Editorial

We present to you today the third UsiXML newsletter that follows the dissemination of information about our UsiXML project that will enhance the business domain of model-based design by introducing this approach to the design phase of user interfaces! We wanted to thank all external partners who are becoming more and more numerous, demonstrating their trust in UsiXML by registering to our End User Club, as Promoters, as Supporters and even as simply Observers! We are proud that our results have now enough maturity to be presented to the standardization process of the W3C.

D. Faure, Project Manager and J. Vanderdonckt, Scientific Coordinator.

Status of the project

Our second phason the meta-modelling of the UsiXML language is currently in progress: all meta-models are under revision. Our tools designers are working hard to provide the consortium and our Supporters and Promoters with our first version of tools! The development of demonstrators has started and first version has been shown in the Co-Summit ITEA2 event in Helsinki last October.

Standardization in progress

The standardization activities of the UsiXML consortium have reached a new step: we now participate in W3C to encourage the UsiXML concepts within this group.

Members of the project are participating within the W3C Incubator Group on Model-Based User Interfaces. The final report of this group is publicly available at http://www.w3.org/2005/Incubator/model-based-ui/XGR-mbui-20100504/. In this report, the pre-recommendation status has been reached based on a consensus of different layers of user interface models, basically task, domain, abstract user interface, and concrete user interfaces. The official report contains several examples of UsiXML meta-models that are compliant with this definition. The UsiXML consortium is working with the other members of this group for the next steps that will arrive in 2012.

The standardization activities on UsiXML are the result of years of work on the enhancement of the UsiXML language. In the current UsiXML consortium we have organizations that have participated to many researches on the domain or User Interface Description Language through the Cameleon project, the Similar Network of Excellence and the OpenInterface project. The result of years of work with a lot of prestidigious partners is the new UsiXML version 2.0 that we will define as a new W3C standard!

Partake to the UsiXML effort on standardization by joining this group!
Events & Demonstrations

Co-Summit 2011
The UsiXML Consortium with more than 650 R&D actors and policy makers from industry, research organisations, academia and public authorities participated in the fourth European Co-summit organised by ITEA 2 and ARTEMIS in Helsinki, Finland on 25 and 26 October 2011. While the conference focused on the importance of cross-border co-operation in research and development on software-intensive systems and services, the large project exhibition demonstrated clearly the results of such efforts with a special focus area on information and communication technology (ICT) for clean technologies.

Press releases / Publications

New Mobile technologies more efficient with UsiXML
On April 2011, TV broadcast Belgium reports on Defimedia (a Belgian partner in the UsiXML project) and e-tourism on a main Belgian channel. Defimedia presented some developments of mobile applications in the field of tourism. Smartphone guided tours, QR Code, information about POI (Points of Interest), augmented reality, and tourism evolve by incorporating new mobile technologies that will be even more efficient with the help of UsiXML.

ITEA2 Project showcase on UsiXML: Speeding development of user interfaces
“While many aspects of information and communications technology (ICT) systems design are now standardised, developing user interfaces is often not considered a priority with little time or budget dedicated to this area. The ITEA 2 UsiXML project focuses on defining, validating and standardising a user interface description language with versatile context-driven capabilities. Its model-based approach is based on the "µ7" concept of multiple device, user, culture/language, organisation, context, modality and platform applications.”, ITEA.

Springer series
We are pleased to announce the new volume of Human-Computer Interaction Series on Distributed User Interfaces by José A. Gallud, Ricardo Tesoriero and Victor M.R. Penichet.

UsiXML workshop
The UsiXML consortium has organized a second workshop on User Interface Description Language in Lisbon Portugal last September. A third one will be organized in 2012.

Who’s who?
Focus on François’ work
François Beuvens is a PhD student working in Louvain Interaction Laboratory (LILAB) at Université catholique de Louvain (UCL) in Belgium, under the supervision of Pr. Jean Vanderdonckt.
His PhD thesis is mainly focused on gesture modality and more specifically on pen-based gesture interaction. His goal is to describe a method allowing User Interface designers including pen-based interaction in User Interfaces, even if they have a lack of knowledge in gesture recognition or ergonomic considerations in this area.
The User Interface is intended to be described through a Concrete User Interface editor. This is where interest converge with UsiXML since the PhD thesis is aimed at enabling the gestural modality in the language.
More information:
https://lilab.isys.ucl.ac.be/groups/lilab/wiki/24789/Francois_Beuvens_.html
Deliverables provided!

The UsiXML End User Club is growing more and more that shows the interest of the UsiXML language for the community. A lot of Observers, Supporters and Promoters comes from academia and also from large industries and SMEs.

For starting real collaboration with the members of the club, we have delivered to the Supporters and Promoters a set of documents including our meta models. We are sure to receive a lot of relevant feedback on our proposals to enhance them and then reach a larger consensus!

The End-User Club

End-User Club membership is free and will remain open! The End-User Club is the opportunity for interested parties outside of the UsiXML consortium to forge new relations with other members of the UsiXML consortium to discover opportunities for developing novel applications related to the domain and the possibility of joint participation in future RTD projects. Members of the End-User Club are entitled to participate in the UsiXML information and demonstration days, to open discussions, seminars and tutorials, as well as to special events such as workshops organized in conjunction with key international conferences.

Current Supporters and Promoters of UsiXML End User Club were provided with access to our state of the art on User Interface Description Language, to the description of the workflow system to integrate new evolutions into the UsiXML language, to the first version of the tools requirements and now they will be given access to the released tools. Do not hesitate to register! www.usixml.eu/end_user_club

End User Club members

Observers
Express their interest for the project, its goals, scientific results, methods, tools or demonstrators.

Supporters
Express their interest for specific results of the project (from meta-models to validators) and wish to receive information.

Promoters
Express their interest for UsiXML goals and plan to create demonstrator using the UsiXML language and tools.

Registration
David.Faure@thalesgroup.com

You have received this message because you have registered to get information about the UsiXML project. If you would like to unsubscribe, please send an email to david.faure@thalesgroup.com
Focus on partners

See & Touch

Established since 2002 in the region of Liège (Belgium), See&touch is specialised in the conception, realisation and maintenance of customised PC. From the industrial PC to the multimedia kiosk and Digital Media, See&Touch brings your ideas to life. From the first meeting with our client, all the way to the on site maintenance, See&Touch products stand out. They are eye-catching, integrate the latest technologies and can be highly personalized. This goes from the design of customized products to the adaptation of existing ones. Designing or adapting a kiosk requires careful consideration of both the function it will serve and the client’s specification. See&Touch offers customised computer equipment solutions: (Screen, LCD, LED, 14" to 70" Touch, Multitouch, By hand), hardware, peripherals (keyboard, trackball, sound, printers, movement detector etc.... All these solutions are available separately, providing optimal integration for every customer.

Aérodrones

Installed in the center of the French world competitiveness "Aerospace Valley" cluster and in the AETOS cluster, Aérodrones is a French High-tech company specialized in Mission and Surveillance Software for Airborne Systems. Aérodrones develops remote control-command and processing solutions for autonomous systems such as UAVs, payloads... Since 2002, Aérodrones is involved in different R&D and industrial UAV projects in collaboration with French ministry of defence, major companies, high tech SMEs and research laboratories. Aérodrones is active in various R&D programs and is presently highly investing in advanced video processing and augmented reality. It aims at proposing high-end but already operational equipment, at an accessible cost. www.aerodrones.com

SymbiaIT

SymbiaIT, S.L. is a Spin-Off of the LoUISE research group (Laboratory of User Interaction and Software Engineering) of the University of Castilla-La Mancha that is focused on Human-Computer Interaction. Given the excellent relationship that this company has with the University, its staff has a broad experience in both professional developments (work experience in large international companies) and research tasks (M.S. and Ph.D.). Symbia IT offers a wide range of products and services related to the HCI field. It offers its specialized consulting services in user interfaces, accessibility, usability and web standards to other companies of the region. It has also a wide experience in performing experimental developments with the latest technologies applied to different interaction strategies: virtual and augmented reality, social networks, ubiquitous computing, etc. www.symbiait.com