

SIGGRAPH 88

COURSE #15

Module 1 Introduction

Course Structure

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Goals for UIMSs

Issues in UIMS research

Module 2 Tools to Serve Users and Developers

Who is involved?

What are the tool needs for such individuals?

Involvement of non programmers

Module 3 Architecture of a UIMS-based application

Components of the Application

Relationships and Control

Module 4 Evaluation of User Interfaces

What kinds of evaluation do we want

What tools are possible to support this evaluation

Module 5 Presentation Issues

What must be specified

Representations of Presentations

Module 6 Presentation Tools

ToolKits

Specification by Example

Object-oriented programming

Presentation Specification Languages

Module 7 Command and Forms Dialogues

Mike

Cousin

Module 8 Window/Object/Event Dialogues

Window systems

Interaction Techniques process/message model

Module 9 Syntactic Dialogues

Grammars

Transition Networks

Dialogue Trees (Tiger)

Module 10 Using a User Interface Management System

Project characterization

Experience with end users

Experience with application programmers

UIMS Impact

Module 11 Summary and Future Directions