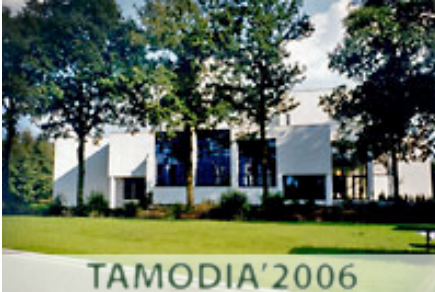


# TAMODIA'2006

5th International Workshop on  
TAsk MOdels & DIAgrams for UI design

Hasselt, Belgium  
October 23-24, 2006



## Call for papers

You are invited to submit a paper for the 5th workshop on TAsk MOdels and DIAgrams for user interface design. TAMODIA'2006 is the fifth in a series of workshops focused on different forms of models, diagrammatic and formal notations, and analytic frameworks used to understand human tasks and activities with computers and technology.

The 2006 edition of the TAMODIA workshop adheres the main theme "Taming HCI design and development complexity with tasks, models and diagrams" and will take place in Hasselt, Belgium.

### Scope

We seek high-quality, original papers that address the theory, design, development, evaluation of ideas, tools, techniques, methodologies in (but not limited to) the following areas:

- Allocation of tasks
- Processes and methodologies involving task modeling
- Diagrams for task representation
- Early requirement, elicitation and elaboration for task-based design
- Predictive task models
- Properties of tasks and task models
- Simulation of tasks
- Derivation of UI from tasks
- Sketching and gesture-based tools for UI design
- Software engineering models for interactive systems (data-flow diagrams, dynamic diagrams, Petri nets, semantic nets, statecharts, static diagrams, state transition diagrams, UML models, etc.)
- Task analysis
- Task models in user-centered software design
- Task-based design
- Task models: analytic and empirical modeling
- User interfaces for complex or exceptional tasks
- Domain-specific task modeling approaches: medical software, e-gov, entertainment, crisis management, ...
- User-task elicitation
- Task modeling for legacy systems
- Visual HCI Engineering
- Visualization of models involved in UI design process
- Verification and validation of task models
- Model-Driven Engineering for User Interfaces
- Transformations of (task) models at design time and/or run time (forward, reverse, task to task, ... transformations)
- Active task models
- Formal foundations for tasks
- Diagrammatic notations for task specification
- Task specification in HCI engineering

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- Advanced UI design and development with tasks and models: multi-modal interfaces, ambient intelligent interfaces, distributed and migratory user interfaces, augmented reality interfaces, tangible interfaces, virtual reality, ...
- Modeling interface navigation

## Submissions and important dates

Long paper submissions (up to 8 pages ACM format, approx. 6000 words) should represent high quality, original work within the topics of the conference. They should highlight general scientific contributions of the research and its practical significance.

Short papers (up to 4 pages, approx. 3000 words) can present preliminary results, reports of work in progress and also overviews of laboratories or groups with significant work within the scope of the workshop.

Both long and short papers should be written in English and authors should follow the formatting instructions on the TAMODIA website, <http://edm.uhasselt.be/tamodia2006>. Papers should be submitted using the submission system at the TAMODIA'2006 website.

- Papers submission deadline: **May 5, 2006**
- Notification to authors: **June 16, 2006**
- Final versions due: **July 3, 2006**
- Workshop: **October 23-24, 2006**

## Venue

Expertise Centre for Digital Media, Hasselt University  
Wetenschapspark 2, 3590 Diepenbeek  
Belgium.

## Contact

Please direct all requests for information to [tamodia2006@edm.uhasselt.be](mailto:tamodia2006@edm.uhasselt.be).  
Website: <http://edm.uhasselt.be/tamodia2006/>.

More information about accommodation, registration fees, organization, ... can be found at the TAMODIA'2006 website.

