People-Oriented Programming (IJPOP)

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While the International Journal of People-Oriented Programming (IJPOP) is cross-discipline in range, the focus is on empowering individuals to conceptualize, design, program, configure and orchestrate Internet-powered mashups, game mods, aggregate and structure personal media and build standalone cloud-based and client-side applications (on smartphones, netbooks, laptops, desktops, home networks and novel appliances) into self-fashioned tools and products that ultimately suit the user's own unique needs and aspirations. Articles published in IJPOP deal with the composition, development and customization of products for oneself, upon theory, concepts, techniques, methodologies and ultimately tools that service a market of one. This journal presents the latest papers from experts in all aspects of the People-Oriented Programming (POP) paradigm.

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• Agent meta-models, mental models
• Alert filter and notification software, automated task assistance
• Augmented reality, augmented interaction
• Automating personal ontologies, personalized content generation
• Client-side conceptual modeling
• Computational models from psychology
• Context-aware systems, location-aware computing, ubiquitous computing
• Cultural probes, self-ethnography
• End-user composition, end-user multi-agent systems
• Game development support tools
• Game mods, game engines, open game engines
• Home network applications
• Human-centered software development
• Interface generators, XML-based UI notation generators
• Interface metaphors
• Life logs, life blogs, feed aggregators
• Mashups, mashup tools, cloud mashups
• Model-driven and model-based designs
• New generation visual programming
• People-Oriented Programming (POP)
• People-Oriented Programming case studies
• Personal interaction styles, touch and gestures
• Personal ontologies and taxonomies
• Personalization, individualization, market of one
• Personalized learning
• Personas and actors
• Real-time narrative generation engines
• Role-based modeling
• Service science for individuals
• Situated computation, social proximity applications
• Smartphone mashups, home network mashups, home media mashups
• Software analysis & design, software process modeling
• Software component selection
• Speech and natural language interfaces
• Storyboarding, scenarios, picture scenarios
• Task flow diagrams, Task-based design
• Task models, task analysis, cognitive task models, concurrent task modeling
• Use case models, user interface XML notations
• User interface tools, XML-based UI notations
• User modelling, end user programming, end user development
• User-centered design, usage-centered design
• Wearable Computing
• Wearable computing, bodyware
• Webservice orchestration, web-service coordination

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EDITOR-IN-CHIEF BIO

Steve Goschnick has over 30 years of experience as a researcher, teacher, usability engineer, analyst/programmer, software publisher, columnist and a manager. For the past 10 years he has been with the University of Melbourne, initially as the inaugural Research Manager of the IDEA (Interaction, Design, Evaluation and Analysis) Lab, as a Senior Research Fellow and more recently as a Senior Academic Associate. He received a Research Master’s degree (with 1st class honors) in Computer Science from the internationally renowned Agent Lab at the University of Melbourne in 2000. He completed his PhD research in 2009 in the Department of Information Systems at the same university. He has received (often with colleagues) research grants in excess of $2 million to undertake research and development. As a software publisher in the 1990s he was the founding President of the Australian Software Publishers Association Inc. for its first 3 years. In 1997 he designed and then managed the development of one of the earliest online educational systems (MelbourneIT Creator), cited as ‘prior art’ in several later patents granted in the domain since 2002. In the 1980s he worked at a national road research facility (the ARRB), starting as a junior graduate researcher and finishing there as an IT Manager in a mainframe-based computer center in 1988. He has authored over 100 journal, book chapter, conference, magazine and newspaper articles on various aspects of IT, Computer Science, AI, User Interaction, HCI and Software Development, and wrote an invited weekly column in Melbourne’s daily newspaper The Age, called “Cutting Code” in the mid-1990s. A common theme across the variation in his career, has been the formulation, articulation and communication of complex and innovative ideas to a broad audience.