

## **Preface**

In the history of software development, the abstraction level on which software is described has been increasing all the time. The latest trend is to specify software using (platform-independent) models, which are then gradually and (semi-) automatically transformed into executable applications for different platforms and target devices. The goal of the 5<sup>th</sup> Workshop on Model-Driven Development of Advanced User Interfaces (MDDAUI 2010) is to discuss the use of (semi-) formal models in user interface development. What is the right way of creative design and interaction design working with user interface models? Can models help in coping with innovative interaction techniques?

The workshop is a platform for discussing the modelling of advanced user interfaces, such as interfaces supporting complex interactions, visualizations, multimedia representations, multimodality, adaptability or customization. It is intended to contribute to a better integration of knowledge from the Human-Computer Interaction community and the Software Engineering community. We are striving for development methods which support the model-driven development of user interfaces with great user experience and optimal usability. Which kinds of models are required to achieve this goal? How can different kinds of models be flexibly combined? How can individual and informal design skills be integrated into the process? Can (and shall) we integrate the tools designers are accustomed to use nowadays? Is it possible to do user-centred design based on models?

The MDDAUI program committee has selected 13 high-quality papers from the submitted contributions in a selective peer review process. These papers present novel, innovative, and exciting work in this dynamic area of research and development. They are intended to present the current state of the art, fuel discussions at the workshop, and possibly raise new research directions.

We produced and included a workshop report in these proceedings that summarizes the vivid discussions at the workshop. We also included the workshop poster that was presented at the CHI 2010 conference.

We thank all workshop participants for their valuable contributions to an interesting MDDAUI workshop at CHI 2010. We are looking forward to the next edition of our workshop series.

Jan Van den Bergh  
Stefan Sauer  
Kai Breiner  
Heinrich Hußmann  
Gerrit Meixner  
Andreas Pleuss

### **Workshop Organizers**

Jan Van den Bergh (Hasselt University, Expertise Centre for Digital Media, Belgium).

Stefan Sauer (University of Paderborn, s-lab – Software Quality Lab, Germany)

Kai Breiner (Fraunhofer-Institute for Experimental Software Engineering (IESE) and TU Kaiserslautern, Software Engineering Research Group, Germany)

Heinrich Hußmann (University of Munich, Media Informatics Group, Germany)

Gerrit Meixner (German Research Center for Artificial Intelligence, Center for Human-Machine Interaction, Germany)

Andreas Pleuss (Lero, University of Limerick, Ireland)

### **Program Committee**

Kai Breiner, Fraunhofer-Institute for Experimental Software Engineering, Germany

Gaelle Calvary, University Joseph Fourier, France

Peter Forbrig, University of Rostock, Germany

Phil Gray, University of Glasgow, GB

Heinrich Hußmann, University of Munich, Germany

Youn-kyung Lim, KAIST, South-Korea

Kris Luyten, Hasselt University, Belgium

Gerrit Meixner, German Research Center for Artificial Intelligence, Germany

Philippe Palanque, University Paul Sabatier, France

Fabio Paternò, C.N.R. Pisa, Italy

Andreas Pleuss, Lero, Ireland

Angel Puerta, RedWhale Corp., USA

Harald Reiterer, University of Konstanz, Germany

Stefan Sauer, University of Paderborn, Germany

Orit Shaer, Wellesley College, USA

Gerd Szwillus, University of Paderborn, Germany

Jan Van den Bergh, Hasselt University, Belgium

Jean Vanderdonckt, Université Catholique de Louvain, Belgium

Detlef Zuehlke, German Research Center for Artificial Intelligence, Germany

### **Additional Reviewers**

Florian Geyer

David Navarre

Dawid Ostrowski

Marco Winckler