models are observable and modifiable by the designer and/or the end-user
- Abstract versus concrete syntax
machines *versus* humans
- Taxonomy of UIs
- Mega-UI for controlling *everything*



Mega-UI in practice

Voyages
sncf.com
Plus loin que vous ne l'imaginez

ACCUEIL TRAIN VOL VOITURE HOTEL FRANC

Accéder à mon compte

Réservez votre voyage

train vol hôtel voiture séjour

Réservez en une seule fois et économisez !

Ajoutez à votre train : une voiture un hôtel

Départ *

Arrivée *

Aller le * à partir de 07h

Retour le à partir de 07h

Adultes 1e classe 2e classe

trajets directs [Recherche avancée](#) (12-25, Senior, Smile's, Pays de retrait ...)

Horaires seuls **Rechercher**

UI 1

Voyages
sncf.com
Plus loin que vous ne l'imaginez

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Horaires seuls **Rechercher**

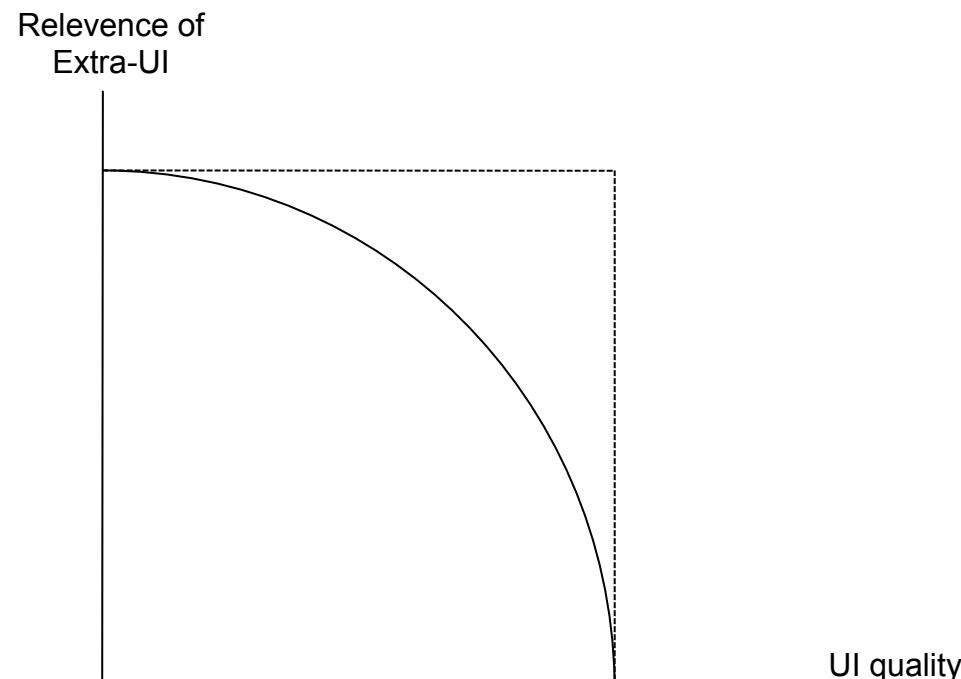
Consulter les horaires uniquement

UI 2



In summary : Mega-UI

- To be assessed...



- Extra-UI: quality *patch?*



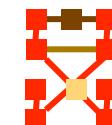
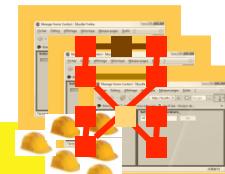
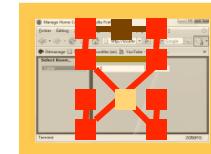
In summary : Mega-UI

- Models are observable and modifiable
the designer and/or the end-user
- Abstract versus concrete syntax
machines *versus* humans
- Taxonomy of UIs
- Mega-UI for controlling *everything*
Locally only



Outline

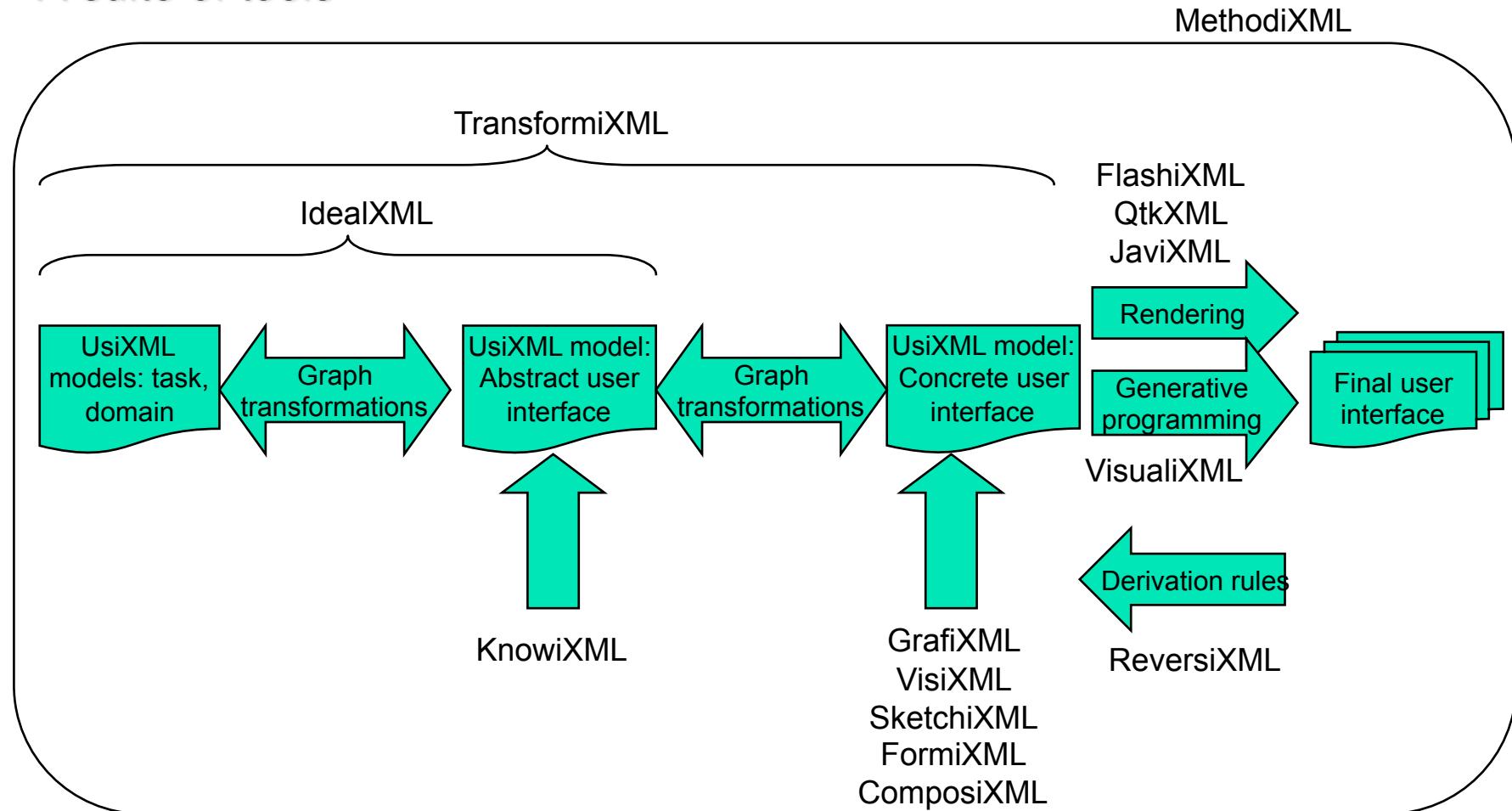
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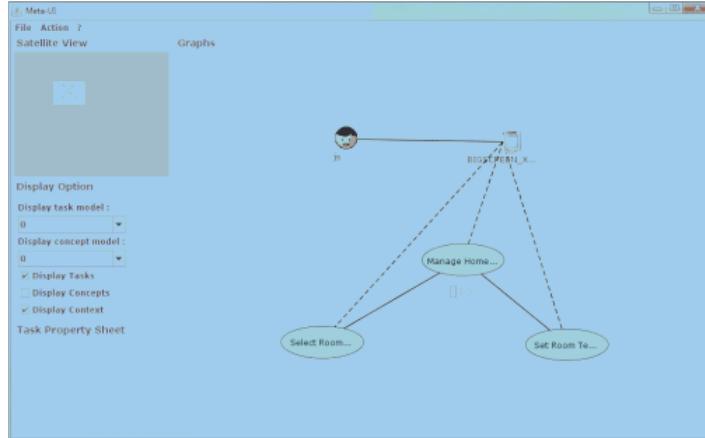
- Many User Interface Description Languages
- Focus initially put on the presentation
 - UIML, XUL, XAML, MXML, ...
 - Similar to Platform Specific/Independent Models from MDA
- One huge initiative: UsiXML (Université catholique de Louvain, Belgium)
 - <http://www.usixml.org/>
 - Covers higher levels of abstraction
 - Under standardization by the W3C
 - A european project
 - A language & a suite of tools

- A suite of tools

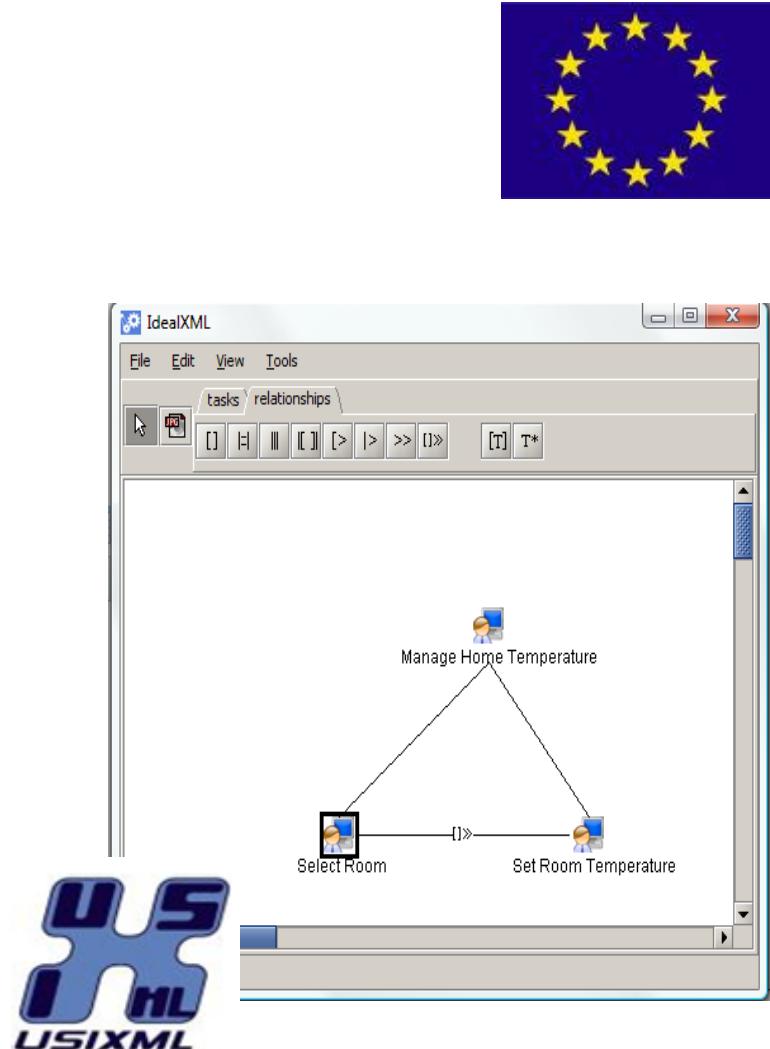




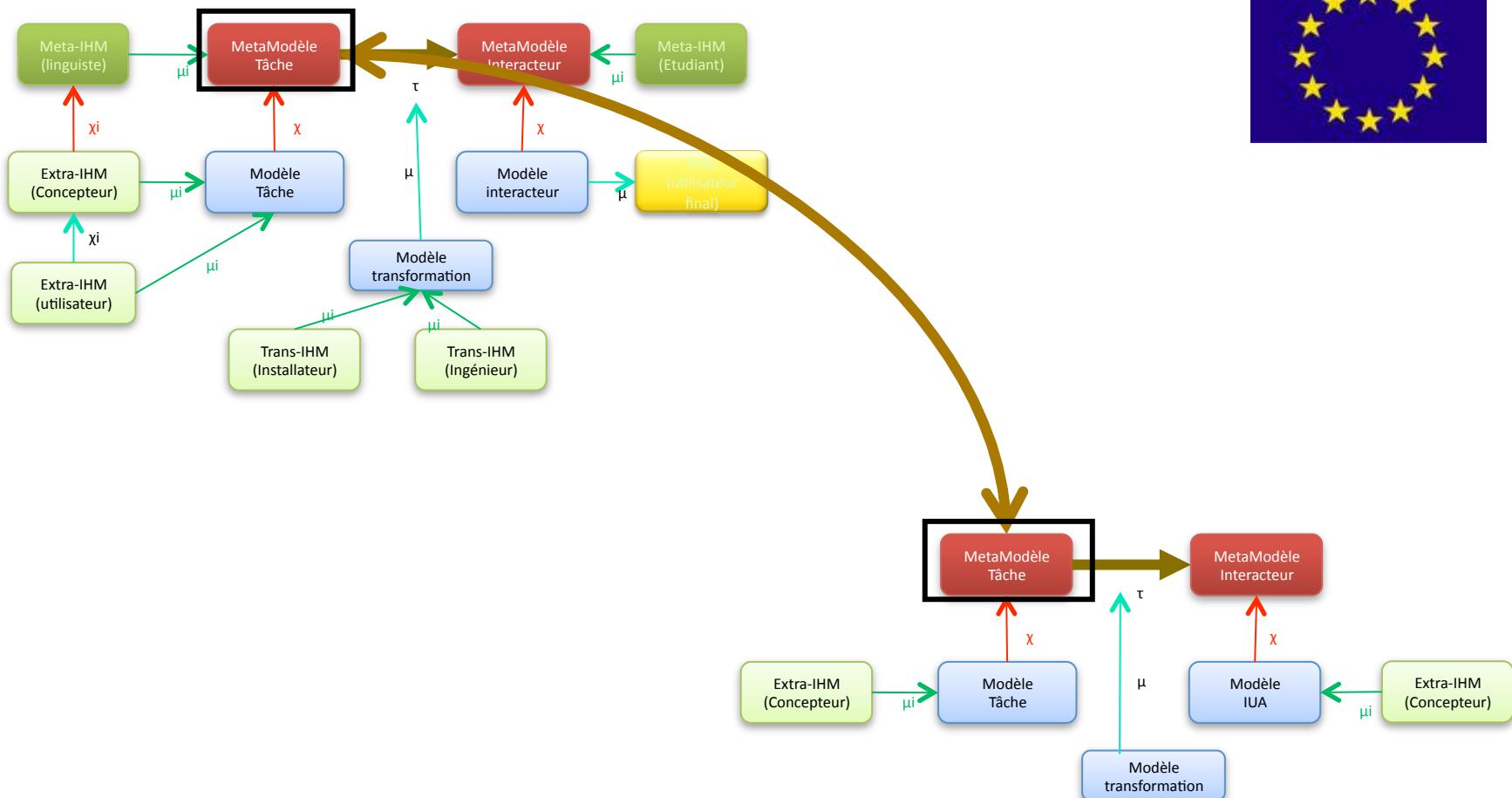
Gateways between tools and languages



?

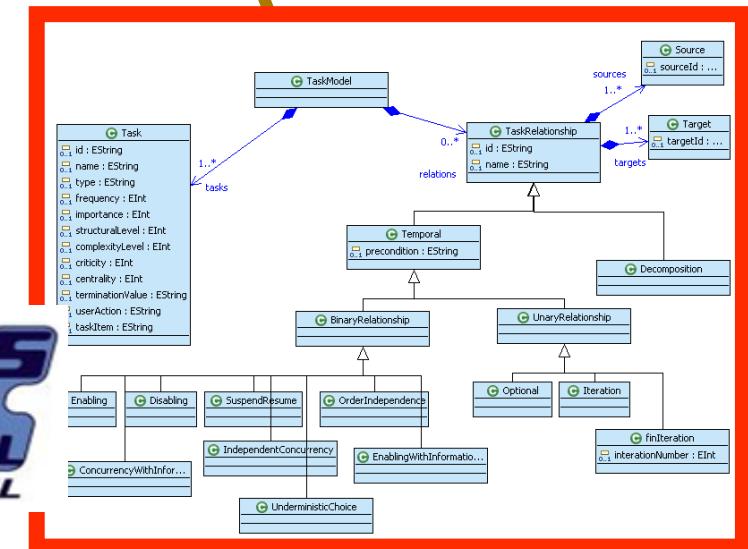
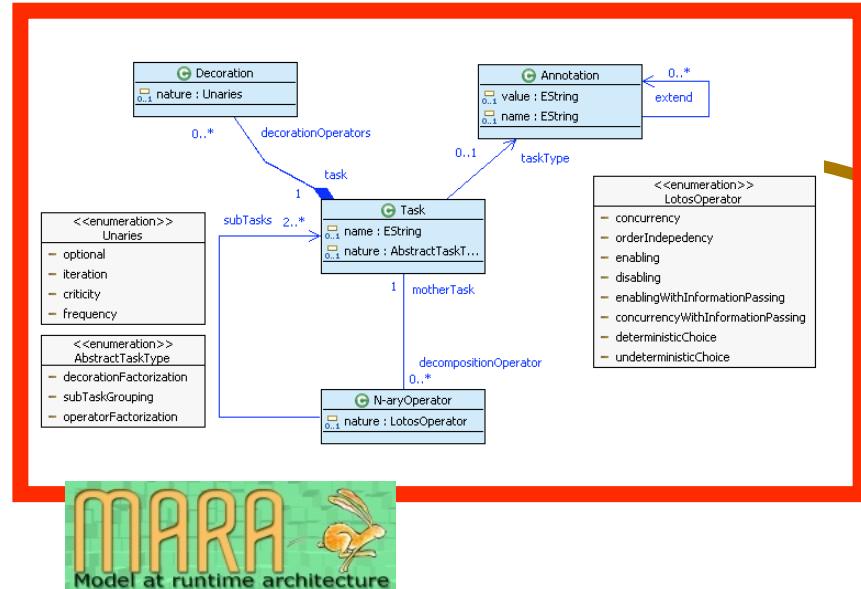


Gateways between tools and languages





Gateways between tools and languages

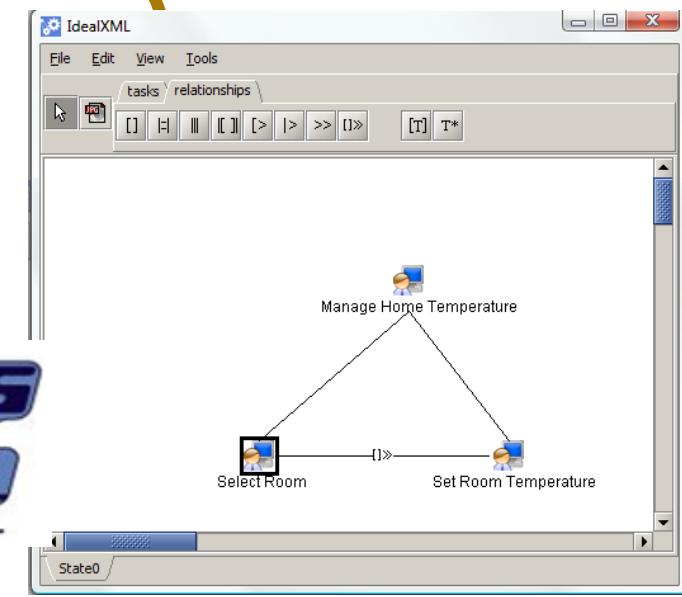




Gateways between tools and languages

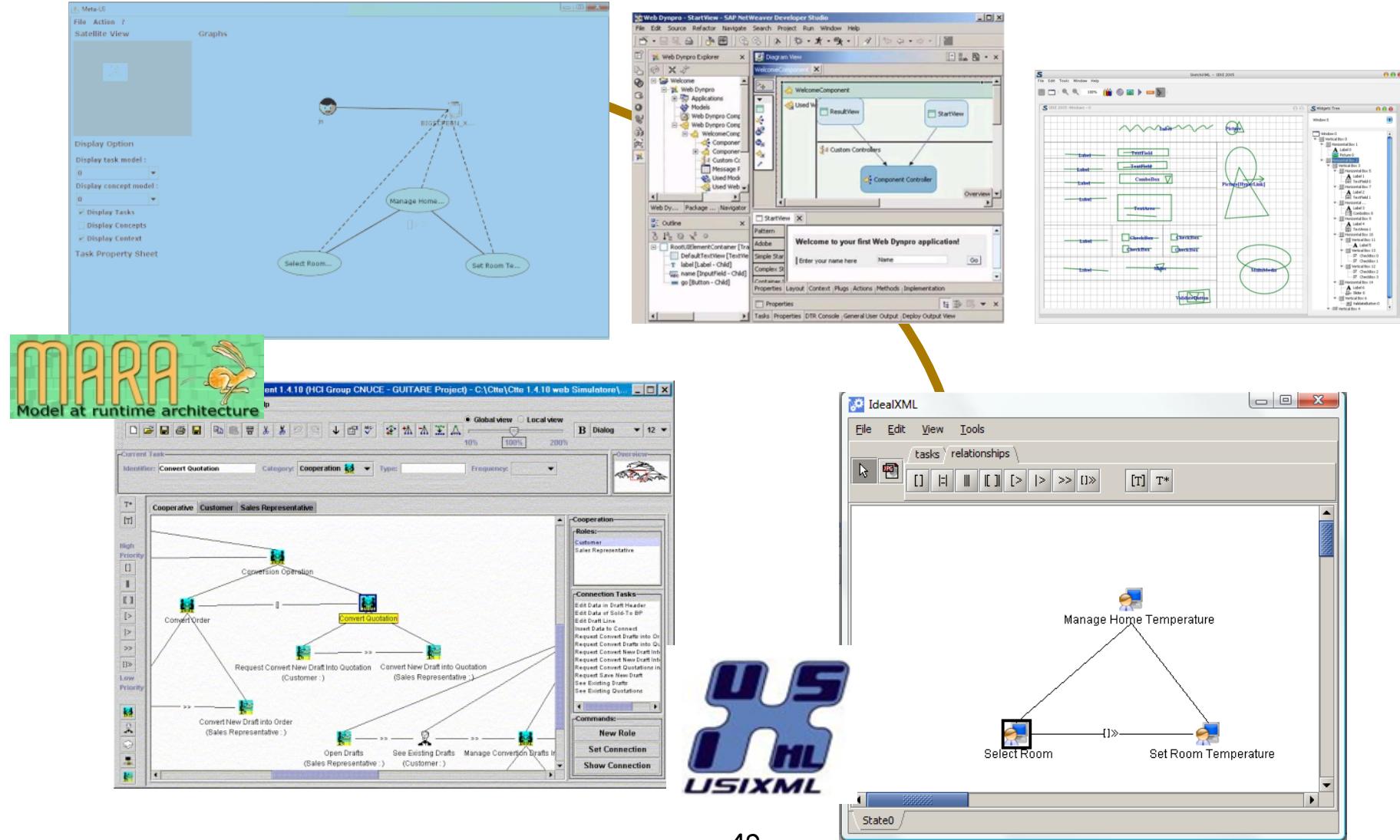


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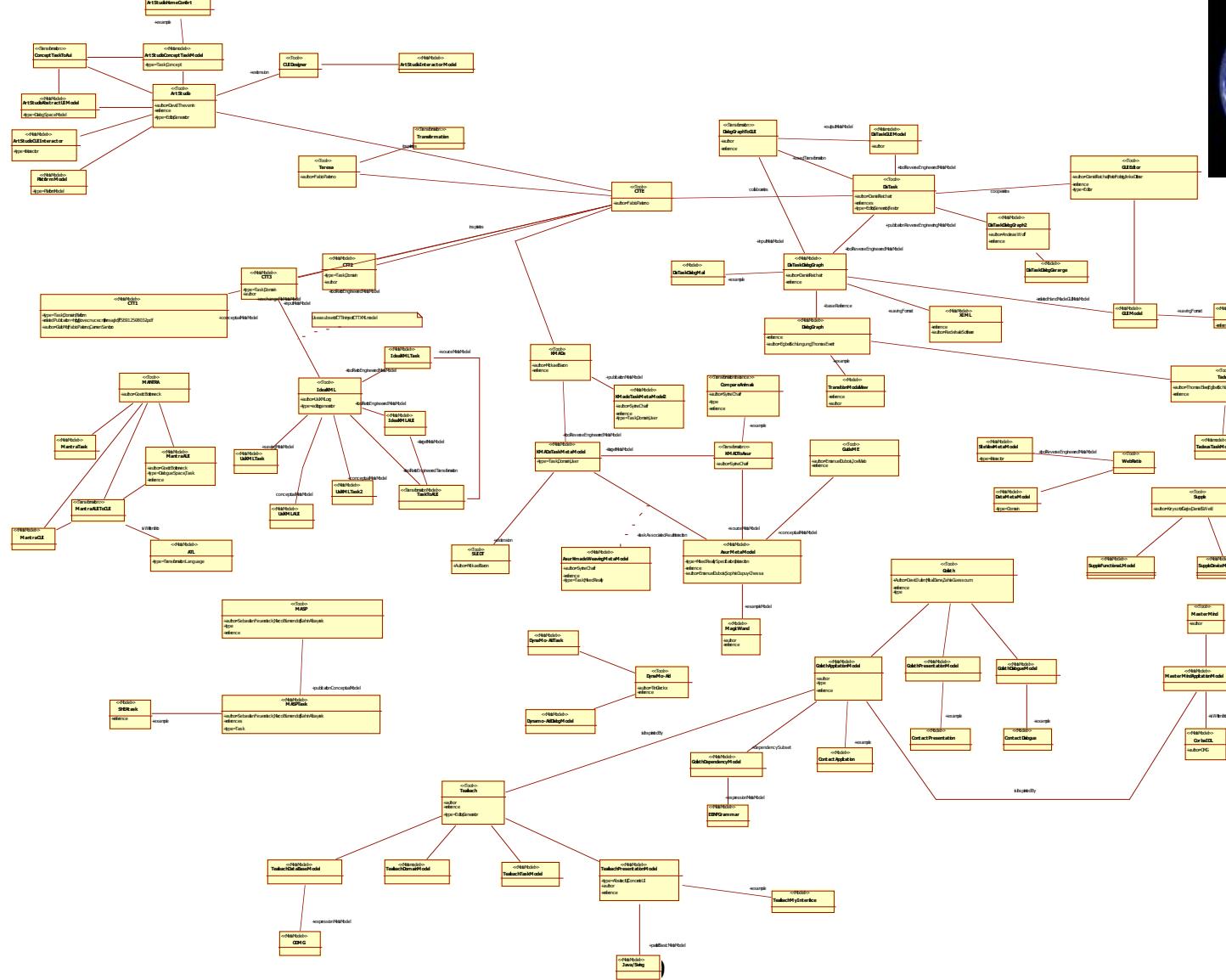


Cartography



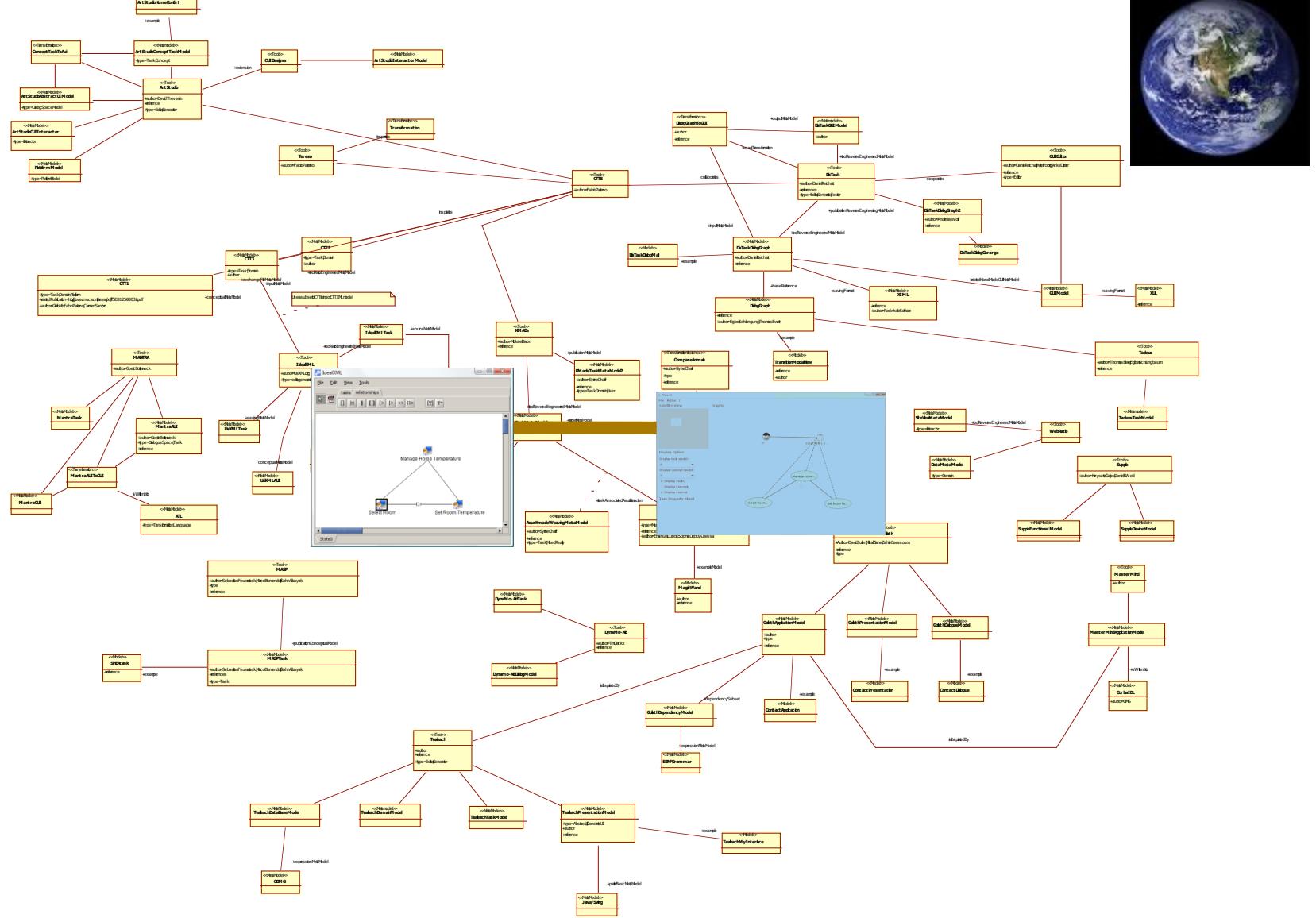


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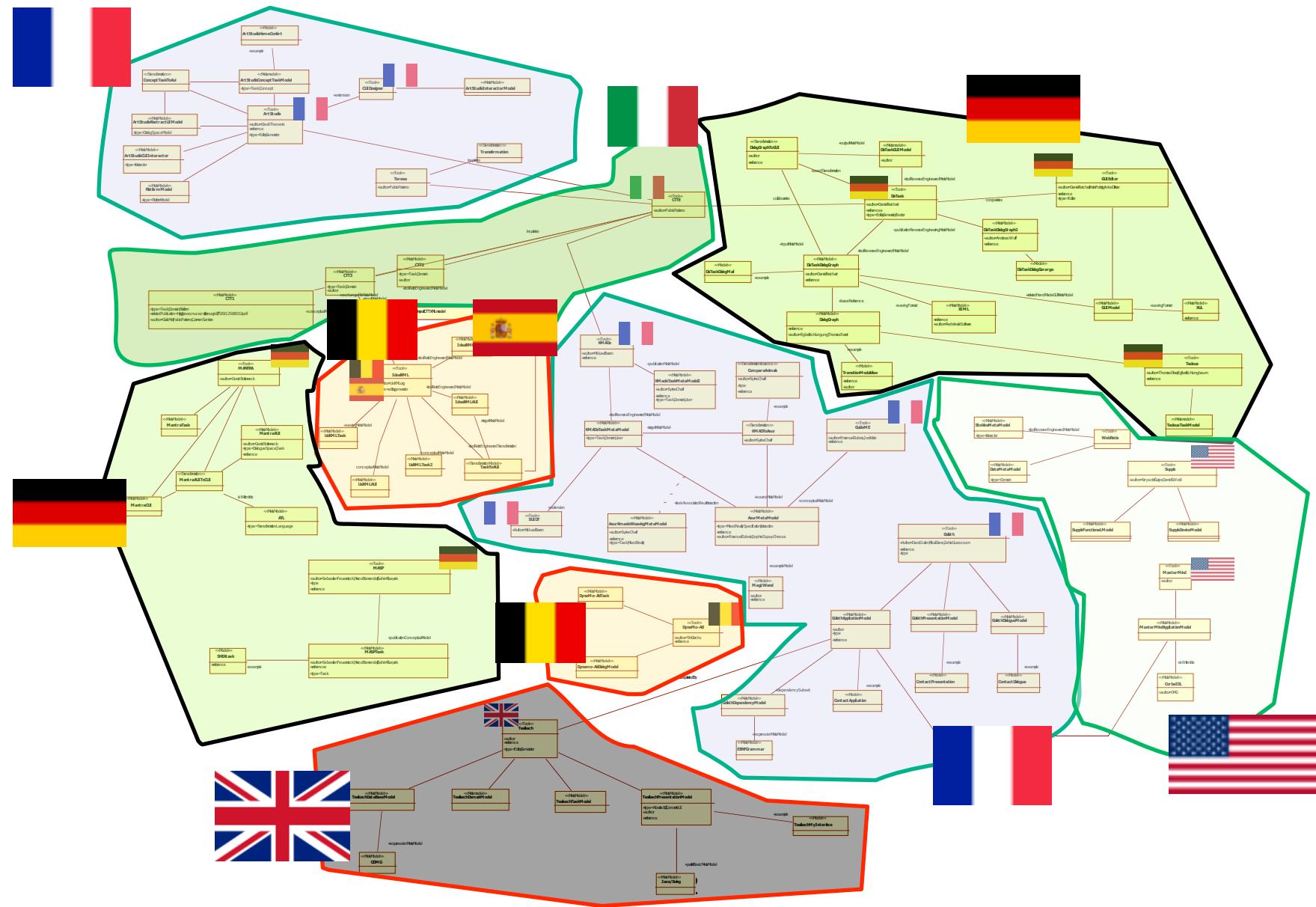


Cartography



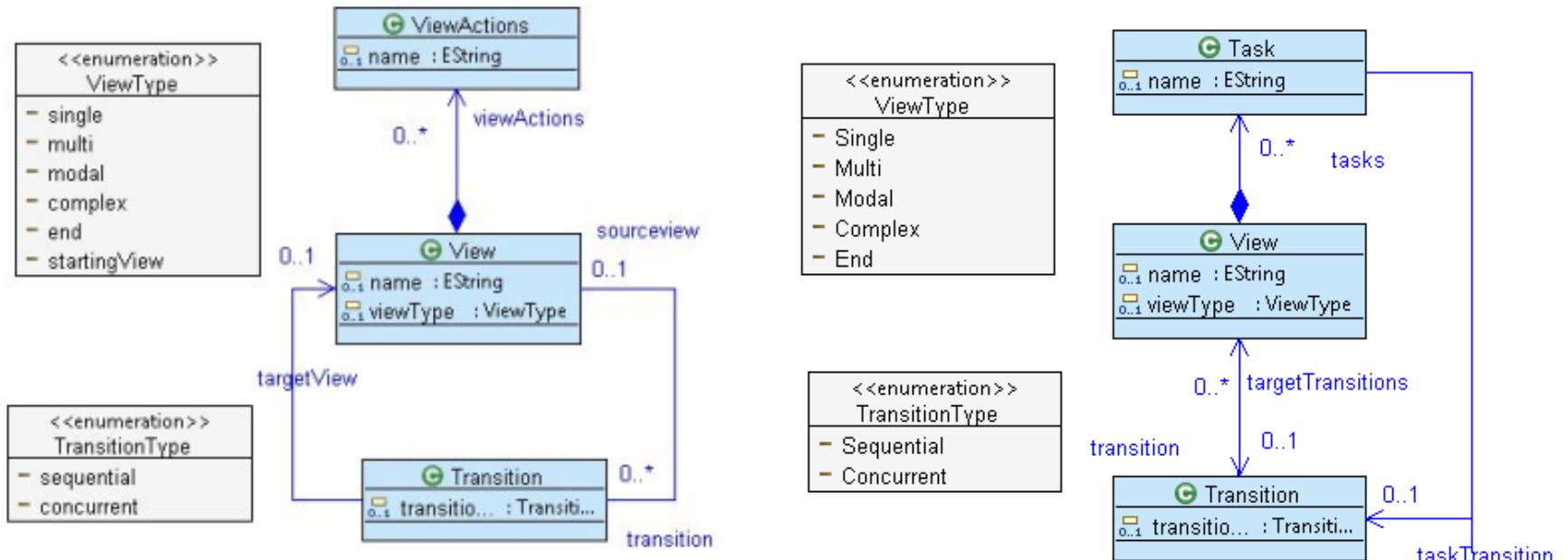


Cartography





Cartography: Evolution



Dialogue Graph

-8 Before DiaTask
1996

2004

53

2005

CTTe

Mozilla



In summary: cartography

- Megamodel for the **domains**
 - research
 - industry
- Cartography for supporting
 - computation
 - communication
- Evolution of knowledge
- Zooomm project, planetmde.org: Jean-Marie Favre (LIG/ADELE)
- For more information: J.S. Sottet's PhD. J.S. Sottet is the author of most of these slides.

- Capitalization
- No gap between the designer and the end-user
- Powerful approach

