Motivation

To date, software engineering tools have been designed under the assumption that they must effectively operate on a single monitor on a developer’s desk. The trend, however, is to equip developer’s desks with multiple, typically larger monitors. In addition, we find community areas being equipped with tiled displays through which vasts amounts of information can be shared. This research explores how software development tools should be (re)designed to take advantage of this extra display space. Our particular focus is on awareness—using the extra display space to inform developers of relevant activities and situations in the project. To date, awareness information had to be shared through small, often iconic enhancements to the primary development tool, so not to take away valuable space from the primary task of actually writing code. By leveraging the extra display space, entirely different kinds of tools can be created that support the developer in more readily understanding project context and more effectively performing the task at hand.

Contact Information

Professor André van der Hoek
Donald Bren School of Information & Computer Sciences
University of California
Irvine, California 92697-3440
andre@ics.uci.edu
+1 949-824-6326

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