



# International Journal of End-User Computing and Development (IJEUCD)

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The International Journal of End-User Computing and Development (IJEUCD) examines current research on end-user development to empower individuals to conceptualize, design, program, configure, and orchestrate client-side applications into self-fashioned tools and products that ultimately suit the user's own unique needs and aspirations. The journal publishes original material concerned with the theory, concepts, techniques, methodologies and the tools that service a market-of-one—the empowered user. Covering programming applications on smartphones, netbooks, laptops, desktops, home networks, etc., IJEUCD offers expert insights from professionals and researchers in the fields of computer science and human-computer interaction.

## Individual Price:

Print: US \$295

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Print + E-Journal: US \$360

## Institution Price:

Print: US \$840

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## 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
- 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
- Service science for individuals
- Situated computation, social proximity applications
- Smart-phone mashups, home network mashups, home media mashups
- Software analysis & design, software process modeling
- Software component selection
- Speech and natural language interfaces
- Storyboarding, scenarios, picture scenarios
- Task flow diagrams, task-based design
- Task models, task analysis, cognitive task models, concurrent task modeling
- Use case models, user interface XML notations
- User interface tools, XML-based UI notations
- User modelling, end user programming, end user development
- User-centered design, usage-centered design
- Wearable Computing
- Wearable computing, bodyware
- Web-service orchestration, web-service co-ordination

## SUBMISSION INFORMATION

Prospective authors should note that only original and previously unpublished articles will be considered. Interested authors must consult the journal's guidelines for manuscript submissions at [www.igi-global.com/publish/resources](http://www.igi-global.com/publish/resources) prior to submission. All article submissions will be forwarded to the Editorial Review Board for double-blind, peer review.

All submissions and inquiries should be directed to the attention of:  
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