Abstract:
Maintaining a viable balance between development costs and market coverage has turned out to be a challenging issue when developing mobile software applications. The diversity of devices running third-party developed software applications is rapidly expanding from PC, to mobile, home entertainment systems, and even the automotive industry. With the help of Web technology and the Internet infrastructure, ubiquitous applications have become a reality. Nevertheless, the variety of presentation and interaction modalities still limit the number of targetable devices. In this chapter we present webinos, a multi-device application platform founded on the Future Internet infrastructure. Here to we describe webinos' model-based user interface framework as a means to support context-aware adaptiveness for applications that are executed in such ubiquitous computing environments.

Stichworte:
ubiquitous web; model-driven user interfaces; adaptation