

End-User Development: Current Experiences and Future Challenges

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(Edited conference program notes, to provide an EUD overview)

End-User Development (EUD) is the collection of techniques and methodologies for the creation of non-trivial software applications by domain experts. Domain-expert end-users are individuals who, although skilled in a task domain, lack the necessary computing skills or motivation to harness traditional programming techniques in support of their work. Typical application areas of EUD include:

- Mobile systems and their applications, such as gaming and commerce
- Office, industrial and scientific applications, such as decision support and machine control
- Home applications including consumer embedded devices and information management

Prof Alistair Sutcliffe

End-user development (EUD) has been a Holy Grail of software tool developers since James Martin launched 4th generation computing environments in the early eighties. Even though there has been considerable success in adaptable and programmable applications, EUD has yet to become a mainstream competitor in the software development marketplace.

Prof T. R. G. Green

End-user programming environments (EUPs) are always claimed by their creators to be easy to use, but in most cases there is very little evidence one way or the other.

Dr Judith Segal

IT professionals might best support a particular and large class of end-user developers, which I will call professional end-user developers. These are members of identifiable and knowledge-rich professions, such as financial consultants and research scientists. Field study data indicate that such developers do not have difficulties with coding per se and hence have no need of task or domain-specific development environments. Other aspects of software engineering, such as requirements definition, testing and knowledge management, do, however, pose problems for them. Field study data demonstrate that traditional staged, document-led development methodologies have little to offer them. I argue that agile methodologies such as extreme programming might offer more.

Dr David Collins

End-user development has been a necessary feature of the industrial automation industry for over three decades. The recent introduction of open standards has forcibly demonstrated the need to consider development environments that can adapt (or be adapted) to the requirements of the end-user.

Conference position papers are available at www.co.umist.ac.uk/EUD-net