International Journal of People-Oriented Programming (IJPOP)

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While the International Journal of People-Oriented Programming (IJPOP) is cross-discipline in range, the focus is on empowering individuals to conceptualise, design, program, configure and orchestrate Internet-powered mashups, game mods, aggregate and structure personal media and build standalone cloud-based and client-side applications (on smartphones, netbooks, laptops, desktops, home networks and novel appliances) into self-fashioned tools and products that ultimately suit the user’s own unique needs and aspirations. Articles published in IJPOP deal with the composition, development and customisation of products for oneself, upon theory, concepts, techniques, methodologies and ultimately tools that service a market of one. This journal presents the latest papers from experts in all aspects of the People-Oriented Programming (POP) paradigm.

Topics Covered:

- Activity theory and modeling
- Agent meta-models, mental models
- Alert filter and notification software, automated task assistance
- Augmented reality, augmented interaction
- Automating personal ontologies, personalized content generation
- Client-side conceptual modeling
- Computational models from psychology
- Context-aware systems, location-aware computing, ubiquitous computing
- Cultural probes, self-ethnography
- End-user composition, end-user multi-agent systems
- Game development support tools
- Game mods, game engines, open game engines
- Home network applications
- Human-centered software development
- Interface generators, XML-based UI notation generators
- Interface metaphors
- Life logs, life blogs, feed aggregators
- Mashups, mashup tools, cloud mashups
- Model-driven design, didactic models, model-based design and implementation
- New generation visual programming
- People-oriented programming (POP)
- People-oriented programming case studies
- Personal interaction styles, touch and gestures
- Personal ontologies and taxonomies
- Personalization, individualization, market of one
- Personalized learning
- Personas and actors
- Real-time narrative generation engines
- Role-based modeling

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