

# 2nd International Workshop on EUDITE '17

## End-User Development in the Internet of Things Era

June 13, 2017

Workshop co-located with IS-EUD 2017

[www.danieltetteroo.nl/eudite17/](http://www.danieltetteroo.nl/eudite17/)

Following a successful workshop at CHI 2015, we now organize a second iteration of this workshop during the sixth International Symposium on End-User Development (IS-EUD 2017), Eindhoven, The Netherlands.

End-user development (EUD) as a paradigm for enabling users to adapt systems to their personal needs has been the topic of research for almost three decades.

In contrast to the early days, EUD now appears in many different contexts, such as offices, homes and even the public space. The form that EUD takes depends on the goals and skills of the end-user, on the technology available to design and implement systems, and most importantly the context of use. Nonetheless, solutions are often still formulated in terms of the technology to be used and such technology dictates required skills and capabilities regardless of context and potential situational end-user constraints.

### Goals and Agenda

In this workshop, we want to explore a broader view on EUD that centralizes on highly-contextualized end-user needs. We want to explore how insights and techniques from the field of, amongst others, software, design and artificial intelligence, can be leveraged to create solutions that target casual or sporadic use, calm technology, ambient and peripheral interaction and, generally, the consumers' everyday.

### Topics of interest

We seek submissions that deal with the following topics, amongst others:

- End-user development
- Meta-design
- Cultures of Participation
- Internet of Things
- Ambient Interaction
- Calm Technology
- Peripheral Interaction
- Smart Objects
- Adaptive & adaptable systems

### Submissions

Participants should submit a 4-6 page position paper addressing the workshop topic from their perspective. The paper should be formatted according to the Spring LNCS format. The submission deadline is **April 24**.

The accepted papers will be published in the extra proceedings of the IS-EUD dedicated to the workshops.

### Workshop Format

The workshop will be structured along three phases:

1. A short introduction session in which participants share their interests and research background.
2. A session with theme-based discussion rounds. In these rounds, we will discuss the following topics:
  - EUD fails and dystopia (design fiction, exploration)
  - EUD contextualized, user-centered approaches (personalization, customization, learning, sharing)
  - EUD for the everyday (casual/sporadic use, delegation of control, etc.)
3. Finally, we conclude the workshop by consolidating the learnings from the previous rounds into "principles for better EUD for the Internet of Things era".

### Organizers

Daniel Tetteroo, Eindhoven University of Technology  
Mathias Funk, Eindhoven University of Technology

### Important dates

Submission deadline:	April 24th
Notification of acceptance:	April 27th
Author registration deadline:	April 30th
Camera ready deadline:	May 11th
Workshop:	June 13th