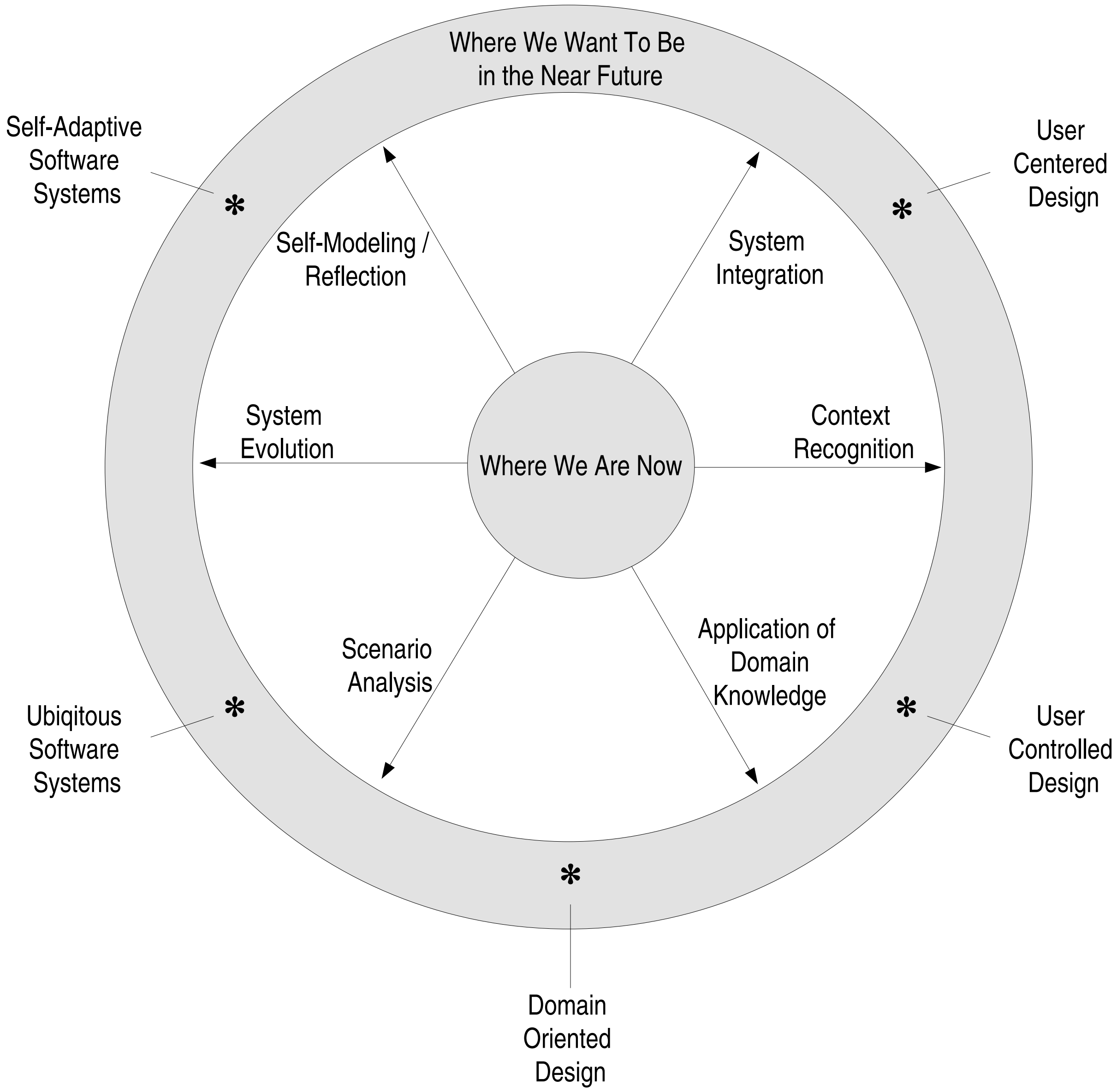
MORALE Group Research Objectives

	2-3 years	5-7 years
	Issues	**Goals**
	Themes	**Vision**
Gregory	I: Capture, access, integration	G: Rapid prototyping of ubiquitous computing in daily life
	T: Context aware applications	V: Architecture (invention & innovation)
Colin	I: Requirements: Completeness? Conceptually adequate?	G: Framework for ubiquitous applications for usability usefulness utility
	T: Goals & scenarios	V: not waterfall
Mike	I: Learnability of tools	G: Learner centered design for continuous learning
	T: Learning teaching complex systems	V: Learning is constructed. How?
Spencer	I: Role of domain knowledge in understanding	G: Management of complexities
	T: Role of domain knowledge in understanding managing complex software	V: Complexity in natural systems, biological systems
Melody	I: Interface task recognition	G: Automated integration of systems (of systems)
	T: Extraction of model (reverse eng.)	V: User communication interfaces
Linda	I: Use of abstraction for identification of non-desirable software features	G: Software maintenance at a higher level of abstraction
	T: Representation abstractions	V: Domain knowledge, recognition techniques
Ashok	I: Model co-revision during design evolution	G: Framework for reflection in action evolution
	T: (function, output, observable) ↓ (dynamic, causality, composition) ↓ (structure)	V: (meta-model, reasoning) ↓ (domain rep., reasoning)
Bill	Self-understanding	
Christian	Social process in design	
Dean	Reducing the gap between different phases of design	

Consensus Objectives

1. Changing the level of abstraction
2. Domain oriented design
3. Ubiquity
4. User centered evolution (?)
5. Evolving models


Where We Want To Be
in the Near Future
Self-Adaptive
Software
Systems
User
Centered
Design
Self-Modeling /
Reflection
System
Integration
System
Evolution
Where We Are Now
Context
Recognition
Scenario
Analysis
Application of
Domain
Knowledge
Ubiqitous
Software
Systems
User
Controlled
Design
Domain
Oriented
Design