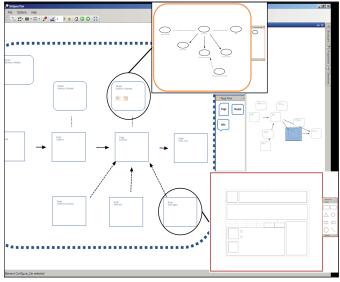
## InSpecTor

#### Interdisciplinary Specification Tool

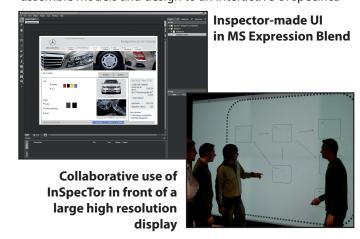
When the user interface (UI) has to be specified, a picture is worth a thousand words, and the worst thing one can do is attempt to write a natural language specification for it. Nevertheless, this practice is still common, and it is therefore a difficult task to move from text-based requirements and problem-space concepts to a final UI design, and then back again. Especially for the specification of interactive UIs, however, actors must frequently switch between high-level descriptions and detailed screens.



Integrating models and design in a zoom-based tool

# InSpecTor Interdisciplinary Specification Tool

In our research we found that advanced UI specifications therefore have to be made up of interconnected artefacts that have distinct levels of abstraction. With regards to the transparency and traceability of the rationale of the UI specification, transitions and dependencies must be visual and traversable. We introduce a UI specification method that interactively integrates interdisciplinary and informal modelling languages with different fidelities of UI prototyping. With an innovative experimental tool, we finally assemble models and design to an interactive UI specifica-



# **Key Aspects**

- » tool-support for UI specification
- » bridging the gaps
- » agile modeling
- » multi-fidelity UI prototyping
- » model-based UI development
- » interactive simulations
- » traceability of requirements

## **Interaction Concept**

- » zoomable user interface
- » animated zooming
- » semantic zooming
- » overview & detail
- » drag & drop



Human-Computer Interaction Group University of Konstanz

http://hci.uni-konstanz.de/Inspector

Contact: Thomas Memmel Tel. +49 7531 88-3547

Fax +49 7531 88-4772 thomas.memmel@uni-konstanz.de