

FMIS 2007 Programme
September 4th 2007, Venue: Masters Training Suite, University of Lancaster

8:30-9:00 REGISTRATION

9:00-9:10 OPENING

9:10-10:30 Physicality [Long Papers: 30+10]

Exploring an option space to engineer a ubiquitous computing system

Michael Harrison, Christian Kray, Jose Creissac Campos, Page 67

Modelling Devices for Natural Interaction

Alan Dix, Masitah Ghazali, Devina Ramduny-Ellis, Page 51

10:30-11:00 BREAK

11-12:20 Development Processes [Long Papers: 30+10]

Refinement for User Interface Designs

Judy Bowen, Steve Reeves, Page 17

A Game-theoretic Approach to Behavioural Visualisation

Michael Westergaard, Page 163

12:30-13:50 LUNCH

13:50-14:50 Human Error [Short Papers: 15+5]

A formal approach to human error recovery

Siraj Shaikh, Paddy Krishnan, Antonio Cerone, Page 101

Model Checking Interface Design to Reduce User Errors

Thomas Anung Basuki, Page 1

A "Lightweight Formal Methods" Perspective on Investigating Aspects of Interactive Systems

Russell Boyatt, Jane Sinclair, Page 35

14:50-15:30 Model Based Testing [Long Paper: 30+10]

Model-based user interface testing with Spec Explorer and ConcurTaskTrees

Jose L. Silva, Jose Creissac Campos, Ana Paiva, Page 116

15:30-16:00 BREAK

16:00 - 16:40 DISCUSSION SESSION

16:40-18:00 Cognition [Long Papers: 30+10]

Formal Modelling of Saliency and Cognitive Load

Rimvydas Ruksenas, Paul Curzon, Jonathan Back, Ann Blandford, Page 83

Performance of Reactive Interfaces in Stimulus Rich Environments,

Applying Formal Methods and Cognitive Frameworks

Li Su, Howard Bowman, Philip Barnard, Page 134

18:00-18:20 Task Timings [Short Paper: 15+5]

Using the Fitts Law with state transition systems to find optimal task timings

Harold Thimbleby, Page 151

18:20-18:30 CLOSE

19:00 HCI Pre-Conference Reception. Barker House Farm