

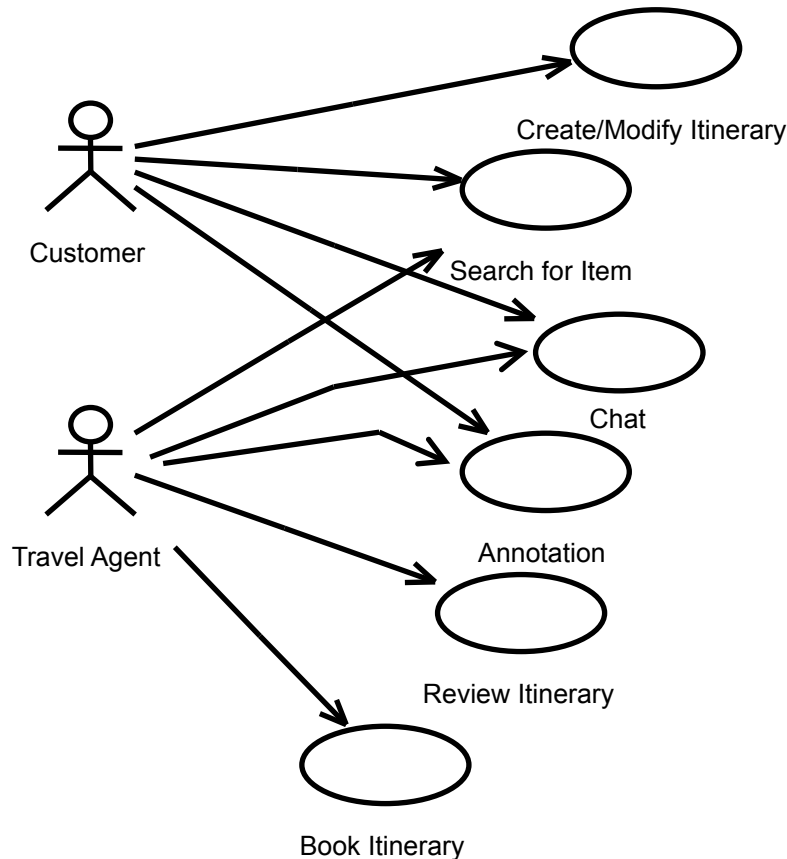
# Engineering multi-device user interfaces and architectures

Professor John Grundy  
Dept. Electrical and Computer Engineering  
and Dept. Computer Science  
University of Auckland, New Zealand

# Outline

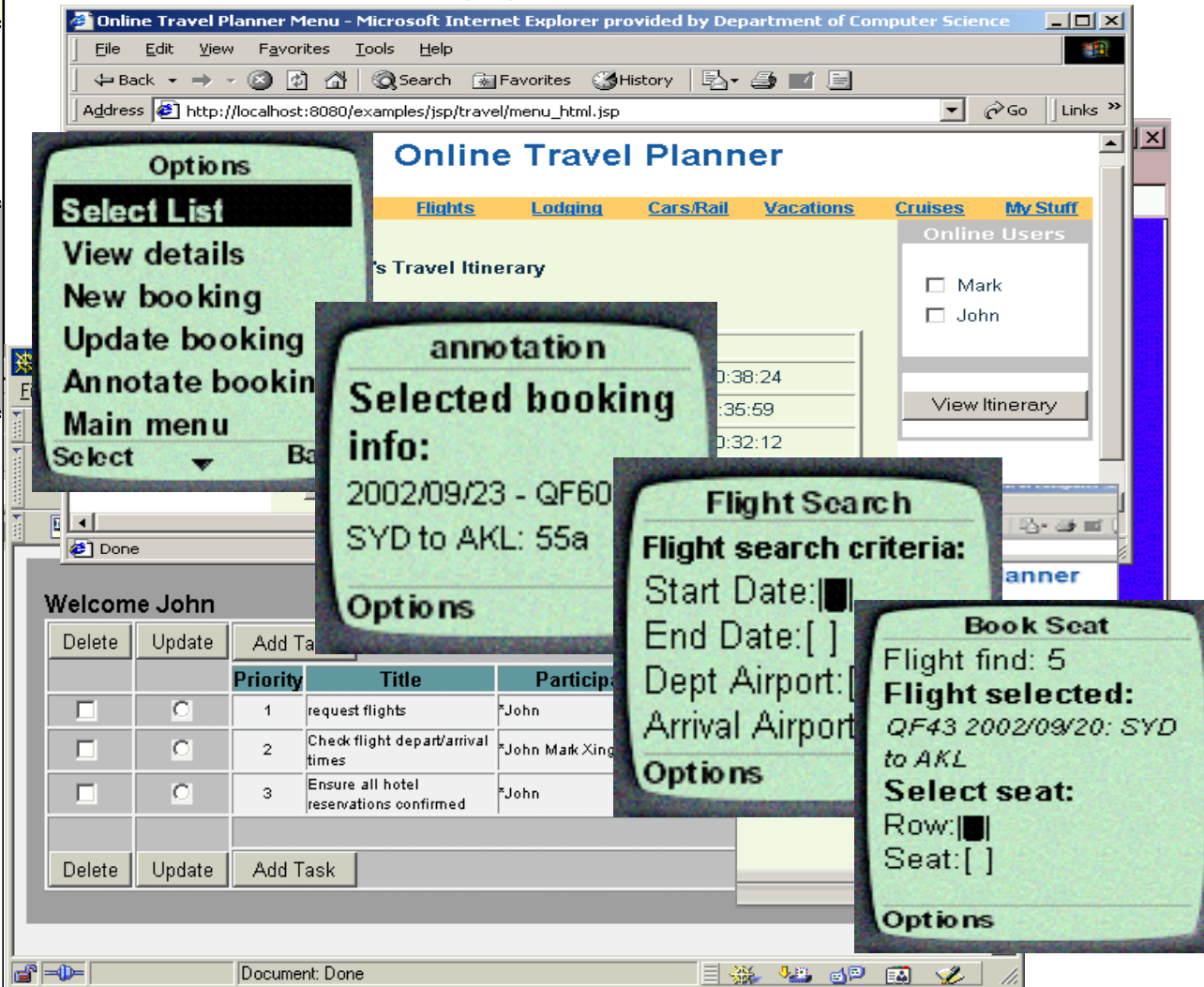
- What are Multi-device and Adaptive User Interfaces?
- Examples of MUIs
- Architectures for MUIs
- Design tools for MUIs
- Generating thin-client MUIs from thick-client UIs
- Evaluation
- Conclusions & Future Research

# What are Multi-device & Adaptive User Interfaces?



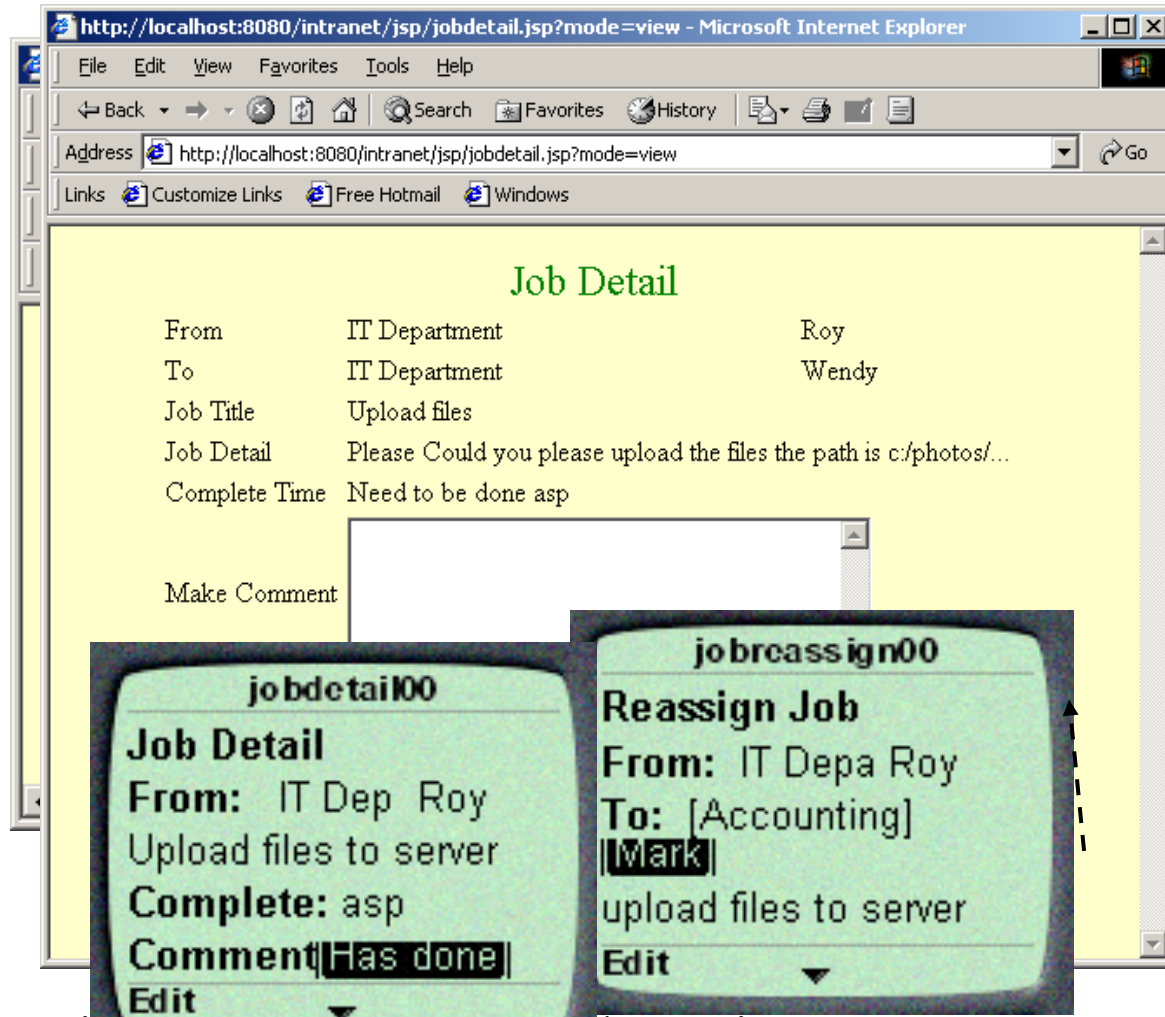
- Example: collaborative travel planner
- Users might want to use *different devices* e.g. laptop vs PDA vs phone
- Might want to share same user interface between *different users*
- *Context of use* may change (task/role, device, connectivity, ...)

# Example #1: Travel Planner Application



- Thick-client UIs
- Web-based UIs
- Mobile UIs
- Collaborative work support
- Different capabilities for different users/tasks...

# Example #2: Job Management Application



- Web and mobile-based user interfaces
- Need adaptive features - different content for different users e.g. Wendy vs John; manager vs staff; maintenance vs searching...

Disable it task not "Job Maintenance"

# Example #3: Web-based diagramming

**Edit model element properties! - Microsoft Internet Explorer**

File Edit View Favorites Tools Help

Address <http://localhost:8080/PounamuSVGApp/controllerservlet?action=EditProperty>

Google Early Aspects Search Web Search Site PageRank 36 blocked

**Main Menu** **Edit model element properties in the following Pounamu view di:**

**Specify a Pounamu tool** Please select a model element from the following diagram to edit its property:

Load Tool Cancel & Back

**Specify Pounamu project & view**

New ModelProject  
Load ModelProject  
New Pounamview  
Load Pounamview  
Refresh Diagram

**Available Editing Modes**

Standard Editing ✓  
Multi-Editing  
Script Enabled

**Primitive Edit Command**

Add Entity  
Add Association  
Set Properties  
Resize Entity

**Customer**  
id:String  
name:String  
address:String  
findCustomer()  
addCustomer()  
getVideos()

**Video**  
id:Integer  
title:String  
cost:Double  
findVideos()  
addVideo()  
rentVideo()

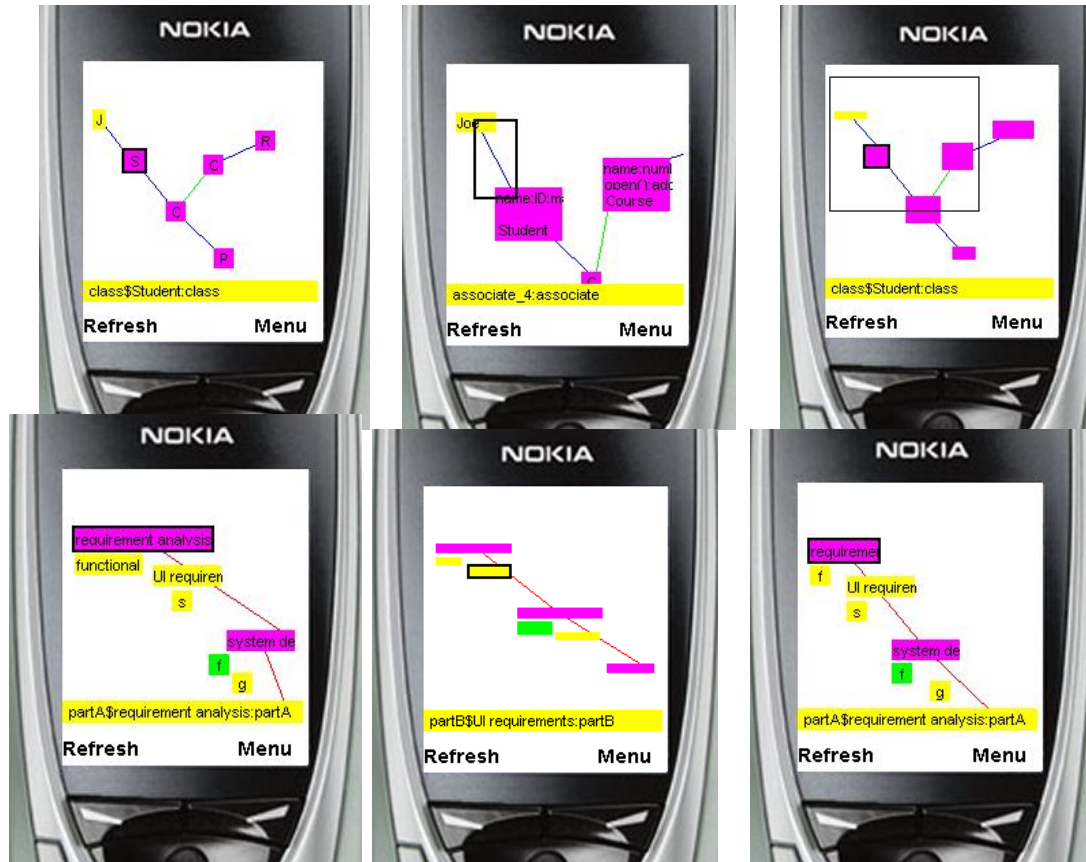
**Staff**  
id:Integer  
name:String  
findStaff()  
updateStaff()

**Rental**  
dateRented:Date  
numDays:Integer  
addRental()  
returnVideo()

video

- Idea: want to access complex diagrammatic content via web browsers
- Avoids install on each machine, enables update only of server, can use web infrastructures to support collaborative work etc
- Three versions we have produced: GIF-based images, SVG-based images, VRML (3D) images - and editable!
- SVG & VRML plug-ins allow drag-and-drop in browser via ECMA client-side scripting
- Generated from meta-tool...

# Example #4: Mobile device diagramming



- Diagramming on mobile devices (PDAs, phones)?!
- Multi-level zoom, panning, use buttons to manipulate content
- Again, generated from meta-tool (how done - I'll talk about shortly...)

# Other Examples...



- Sketching-based user interfaces
- 3D rendering and interaction with complex data



# Architectures for Building MUIs

- How do we build such interfaces??
- Bespoke architectures
  - Most currently done this way
  - Lots of effort, difficult, limited adaptation etc
- Convert concrete format from e.g. HTML to WAP
  - Clipping e.g. Palm; page content and image transformation
  - Limited ability to translate as working on concrete UI content
- Generate interfaces from abstract specifications
  - Transcoding; WebML; various XML-based approaches
  - OK, but again limited ability to adapt interfaces
- **Generate from abstract specification, but also enrich with device/user/task information...**

# Architecture #1: Adaptive User Interface Technology (AUIT)



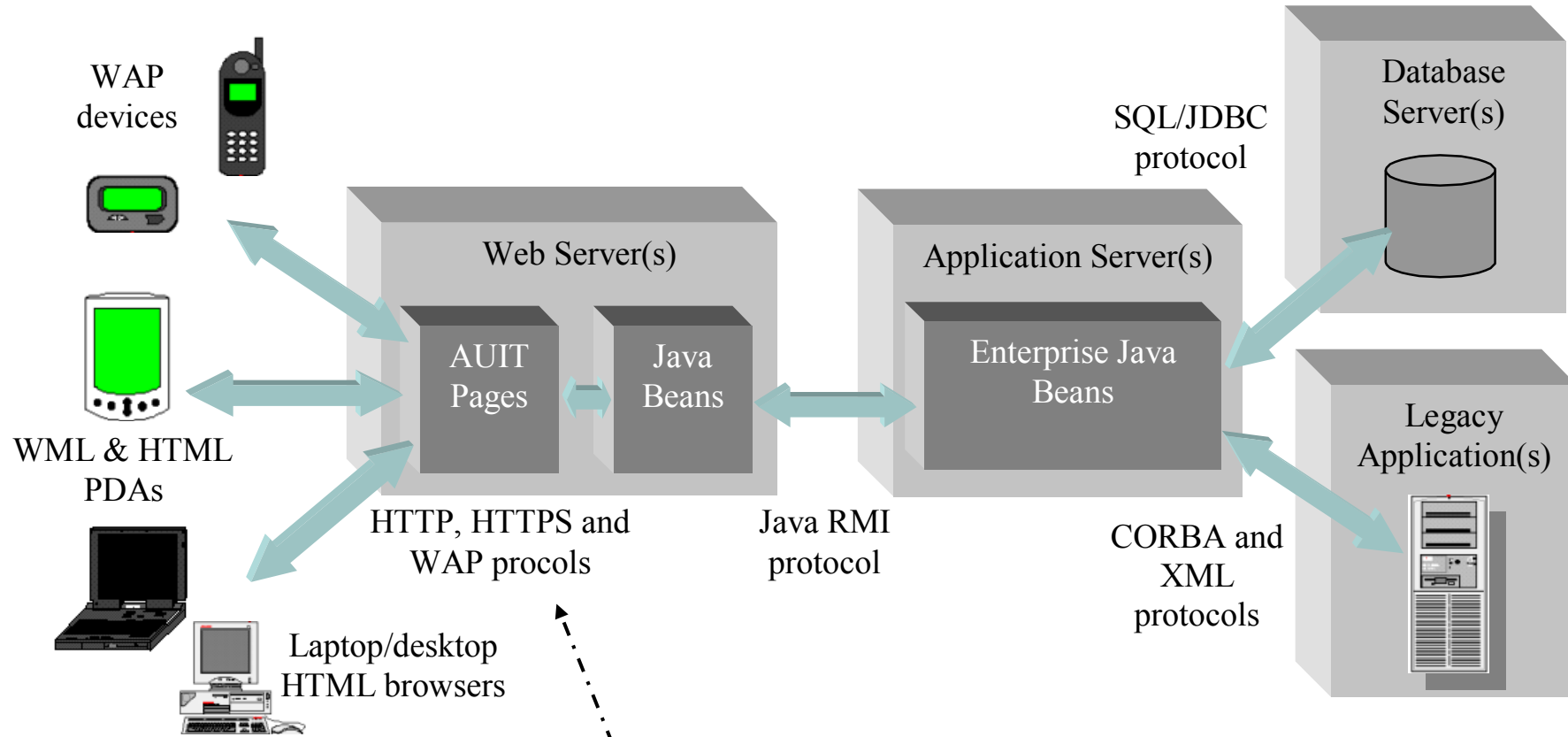
- Extension to Java Server Pages (JSPs) to specify one abstract, form-based, multi-device user interface
- Used to implement the travel planner & job management tools we saw earlier...
- Describe:
  - Elements of user interface with device-independent constructs
  - Composition of elements
  - What elements relevant/irrelevant to which users/user tasks
- At run-time, AUIT examines requesting device capabilities, device user and current user task
- Returns HTML or WAP encoding of user interface

2007  
YEAR

PRESENTATION

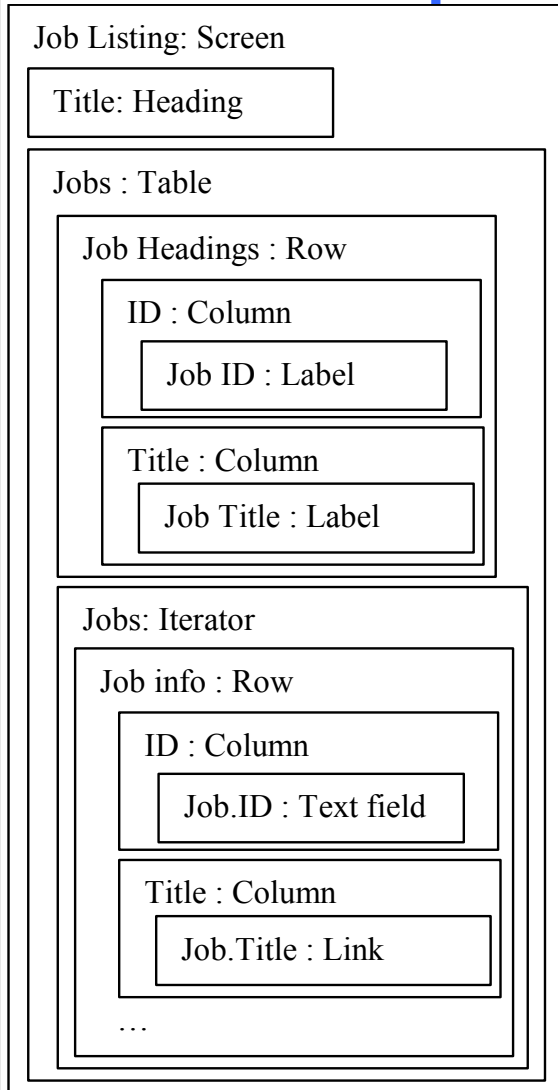
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# Architecture



## Extensions to J2EE web-tier components

# Example of AUIT Page

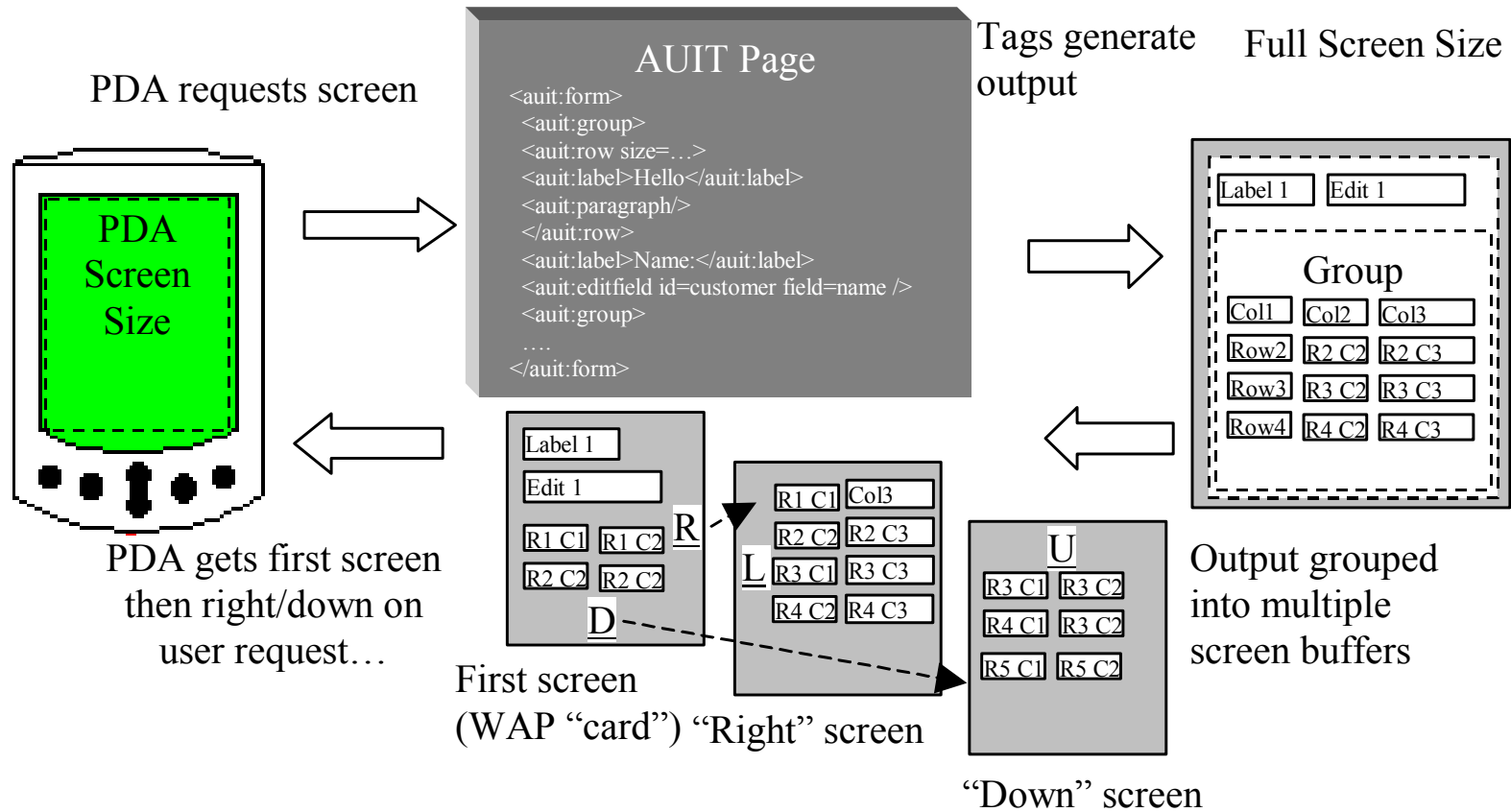


```
<%@ taglib uri="/auit" prefix="auit" %> // page directive to access AUIT tags
<jsp:useBean id='job_manager' class='jobs.JobManager' /> // JavaBeans to use
...
<auit:screen name="job list"> // sets user/task/device information...
  <auit:heading level=2 value='<%= AUITUser.getUserName() %>'s Job List' />
  <auit:table width=60 border=0>
    <auit:row><auit:column><auit:label width=6 value='Num' /></auit:column>...
    <% jobs = job_manager.selectJobs(AUITUser.getUserName()); %>
    <auit:iterator name=job data=jobs %>
      <auit:row height=1>
        <auit:column><auit:label width=6 value=
          '<% job.getJobNumber() %>' /></auit:column>
        <auit:column><auit:link width=20 name='<% job.getJobNumber() %>'
          href='job_details.jsp?task=detail&job=
            <% job.getJobNumber() %>' /></auit:column>
        <auit:column><auit:label width=30 value=
          '<% job.getInitiator() %>' /></auit:column>
    ...
  </auit:row>
</auit:iterator>
</auit:table>
</auit:screen>
```

**Logical structure encoded via special markup language**

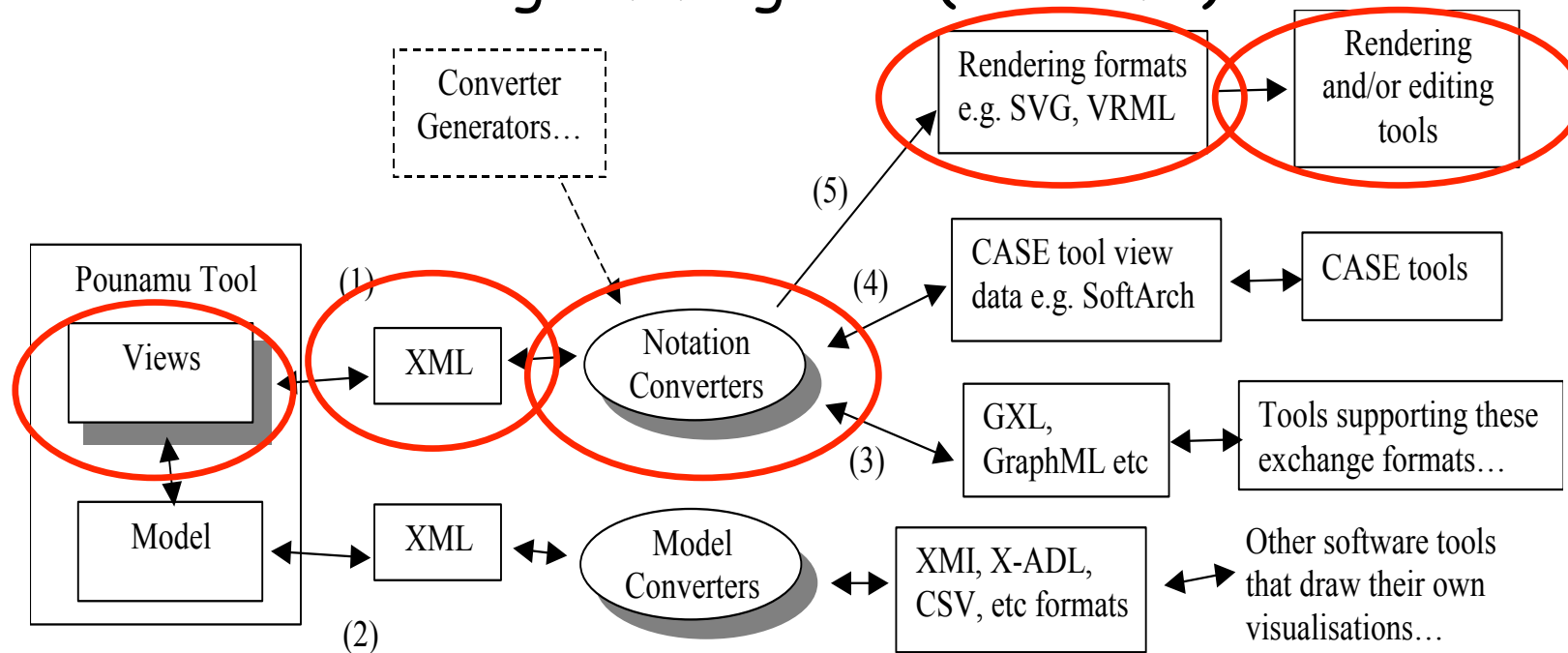


# Page-splitting

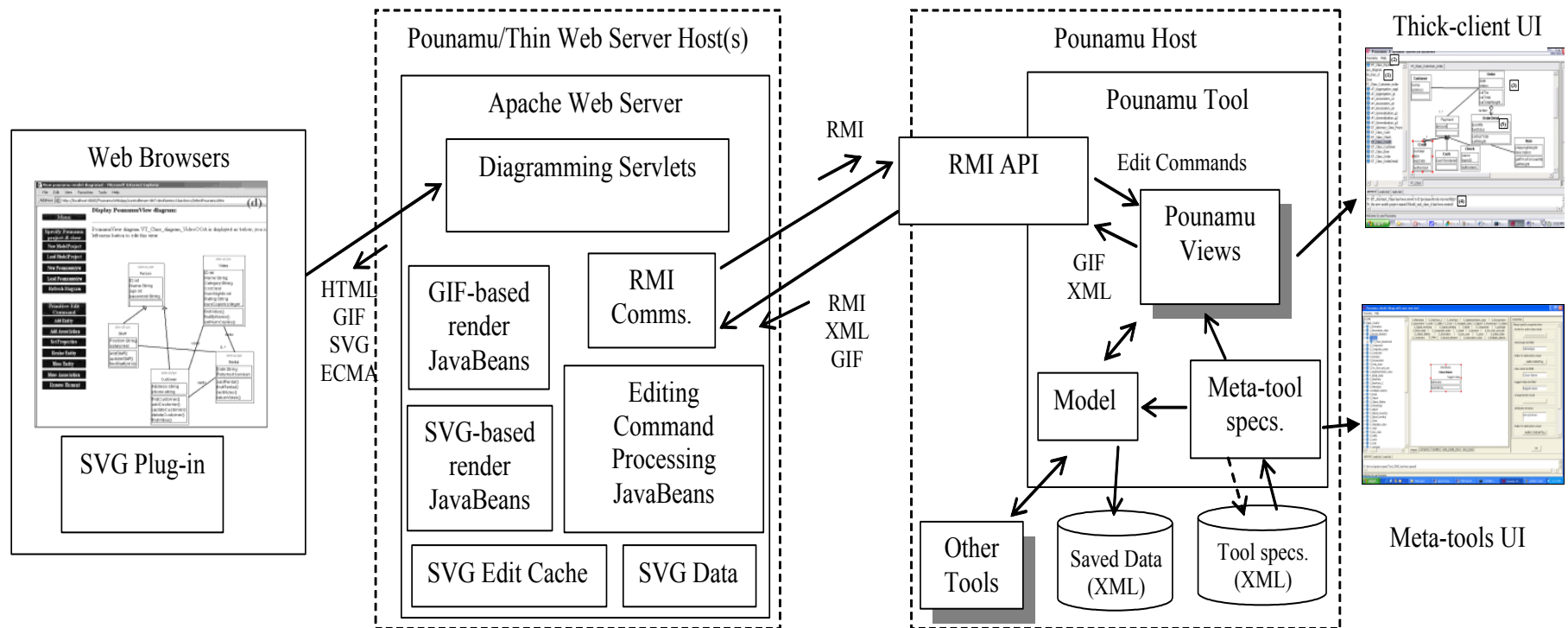


# Architecture #2: Pounamu meta-tool translators and plug-ins

- Used to produce thin-client diagramming tools (web browser - SVG, VRML; mobile phone - MUPE)
- Synthesizes content (image+scripting+HTML) from thick-client diagramming tool (Pounamu) content...



# Thin-client web plug-in

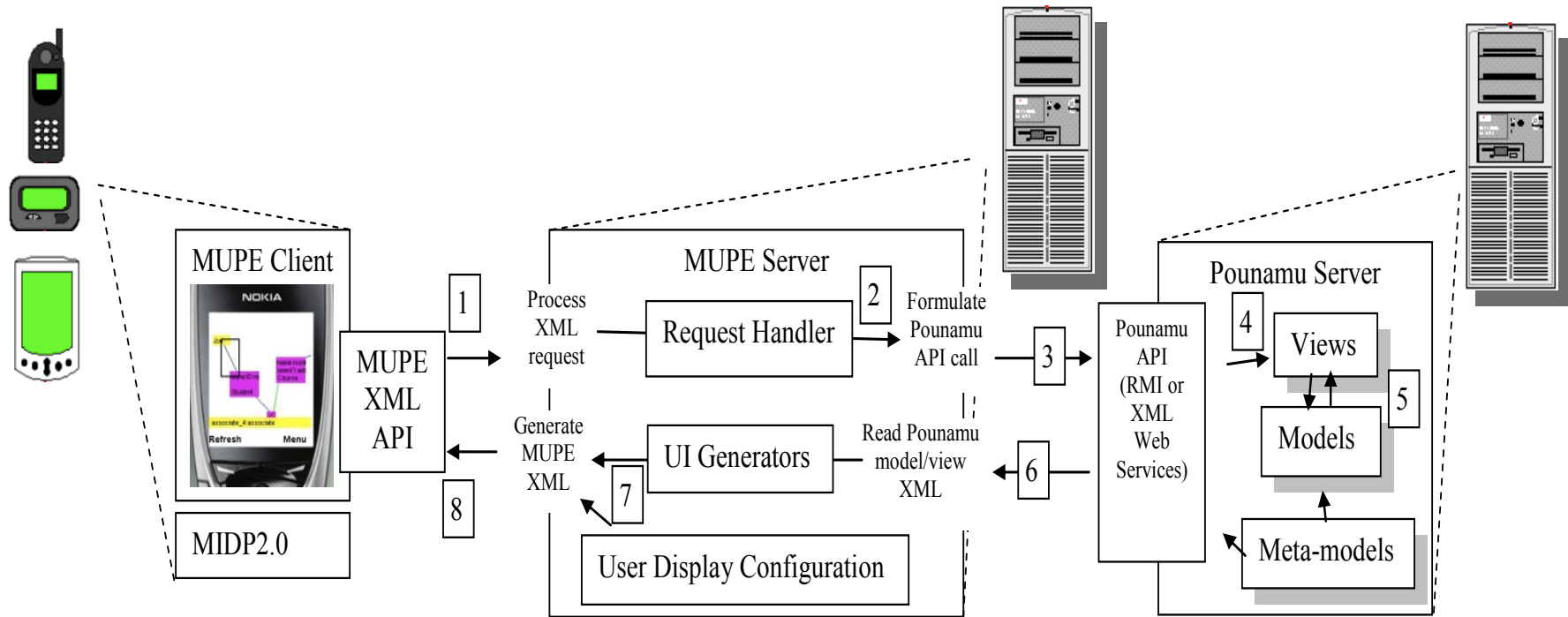


# MUPE Mobile device plug-in

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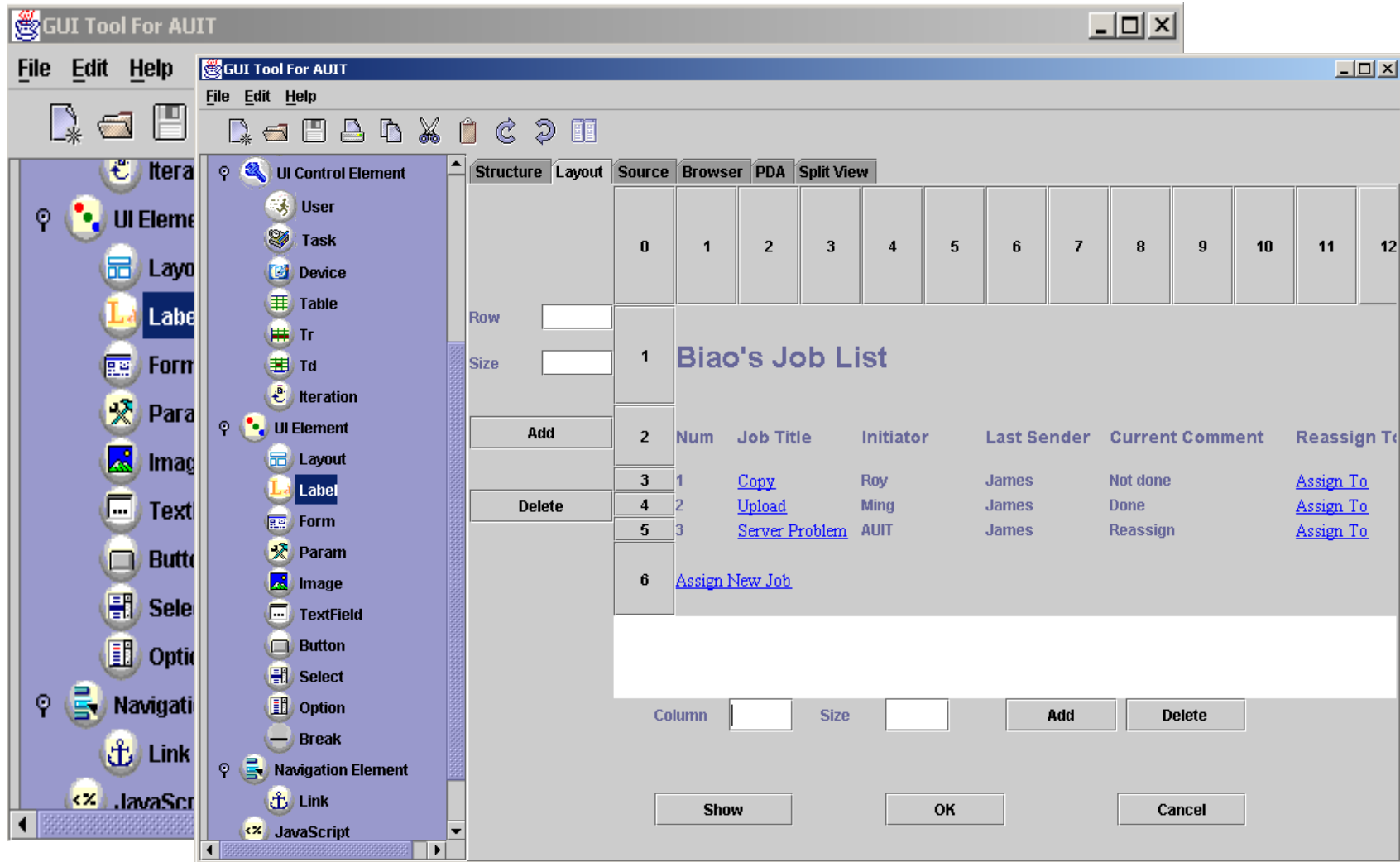
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# Design tools: iView

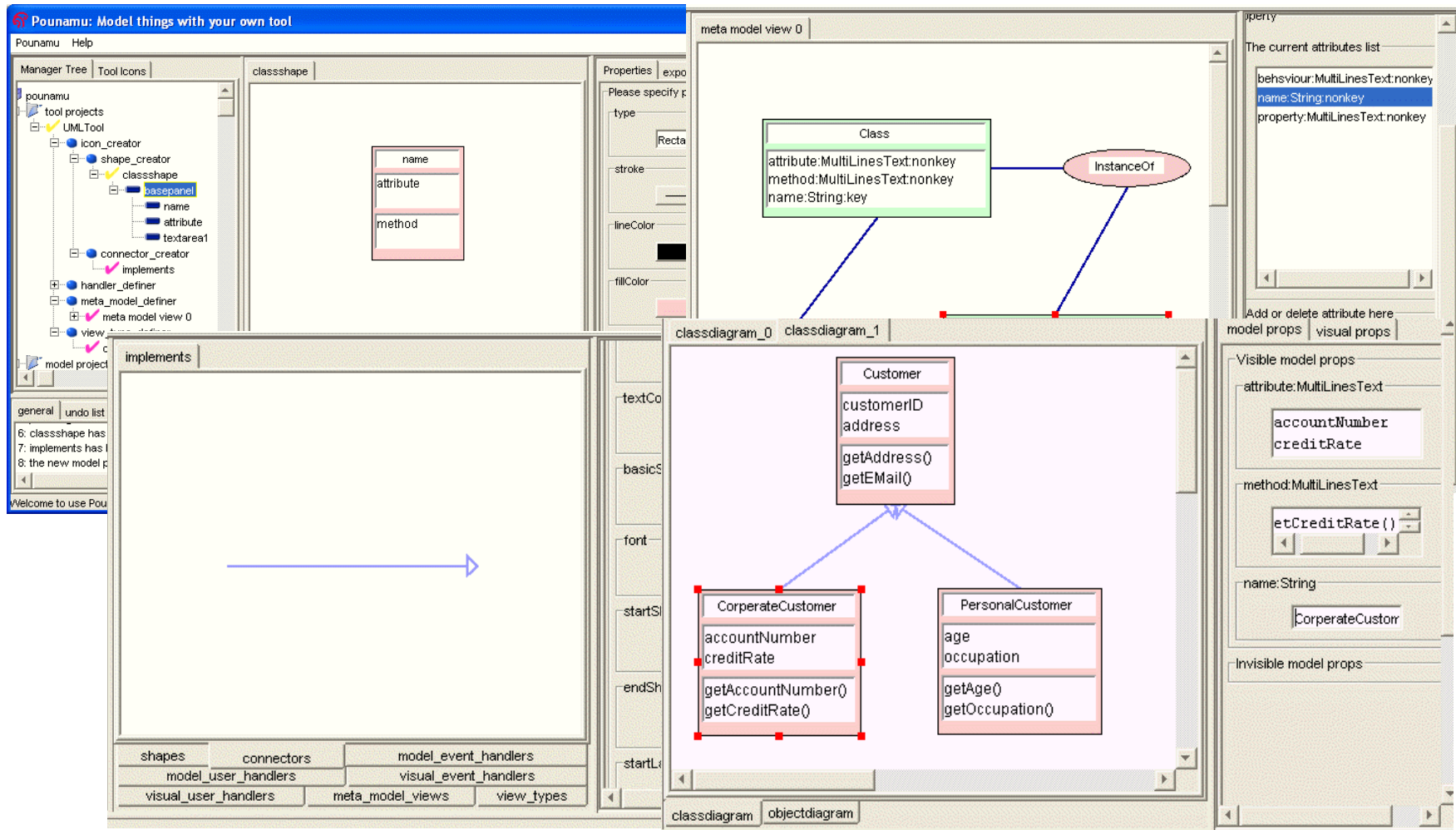


# Design tools: Pounamu

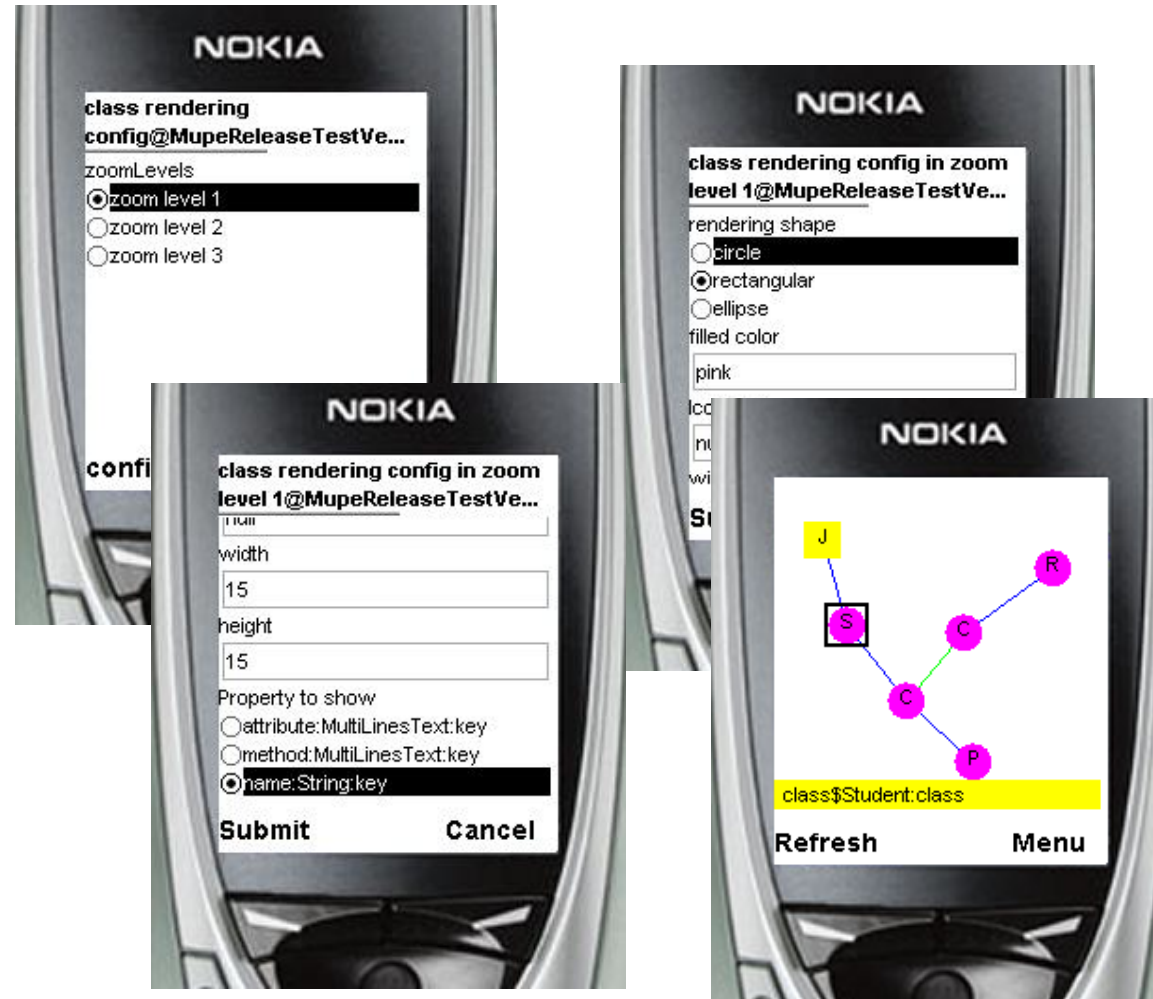
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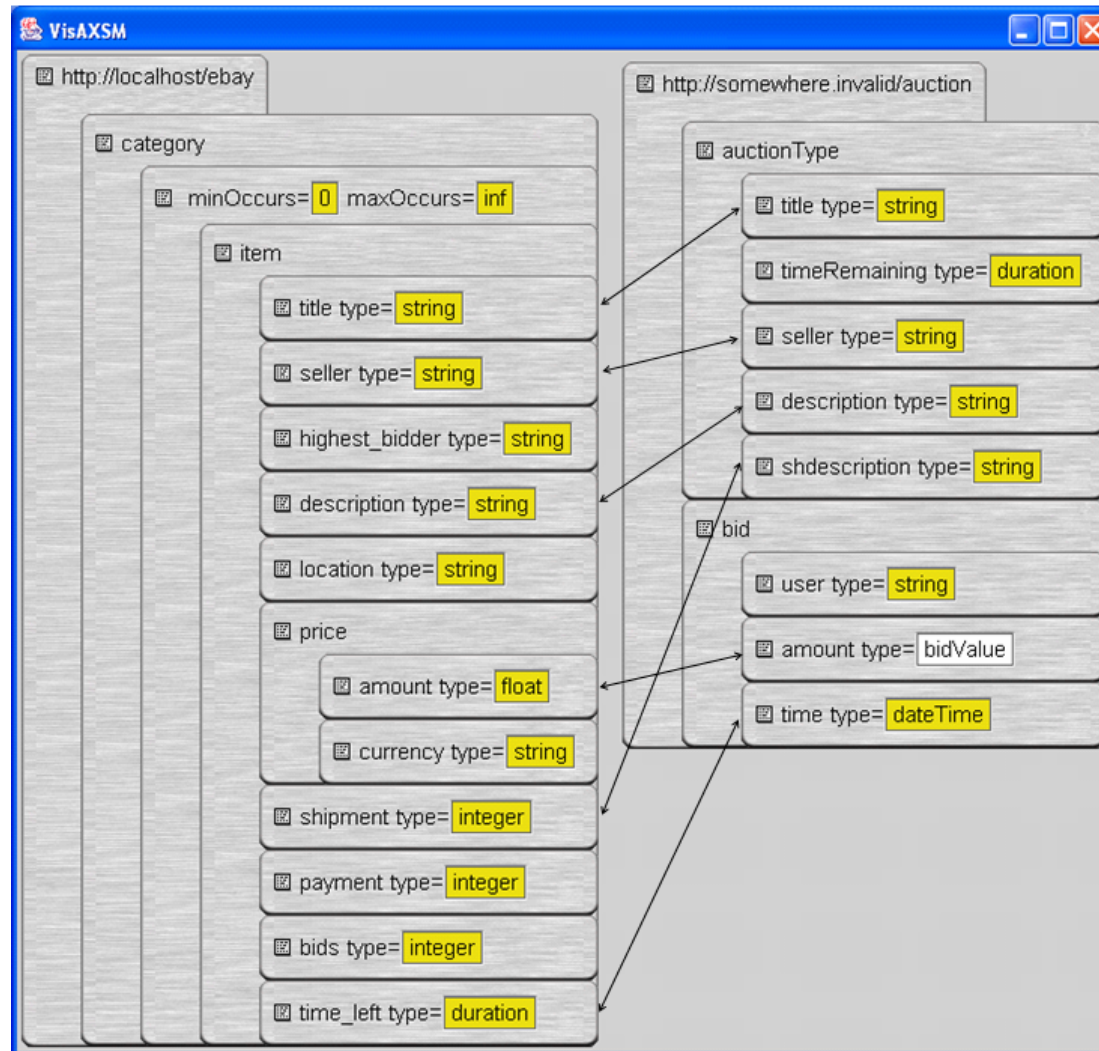
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# Pounamu/Mobile User Preferences



# VisAXSM: Converter Generator



# Evaluation

- AUIT:
  - Industry web developers + academics
  - Both used web-based and mobile PDA-based UIs and developed UIs with AUIT
  - iView tool for AUIT: both used & developed UIs
  - Users preferred AUIT/iView-generated UIs over hard-coded, device-specific UIs for our example problem domain... (!)
- Pounamu/Thin:
  - Industry UML designers + academics
  - Single user tasks: build/refine UML designs
  - Multi-user tasks: review/modify UML designs
  - SVG+scripting preferred; multi-user tasks didn't work well
- Pounamu/Mobile:
  - Initial results with project management tool promising...
- VisAXSM:
  - Applied to data translation problems (XML -> XML, code etc)
  - Now applying to generating UI content for browser via XML...

# Conclusions & Future Research

- Multi-device, adaptive user interfaces challenging to design and build
- We have developed several proof-of-concept approaches to building
- Domains include software design, project management, web-based information systems (travel planning, vehicle and house purchase, on-line trading)
- Working on 3D visualisations using VisAXSM - translate Marama XML into VRML and Games Engines (like Pounamu/Thin->SVG)
- Developing translation specification tools (VisAXSM)
- Developing better UI descriptions/user tailoring support
- Developing web services UI description to auto-generate UIs

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