

THANKS!

USIXML
project Ended
Welcome
USIXML
Language

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Editorial

The UsiXML Project has ended in March 2013. A very impressive and remarkable work has been done by our consortium raising the UsiXML language to a higher level.

The work around the language will continue to take into account your remarks in order to design better language and tools for the next versions.

A huge thanks to ITEA2, Eureka and all the governments of our countries for their belief in us and for their support along the life of the UsiXML project !

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



Status of the project

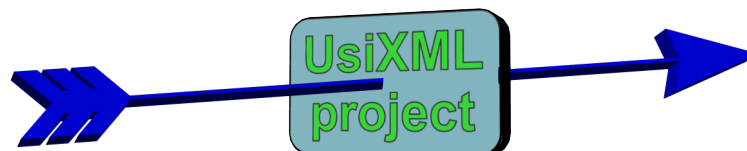


A lot of new knowledge like meta models and methodology has been increased and implemented during this project. Many new tools and demonstrators have been developed by our consortium.

The life of the UsiXML Language began before this project and will continue after the project! Thanks to the Consortium, the End User Club and the leadership of the Université Catholique de Louvain, the UsiXML language will keep on the rails to follow its dissemination

and exploitation from Europe to the World!

Keep in touch with us through the End User Club to follow the UsiXML adventure!



The UsiXML language matures through the lifetime of the UsiXML project

Standardization

European Body: W3C



the W3C Group on Model-Based Design of User Interfaces (http://www.w3.org/wiki/Model-Based_User_Interfaces) has been officially launched and the first meeting of the group in Kaiserslautern in February 2012. For this purpose, the UsiXML Consortium has officially submitted its contribution covering the task, the domain, and the abstract user interface parts. During this meeting, the UsiXML consortium has been appointed editor of the Abstract User Interface layer. From this time, a W3C

teleconference is being held every week, thus requiring extensive effort and regular inputs and comments. A second meeting took place in Pisa in June 2012. A third one is scheduled in October 2012.

American Body: OMG

A request for proposal (RFP) on Interaction Flow Modelling Language for which the work done on the UsiXML language is relevant. Some of the partners of the UsiXML Consortium have published a Letter of Intent (LOI) during the start of 2012. The standardization work continues and this standard will be voted soon.



Registration

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News letter

Issue n°6 Winter 2012



UsiXML Videos

A lot of UsiXML tools and application have been published during the life of the UsiXML project. On the following page we have aggregated some of them from the YouTube Playing List from Jean Vanderdonckt. If you have the electronic version of this news letter, just click on the videos. If you get the paper copy, use the QR-Code with your favorite smartphone. The whole play list is accessible using [this link](#) or using the QR-Code on the right.



UsiXML Project

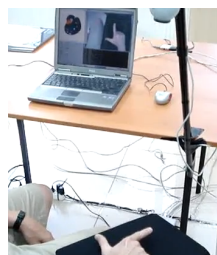


Defimedia, See & Touch and the UCL present the European ITEA2 -- UsiXML project, which will revolutionise the design approach to user interfaces by establishing an innovative model driven language.

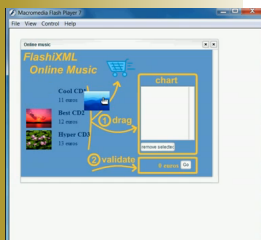


3D Gesture recognition

This video demonstrates how a multimodal user interface specified in UsiXML can be executed dynamically, here with 3D gesture recognition. This second video shows more gestures to be recognized.



FlashiXML demonstration

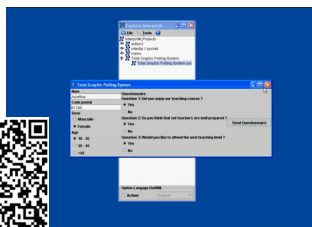


This demonstration shows the Flash rendering engine for UsiXML with some examples: a slideshow, a drag/drop technique for a basket, and a calculator. All user interfaces rendered are vectorial. Therefore, they can be resized in any way depending on the screen resolution or screen real estate.

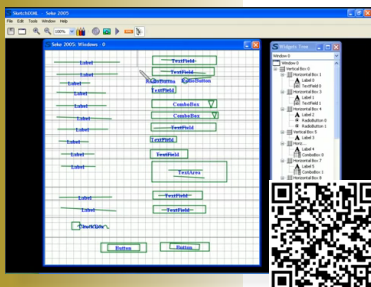


InterpiXML Demo

This video demonstrates InterpiXML, a graphical rendering engine of a Concrete User Interface (CUI) specified in UsiXML according to the Cameleon Reference Framework.



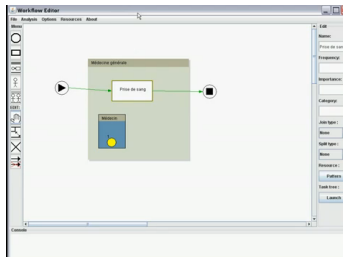
SketchiXML on TabletPC



This video demonstrates SketchiXML, a Java application for sketching a graphical user interface for any user, any platform (e.g., a mobile phone, a desktop), and any environment. SketchiXML automatically recognizes the sketches and transforms it into user interface description in UsiXML.



FlowiXML Editing

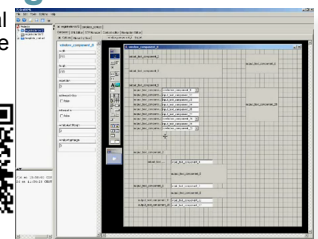


This video demonstrates how to edit a workflow model with UsiXML connexion so as to obtain user interfaces corresponding to the processes of a workflow.

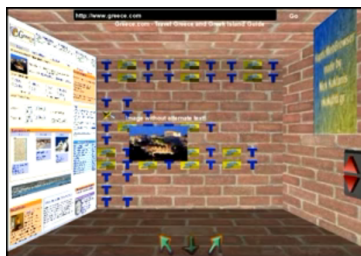


GrafiXML demonstration of a complete user interface generation

This video demonstrates GrafiXML, a visual interface builder for a Concrete User Interface (CUI) specified in UsiXML that supports export in Java, XHTML, PDF, and XUL as output formats.



Haptic Browser

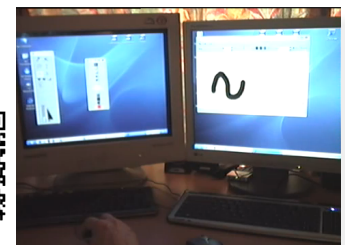


This video demonstrates a haptic browser for UsiXML in a browser.

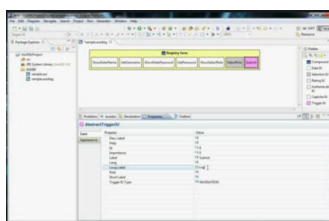


Migration between 2PC in UsiXML

This video demonstrates how a graphical user interface of a vectorial drawing software could be migrated, partially or totally, from one desktop to another at run-time without any loss of information.



UsiXML Abstract UI to Concrete UI Transformation



This video demonstrates how to automatically transform an abstract user interface specified in UsiXML into a concrete one, and then to generate the corresponding code in XWT.



Registration

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Find us on Facebook

Steady growth !

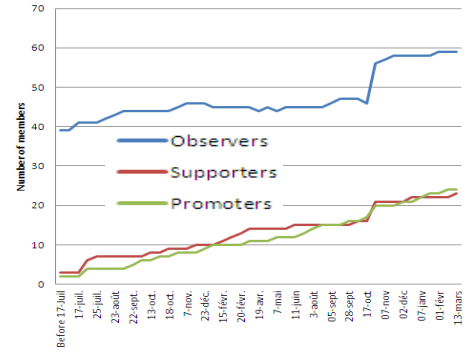
The UsiXML End User Club is growing more and more which shows the interest of the UsiXML language for the community. A lot of Observers, Supporters and Promoters come from academia and also from large industries and SMEs.

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

Number of End User Club members



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

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Focus on partners

Université Pierre et Marie Curie



The laboratoire d'informatique de Paris 6 (LIP6) is a Computer Science Lab of Université Pierre et Marie Curie and with the French CNRS. It is one of the largest computer science lab in France with about 170 researchers and 250 Ph.D. students. LIP6 participates to this project through its Machine Learning and Information Retrieval (MALIR) team. The MALIR team is composed of about 15 researchers and more than 20 Ph.D. students, who are specialized in Machine Learning and Information Retrieval. Initially focused on Neural Networks and fuzzy logic, the scientific thematic today concerns statistical machine learning (Bayesian networks, Markovian models, Neural networks, Support vector machines...) applied to a variety of application fields such as information retrieval, handwriting recognition and pen-based interfaces, and user modeling. Processing, modelling, recognizing sequential data (such as speech and navigation logs and handwriting signals) has been a special focus of the MALIR team for a long time, with application such as speech and speaker recognition, eye-movement modelling and analysis, interaction and navigation logs processing for user modelling tasks, on-line and off-line handwriting recognition, etc. The MALIR team has been involved in many projects concerning user-centred interaction and personalized interfaces through French granted projects (ANR), and an ITEA European Project (EMODE). Some works have been done during two theses (Estacio-Moreno 2006, Binsztok 2007) and one current (Brézillon, expected 2009) thesis.



Universidad Politecnica de Valencia



The Universidad Politecnica de Valencia (UPV), represented by the ProS Research Center (Centro de Investigación en Métodos de Producción de Software / Research Center on Software Production Methods), has traditionally oriented its research efforts towards the study and creation of modelling languages and tools for the Software Engineering. The PROS Research Center has a trajectory that lasts 18 years in research lines related to Software Engineering and Formal Methods. Its members constituted first the OO-Method Research Group, integrated in the Department of Information Systems and Computation of the Universidad Politecnica de Valencia and, as a result of its growth, founded the PROS Research Center in June 2008. Since 2001, the PROS integrating group has focused its research efforts to the study and development of modeling languages and software engineering tool support. As a result, several industrial CASE tools and development environments have been produced. During the last years the PROS researchers has applied its proposals to the Ambient Intelligence context, getting satisfactory results through the development of CASE tools, specification languages and cases of study in the smart home domain. As a result of the interest and the reach of our work in this scope it is worth mentioning the participation of our group in important projects/nets.



Universidad de Castilla-La Mancha



The University of Castilla-La Mancha (UCLM) is a young university. From its foundation, twenty seven years ago, the UCLM has grown at a high rate, attracting qualified human resources and providing to the people in the region with higher education skills. In this project the UCLM is represented by the Laboratory of User Interaction and Software Engineering (LoUISE) belonging to the Informatics Research Institute (I3A). The LoUISE group was created in 2000, and currently it is composed of about ten senior researchers and several PhD students. Our main goal is to improve the quality of interactive systems. Therefore, during the past years, we have focused on different research lines related to the development of better interactive systems, with special focus on using the model-based user interfaces development approach.



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