A Toolkit for Addressing HCI Issues in Visual Language Environments

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ABSTRACT
As noted almost a decade ago, HCI (Human-Computer Interaction) aspects of visual language environments are under-developed. This remains a fact, in spite of the central role played by user interfaces in the acceptance and usability of visual languages. We introduce ZVTM, a toolkit aimed at promoting the development of HCI aspects of visual environments by making the creation of interactive structured graphical editors easier, while favoring the rapid integration of novel interaction techniques such as zoomable user interfaces, distortion lenses, superimposed layers, and alternate scrolling and pointing methods.

INDEX TERMS
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CITATION
This article discusses the different kinds of user interface software tools, and investigates why some approaches have worked and others have not. Many examples of commercial and research systems are included. Finally, current research directions and open issues in the field are discussed. AUTHORS. Brad A. Myers homepage. bam.cs.cmu.edu. Bibliometrics: publication history. Publication years. 1983-2017. 

Human-Computer Interaction (HCI) is a multidisciplinary field of study focusing on the design of computer technology and, in particular, the interaction between humans (the users) and computers. While initially concerned with computers, HCI has since expanded to cover almost all forms of information technology design. Here, Professor Alan Dix explains the roots of HCI and which areas are particularly important to it.

The Meteoric Rise of HCI. HCI surfaced in the 1980s with the advent of personal computing, just as machines such as the Apple Macintosh, IBM PC 5150 and Commodore 64 started turning on their own. We introduce ZVTM, a toolkit aimed at promoting the development of HCI aspects of visual environments by making the creation of interactive structured graphical editors easier, while favoring the rapid integration of novel interaction techniques such as zoomable user interfaces, distortion lenses, superimposed layers, and alternate scrolling and pointing methods.

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