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A SMALL MATTER OF PROGRAMMING

PERSPECTIVES ON END USER COMPUTING



BONNIE A. NARDI

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Small Matter Of Programming Perspectives On End User Computing

Fabio Paternò, Volker Wulf



Small Matter Of Programming Perspectives On End User Computing:

A Small Matter of Programming Bonnie A. Nardi, 1993 Analyzes cognitive social and technical issues of end user programming Drawing on empirical research on existing end user systems this text examines the importance of task specific programming languages visual application frameworks and collaborative work practices for end user computing **New Perspectives in End-User Development** Fabio Paternò, Volker Wulf, 2017-08-09 This book provides an in depth insight into the emerging paradigm of End User Development EUD discussing the diversity and potential for creating effective environments for end users Containing a unique set of contributions from a number of international researchers and institutes many relevant issues are discussed and solutions proposed making important aspects of end user development research available to a broader audience Most people are familiar with the basic functionality and interfaces of computers However developing new or modified applications that can effectively support users goals still requires considerable programming expertise that cannot be expected of everyone One of the fundamental challenges that lie ahead is the development of environments that enable users with little or no programming experience to develop and modify their own applications The ultimate goal is to empower people to flexibly employ and personalise advanced information and communication technologies **End-User Computing: Concepts, Methodologies, Tools, and Applications** Clarke, Steve, 2008-02-28 Covers the important concepts methodologies technologies applications social issues and emerging trends in this field Provides researchers managers and other professionals with the knowledge and tools they need to properly understand the role of end user computing in the modern organization End-User Computing, Development, and Software Engineering: New Challenges Dwivedi, Ashish, Clarke, Steve, 2012-02-29 This book explores the implementation of organizational and end user computing initiatives and provides foundational research to further the understanding of this discipline and its related fields Provided by publisher **End-User Development** Maria Francesca Costabile, Yvonne Dittrich, Gerhard Fischer, Antonio Piccinno, 2011-06-21 This book constitutes the refereed proceedings of the Third International Symposium on End User Development IS EUD 2011 held in Torre Canne Italy in June 2011 The 14 long papers and 21 short papers presented were carefully reviewed and selected for inclusion in the book In addition the volume contains 2 keynote speeches 14 doctoral consortia and information on 3 workshops The contributions are organized in topical sections on mashups frameworks users as co designers infrastructures methodologies and guidelines beyond the desktop end user development in the workplace meta design and supporting end user developers **End-User Development** Alessio Malizia, Stefano Valtolina, Anders Mørch, Alan Serrano, Andrew Stratton, 2019-07-02 This book constitutes the refereed proceedings of the 7th International Symposium on End User Development IS EUD 2017 held in Hatfield UK in July 2019 The 9 full papers and 8 short papers presented were carefully reviewed and selected from 35 submissions The papers discuss progress in research around end user development through or towards methods socio technical environments intelligent

agents as well as the most effective end user programming paradigms for smart environments Papers and submissions in all categories addressed this specific theme together with topics that have been traditionally covered by the broader themes of end user development such as domain specific tools spreadsheets educational applications and end user aspects

End-User Development Volkmar Pipek, Mary-Beth Rosson, Volker Wulf, 2009-02-24 Work practices and organizational processes vary widely and evolve constantly The technological infrastructure has to follow allowing or even supporting these changes Traditional approaches to software engineering reach their limits whenever the full spectrum of user requirements cannot be anticipated or the frequency of changes makes software reengineering cycles too clumsy to address all the needs of a specific field of application Moreover the increasing importance of infrastructural aspects particularly the mutual dependencies between technologies usages and domain competencies calls for a differentiation of roles beyond the classical user designer dichotomy End user development EUD addresses these issues by offering lightweight use time support which allows users to configure adapt and evolve their software by themselves EUD is understood as a set of methods techniques and tools that allow users of software systems who are acting as non professional software developers to 1 create modify or extend a software artifact While programming activities by non professional actors are an essential focus EUD also investigates related activities such as collective understanding and sense making of use problems and solutions the interaction among end users with regard to the introduction and diffusion of new configurations or delegation patterns that may also partly involve professional designers

No Code Required Allen Cypher, Mira Dontcheva, Tessa Lau, Jeffrey Nichols, 2010-05-21 No Code Required presents the various design system architectures research methodologies and evaluation strategies that are used by end users programming on the Web It also presents the tools that will allow users to participate in the creation of their own Web Comprised of seven parts the book provides basic information about the field of end user programming Part 1 points out that the Firefox browser is one of the differentiating factors considered for end user programming on the Web Part 2 discusses the automation and customization of the Web Part 3 covers the different approaches to proposing a specialized platform for creating a new Web browser Part 4 discusses three systems that focus on the customized tools that will be used by the end users in exploring large amounts of data on the Web Part 5 explains the role of natural language in the end user programming systems Part 6 provides an overview of the assumptions on the accessibility of the Web site owners of the Web content Lastly Part 7 offers the idea of the Web active end user an individual who is seeking new technologies The first book since Web 2 0 that covers the latest research development and systems emerging from HCI research labs on end user programming tools Featuring contributions from the creators of Adobe s Zoetrope and Intel s Mash Maker discussing test results implementation feedback and ways forward in this booming area

Coding Literacy Annette Vee, 2017-07-28 How the theoretical tools of literacy help us understand programming in its historical social and conceptual contexts The message from educators the tech community and even politicians is clear everyone should learn

to code To emphasize the universality and importance of computer programming promoters of coding for everyone often invoke the concept of literacy drawing parallels between reading and writing code and reading and writing text In this book Annette Vee examines the coding as literacy analogy and argues that it can be an apt rhetorical frame The theoretical tools of literacy help us understand programming beyond a technical level and in its historical social and conceptual contexts Viewing programming from the perspective of literacy and literacy from the perspective of programming she argues shifts our understandings of both Computer programming becomes part of an array of communication skills important in everyday life and literacy augmented by programming becomes more capacious Vee examines the ways that programming is linked with literacy in coding literacy campaigns considering the ideologies that accompany this coupling and she looks at how both writing and programming encode and distribute information She explores historical parallels between writing and programming using the evolution of mass textual literacy to shed light on the trajectory of code from military and government infrastructure to large scale businesses to personal use Writing and coding were institutionalized domesticated and then established as a basis for literacy Just as societies demonstrated a literate mentality regardless of the literate status of individuals Vee argues a computational mentality is now emerging even though coding is still a specialized skill

Open-source Solutions in Education J. Burton Browning, 2010 *Learner-Centered Design of Computing Education* Mark Guzdial, 2015-12-01 Computing education is in enormous demand Many students both children and adult are realizing that they will need programming in the future This book presents the argument that they are not all going to use programming in the same way and for the same purposes What do we mean when we talk about teaching everyone to program When we target a broad audience should we have the same goals as computer science education for professional software developers How do we design computing education that works for everyone This book proposes use of a learner centered design approach to create computing education for a broad audience It considers several reasons for teaching computing to everyone and how the different reasons lead to different choices about learning goals and teaching methods The book reviews the history of the idea that programming isn't just for the professional software developer It uses research studies on teaching computing in liberal arts programs to graphic designers to high school teachers in order to explore the idea that computer science for everyone requires us to re think how we teach and what we teach The conclusion describes how we might create computing education for everyone *Routledge International Handbook of Participatory Design* Jesper Simonsen, Toni Robertson, 2013 Participatory Design is about the direct involvement of people in the co design of the technologies they use Embracing a diverse collection of principles and practices aimed at making technologies tools environments businesses and social institutions more responsive to human needs this is a state of the art reference handbook for the subject The Routledge International Handbook of Participatory Design brings together a multidisciplinary and international group of experts to discuss the pivotal issues in participatory design **Design Thinking Research** Christoph

Meinel, Larry Leifer, 2021-03-26 Extensive research conducted by the Hasso Plattner Design Thinking Research Program at Stanford University in Palo Alto California USA and the Hasso Plattner Institute in Potsdam Germany has yielded valuable insights on why and how design thinking works The participating researchers have identified metrics developed models and conducted studies which are featured in this book and in the previous volumes of this series This volume provides readers with tools to bridge the gap between research and practice in design thinking with varied real world examples Several different approaches to design thinking are presented in this volume Acquired frameworks are leveraged to understand design thinking team dynamics The contributing authors lead the reader through new approaches and application fields and show that design thinking can tap the potential of digital technologies in a human centered way In a final section new ideas in neurodesign at Stanford University and at Hasso Plattner Institute in Potsdam are elaborated upon thereby challenging the reader to consider newly developed methodologies and provide discussion of how these insights can be applied to various sectors Special emphasis is placed on understanding the mechanisms underlying design thinking at the individual and team levels Design thinking can be learned It has a methodology that can be observed across multiple settings and accordingly the reader can adopt new frameworks to modify and update existing practice The research outcomes compiled in this book are intended to inform and provide inspiration for all those seeking to drive innovation be they experienced design thinkers or newcomers

Digital Library Use Ann Peterson-Kemp, Nancy A. Van House, Barbara P. Battenfield, 2003-10-10 Viewing digital libraries as sociotechnical systems networks of people and technology interacting with society The contributors to this volume view digital libraries DLs from a social as well as technological perspective They see DLs as sociotechnical systems networks of technology information artifacts and people and practices interacting with the larger world of work and society As Bruce Schatz observes in his foreword for a digital library to be useful the users the documents and the information system must be in harmony The contributors begin by asking how we evaluate DLs how we can understand them in order to build better DLs but they move beyond these basic concerns to explore how DLs make a difference in people's lives and their social worlds and what studying DLs might tell us about information knowledge and social and cognitive processes The chapters using both empirical and analytical methods examine the social impact of DLs and also the web of social and material relations in which DLs are embedded these far ranging social worlds include such disparate groups as community activists environmental researchers middle school children and computer system designers Topics Documents and society the real boundaries of a library without walls the ecologies of digital libraries usability and evaluation information and institutional change transparency as a product of the convergence of social practices and information artifacts and collaborative knowledge construction in digital libraries

Design Things Thomas Binder, Giorgio De Michelis, Pelle Ehni, Giulio Jacucci, Per Linde, 2024-12-17 A new perspective on design thinking and design practice beyond products and projects toward participatory design things Design Things offers an innovative view of design thinking and design practice

envisioning ways to combine creative design with a participatory approach encompassing aesthetic and democratic practices and values The authors of Design Things look at design practice as a mode of inquiry that involves people space artifacts materials and aesthetic experience following the process of transformation from a design concept to a thing Design Things which grew out of the Atelier Architecture and Technology for Inspirational Living research project goes beyond the making of a single object to view design projects as sociomaterial assemblies of humans and artifacts design things The book offers both theoretical and practical perspectives providing empirical support for the authors conceptual framework with field projects case studies and examples from professional practice The authors examine the dynamics of the design process the multiple transformations of the object of design metamorphosing performing and taking place as design strategies the concept of the design space as emerging landscapes the relation between design and use and the design of controversial things

Balancing Agility and Formalism in Software Engineering Bertrand Meyer,J.R. Nawrocki,Bartosz Walter,2008-07-31 This book constitutes the thoroughly refereed post conference proceedings of the Second IFIP TC 2 Central and East Conference on Software Engineering Techniques CEE SET 2007 held in Poznan Poland in October 2007 The 21 revised full papers presented together with 2 keynote addresses were carefully reviewed and selected from 73 initial submissions The papers are organized in topical sections on measurement processes UML experiments tools and change

Foundations and Fundamentals in Human-Computer Interaction Constantine Stephanidis,Gavriel Salvendy,2024-08-02 This book serves as a foundation to the field of HCI equipping readers with the necessary knowledge and skills to engage in this field This book Discusses human functionalities and characteristics relevant to interaction including sensory perception attention and memory language and communication emotions decision making as well as mental models human error and human actions Explores the evolution of HCI design approaches and the role of social and organizational psychology in HCI Discusses key concepts and societal aspects of interactive technologies such as user acceptance ethics privacy and trust Covers the historical background contributing disciplines essential concepts and theories within the domain This book will appeal to individuals interested in Human Computer Interaction research and applications

Adaptive Evolutionary Information Systems Nandish V. Patel,2003-01-01 Adaptive and evolutionary information systems enable both developers and users to change systems functionality Such systems are required because of the changing nature of users requirements This is a critical area of research and practice for businesses that have to ensure that their investment in IT IS is capable of changing with the needs of the business Adaptive Evolutionary Information Systems focuses on the pertinent issues and challenges surrounding the implementation of information systems within businesses and organizations

Social Science, Technical Systems, and Cooperative Work Geoffrey Bowker,Susan Leigh Star,Les Gasser,William Turner,2014-05-12 This book is the first to directly address the question of how to bridge what has been termed the great divide between the approaches of systems developers and those of social scientists to computer supported cooperative work a question that has been

vigorously debated in the systems development literature. Traditionally, developers have been trained in formal methods and oriented to engineering and formal theoretical problems; many social scientists in the CSCW field come from humanistic traditions in which results are reported in a narrative mode. In spite of their differences in style, the two groups have been cooperating more and more in the last decade as the people problems associated with computing become increasingly evident to everyone. The authors have been encouraged to examine rigorously and in depth the theoretical basis of CSCW. With contributions from field leaders in the United Kingdom, France, Scandinavia, Mexico, and the United States, this volume offers an exciting overview of the cutting edge of research and theory. It constitutes a solid foundation for the rapidly coalescing field of social informatics. Divided into three parts, this volume covers social theory, design theory, and the sociotechnical system with respect to CSCW. The first set of chapters looks at ways of rethinking basic social categories with the development of distributed collaborative computing technology, concepts of the group, technology, information user, and text. The next section concentrates more on the lessons that can be learned at the design stage given that one wants to build a CSCW system incorporating these insights: what kind of work does one need to do and how is understanding of design affected? The final part looks at the integration of social and technical in the operation of working sociotechnical systems. Collectively, the contributors make the argument that the social and technical are irremediably linked in practice and so the great divide not only should be a thing of the past, it should never have existed in the first place.

Human-Computer Interaction -- INTERACT 2011 Pedro Campos, Nicholas Graham, Joaquim Jorge, Nuno Nunes, Philippe Palanque, Marco Winckler, 2011-09-01. The four volume set LNCS 6946-6949 constitutes the refereed proceedings of the 13th IFIP TC13 International Conference on Human Computer Interaction INTERACT 2011 held in Lisbon, Portugal, in September 2011. The 47 papers included in the first volume are organized in topical sections on accessibility, affective HCI, computer-mediated communication, computer-supported cooperative work, evaluation, finding and retrieving, fun, aesthetic design, gestures, and HCI in the classroom.

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