Innovative Methods, User-Friendly Tools, Coding, and Design Approaches in People-Oriented Programming

Part of the Advances in Computer and Electrical Engineering Book Series

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Description:

As modern technologies continue to develop and evolve, the ability of users to interface with new systems becomes a paramount concern. Research into new ways for humans to make use of advanced computers and other such technologies is necessary to fully realize the potential of twenty-first-century tools.

Innovative Methods, User-Friendly Tools, Coding, and Design Approaches in People-Oriented Programming is a critical scholarly resource that examines development and customization user interfaces for advanced technologies and how these interfaces can facilitate new developments in various fields. Featuring coverage on a broad range of topics such as role-based modeling, end-user composition, and wearable computing, this book is a vital reference source for programmers, developers, students, and educators seeking current research on the enhancement of user-centric information system development.

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Topics Covered:

- Augmented Reality
- End-User Composition
- Human-Computer Interaction
- Personalized Learning
- Role-Based Modeling
- Software Process Modeling
- Wearable Computing

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