

HCII 2003

End-user programming tools in ubiquitous computing applications.

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Abstract

Our future environments will consist of an increasing number of augmented artefacts; not only information appliances, but also ordinary objects enhanced with computing and communication capabilities. People may find themselves thrown into a world consisting of distinct artefacts, yet interconnected via an invisible web of network services. The approach presented in this paper is to enable people make their own applications with ‘augmented’ artifacts, which are treated as reusable “components”, by creating an appropriate infrastructure and tools.

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