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Human-Centred Software Engineering

Third International Conference, HCSE 2010
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Proceedings

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Preface

The conference series HCSE (Human-Centred Software Engineering) was established four years ago in Salamanca. HCSE 2010 is the third working conference of IFIP Working Group 13.2, Methodologies for User-Centered Systems Design.

The goal of HCSE is to bring together researchers and practitioners interested in strengthening the scientific foundations of user interface design, examining the relationship between software engineering and human-computer interaction and focusing on how to strengthen user-centered design as an essential part of software engineering processes. As a working conference, substantial time was devoted to the open and lively discussion of papers.

The interest in the conference was positive in terms of submissions and participation. We received 42 contributions that resulted in 10 long papers, 5 short papers and 3 poster papers. The selection was carried out carefully by the International Program Committee. The result is a set of interesting and stimulating papers that address such important issues as contextual design, user-aware systems, ubiquitous environments and usability evaluation.

The final program of the conference included a keynote by Liam Bannon with the title “Approaches to Software Engineering: A Human-Centred Perspective.” This talk raised a lot of interesting questions for IFIP WG 13.2 and might have had some impact for participants to become a member of the working group.

We hope that participants considered HCSE 2010 as successful as its two predecessors in terms of interesting discussions and new ideas for scientific co-operation.

August 2010

Regina Bernhaupt
Peter Forbrig
Jan Gulliksen
Marta Kristín Lárusdóttir

Third Conference on Human-Centred Software Engineering (HCSE 2010)

was organized
in Reykjavik, Iceland

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