



# Usability evaluation of Domain-Specific Languages supported by USE-ME framework

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# Domain-Specific Language

- Meant to close gap between PROBLEM DOMAIN and SOLUTION DOMAIN
- Reduce the use of computation concepts
- Focus on the domain concepts
- Increasingly popular
  - **Raise the abstraction level (closer to the domain)**
  - **Narrow the design space**
- Several benefits claimed, in well-defined domains
  - **Productivity gains**
  - **Better time to market**
  - **Avoid error-prone mappings between domain and software development concepts**
  - **Leverage the expertise of domain experts**

# Language

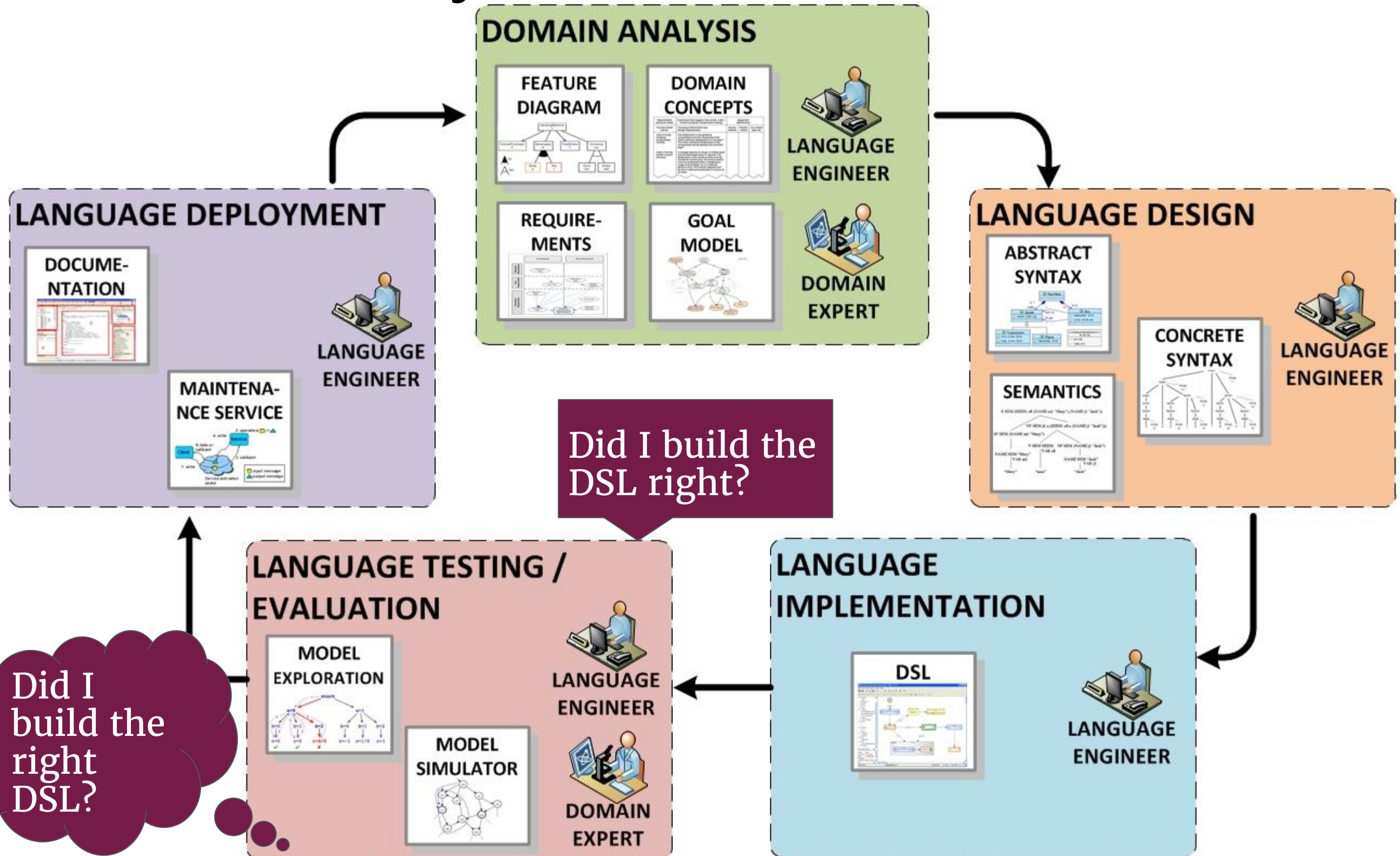
- A language is a means of communication

human2human	machine2machine	human2machine
Natural language	Protocol	User interface

- The user interface is a realization of a language
- A language is a model that describes the allowed terms and how to compose them into valid sentences



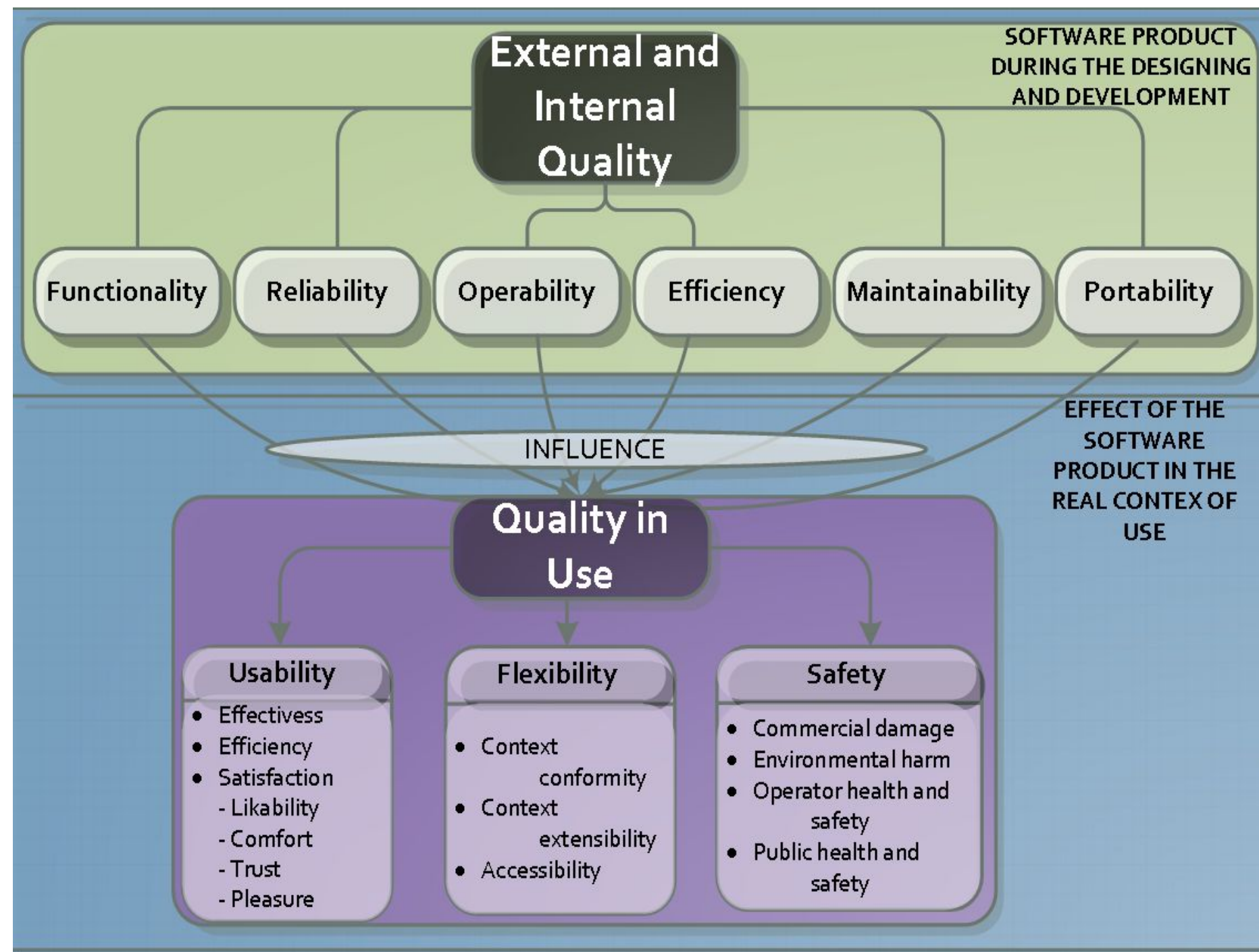
# DSL Lifecycle



# Quality in Use i.e. Usability

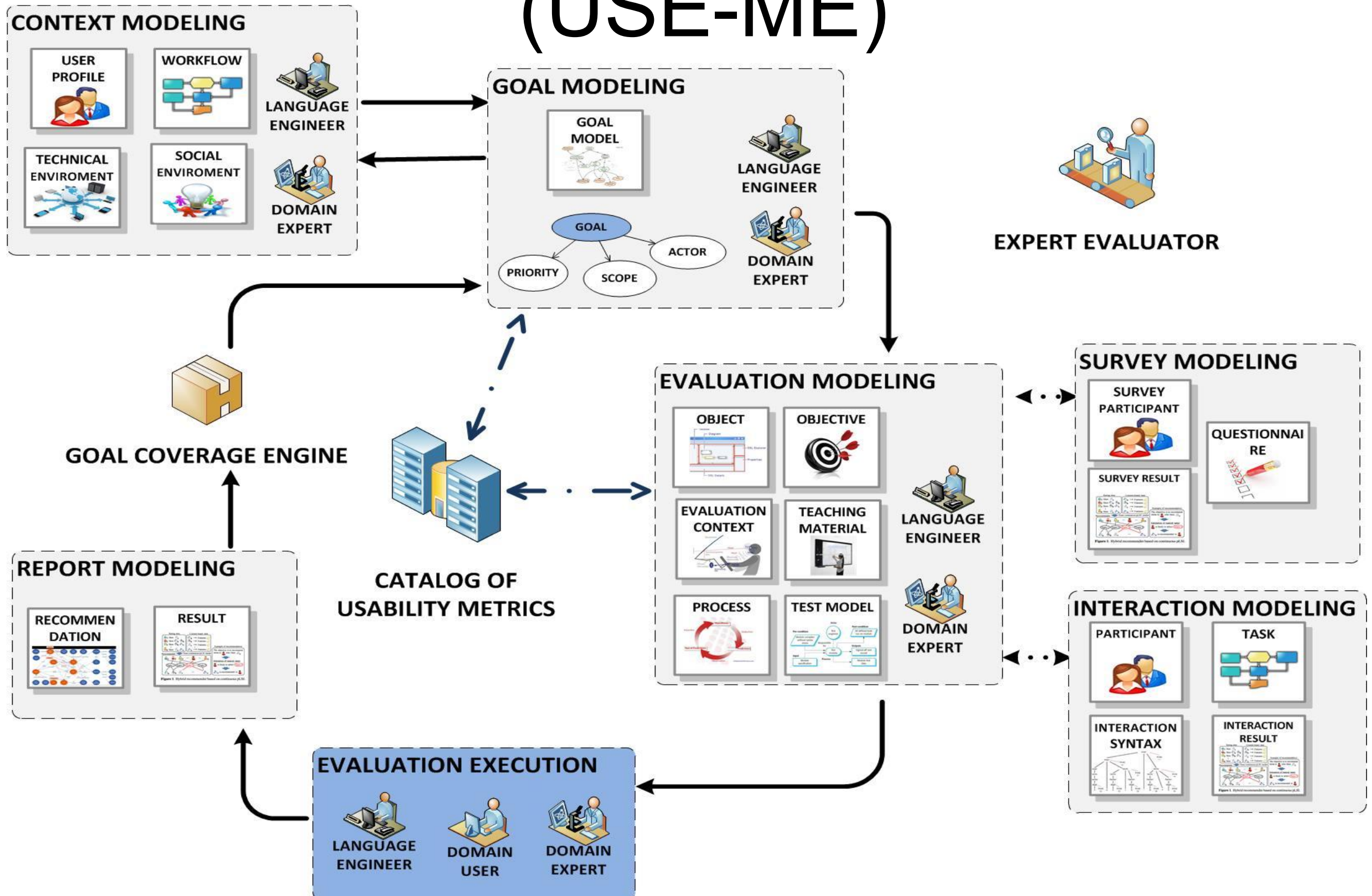
‘The **capability** of a software product to enable specified users to achieve specified goals with: *effectiveness, productivity, safety* and *satisfaction* in specified contexts of use.’

- Different languages likely have different *contexts of use*
- Their users are likely to have different *knowledge sets*
- A minimum set of ontological concepts is required to **use** the language



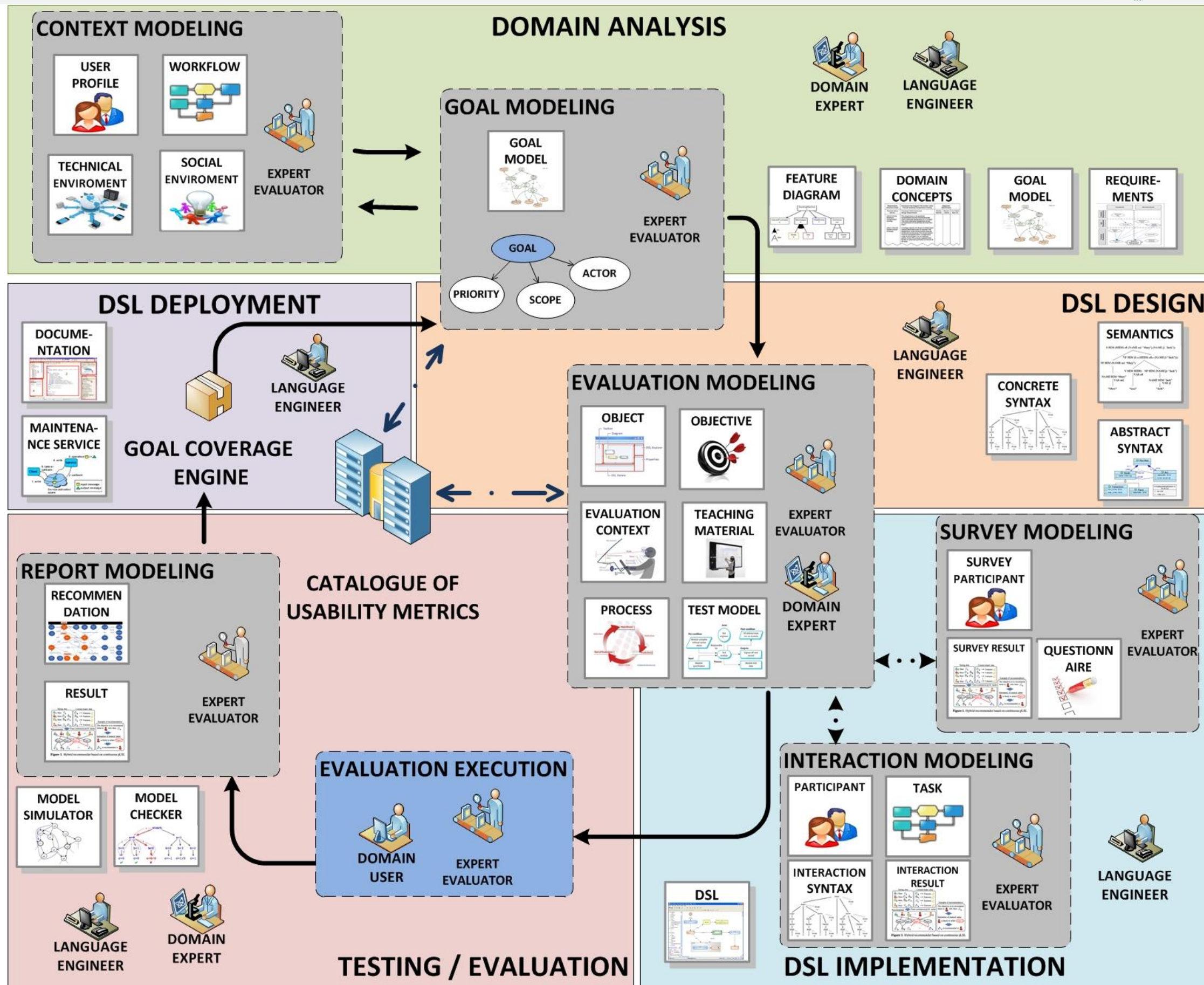


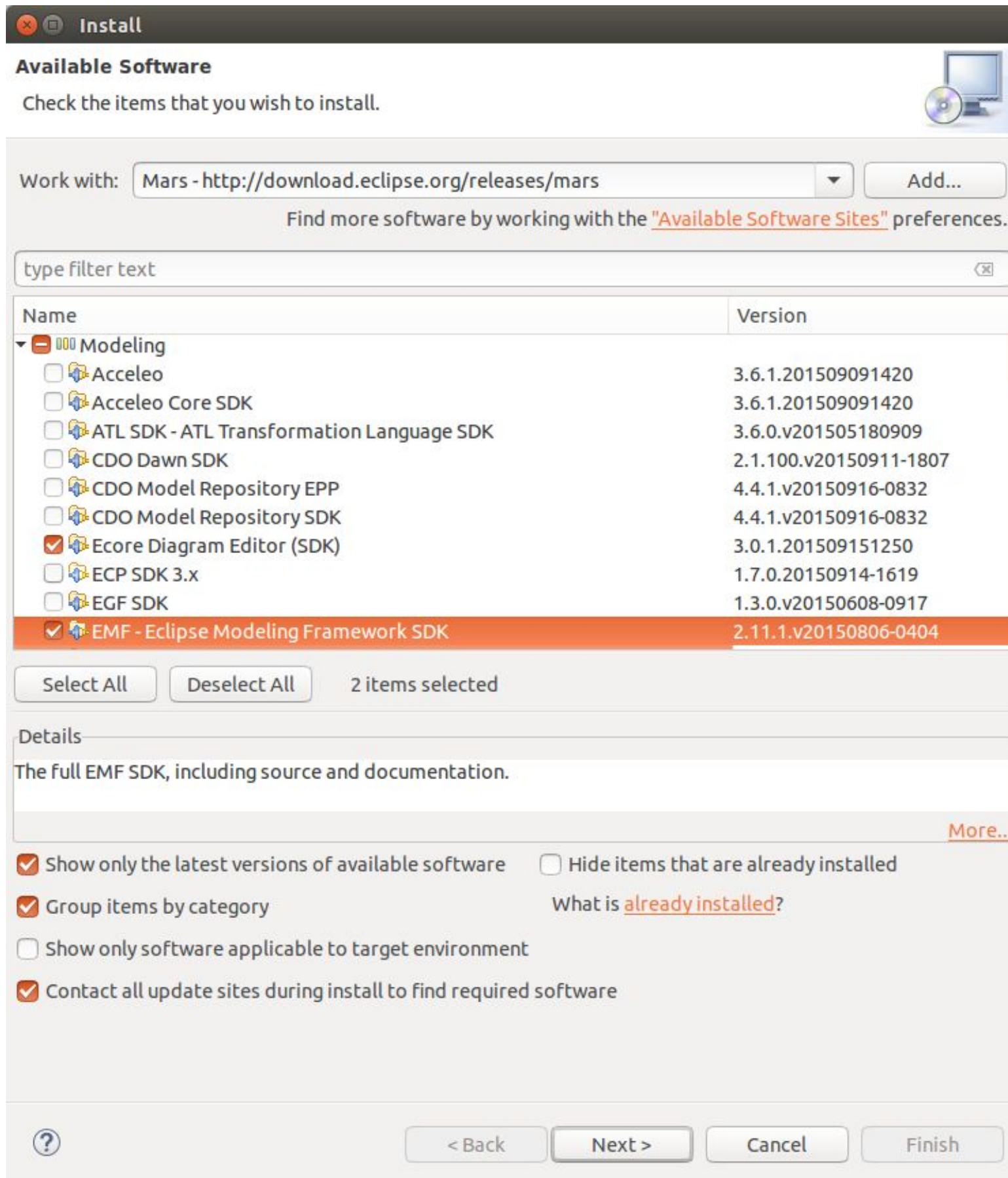
# Usability Software Engineering - Modeling Environment (USE-ME)





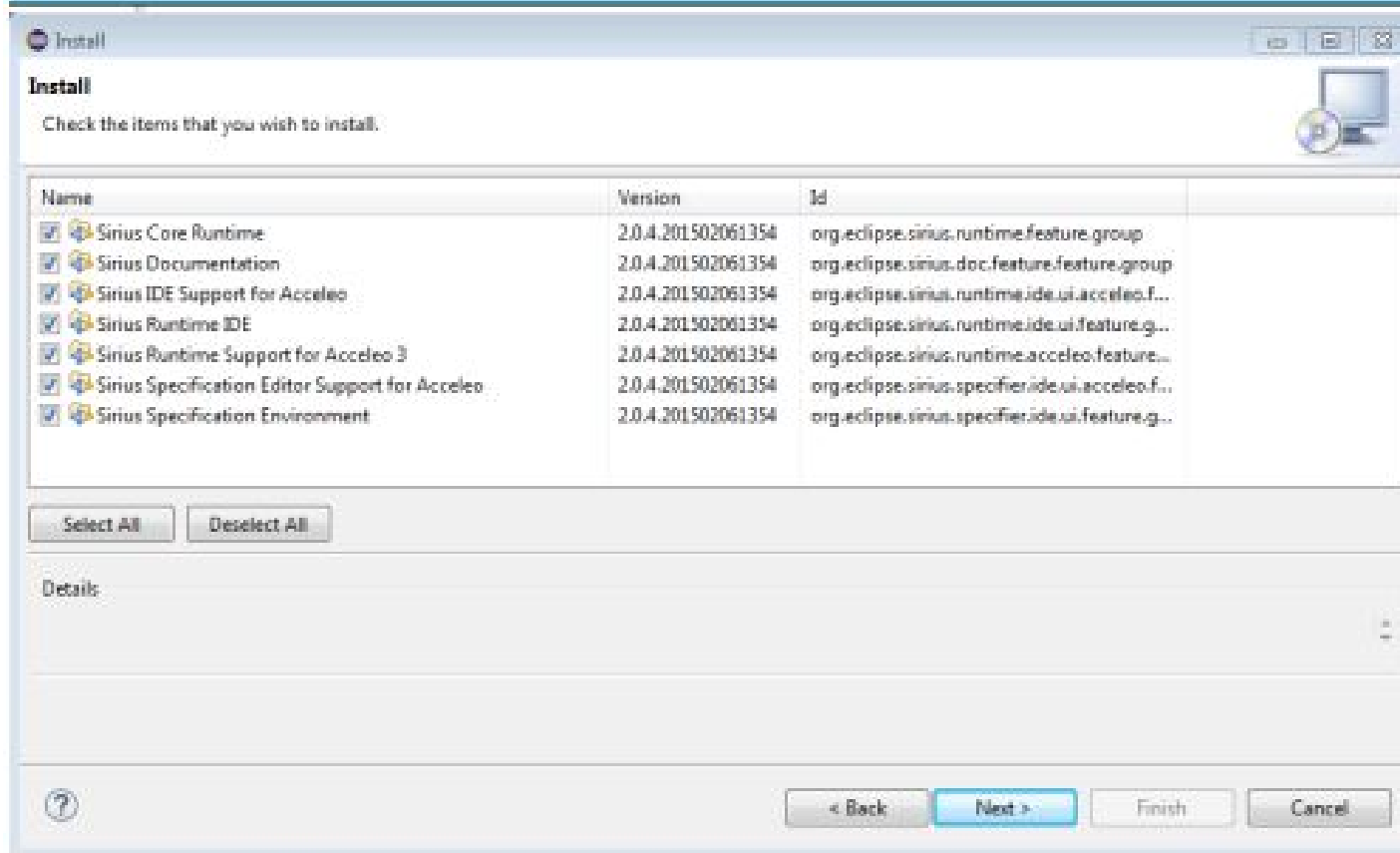
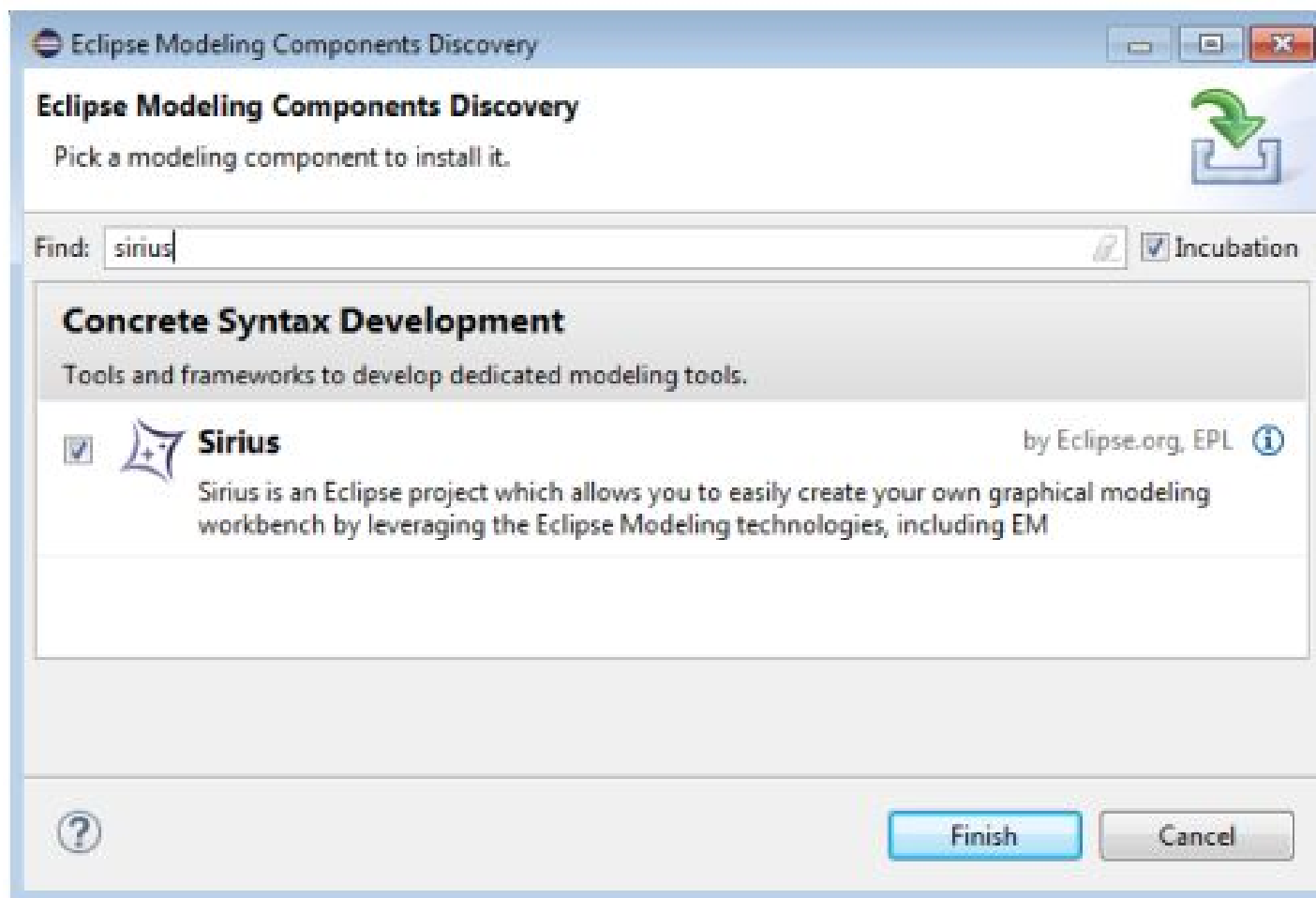
# USE-ME in DSL lifecycle



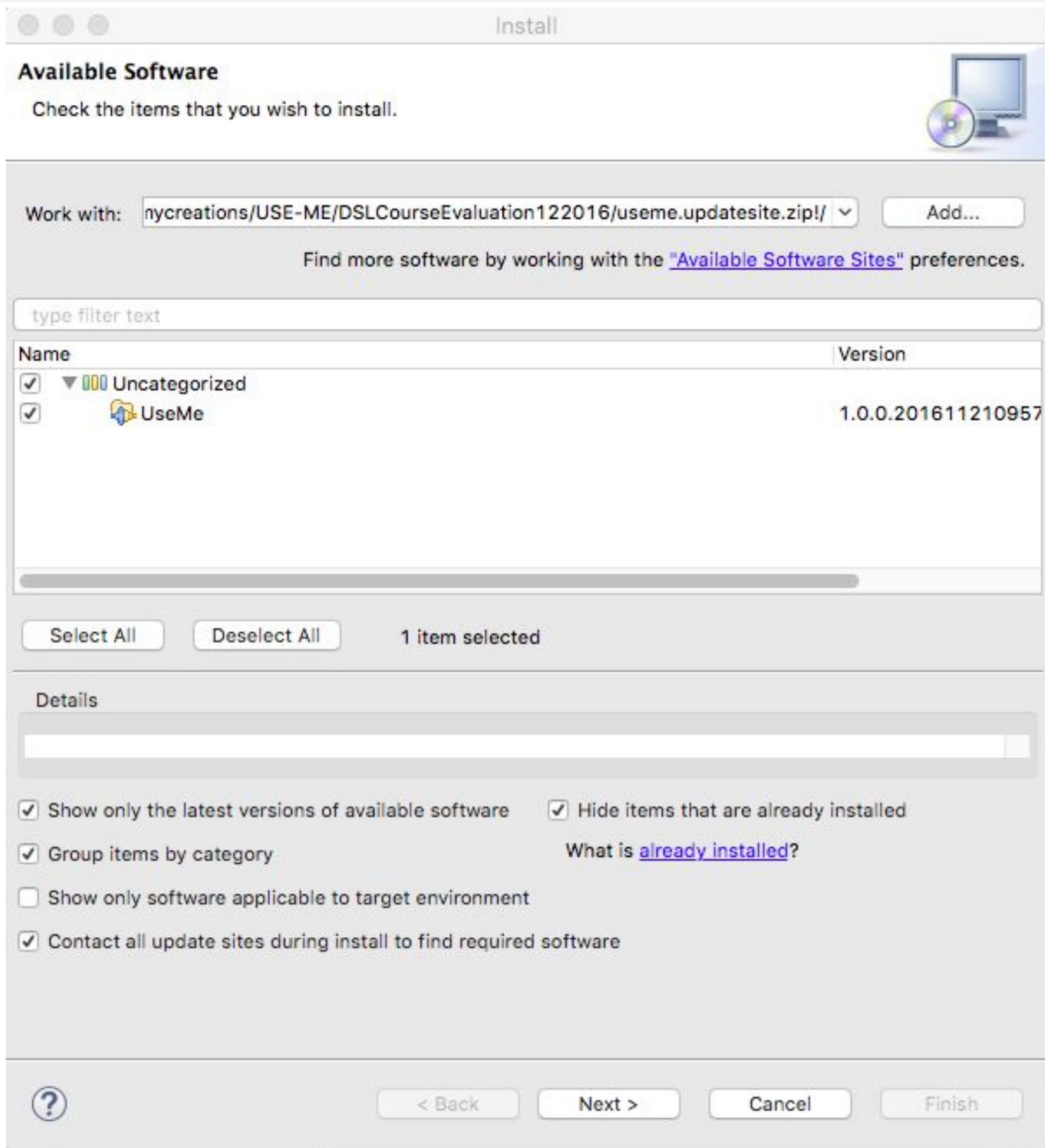


- Install EMF via the Eclipse Update manager from
- Help ► Install New Software....
- Select Modeling
- install EMF - Eclipse Modeling Framework SDK and the Diagram Editor for Ecore (SDK).
- Restart your Eclipse IDE after the installation.



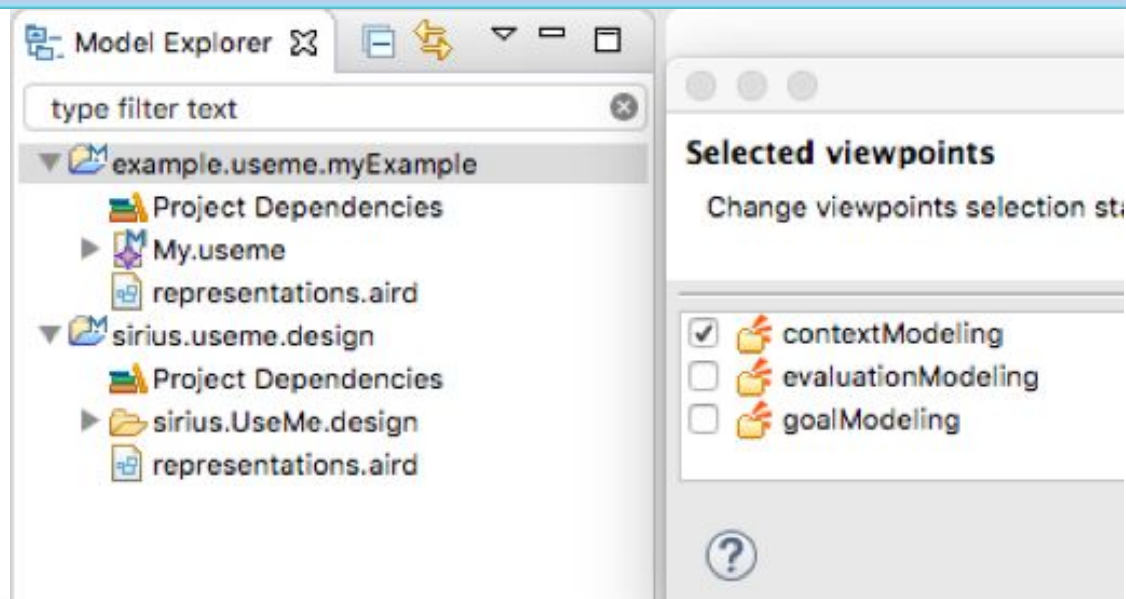
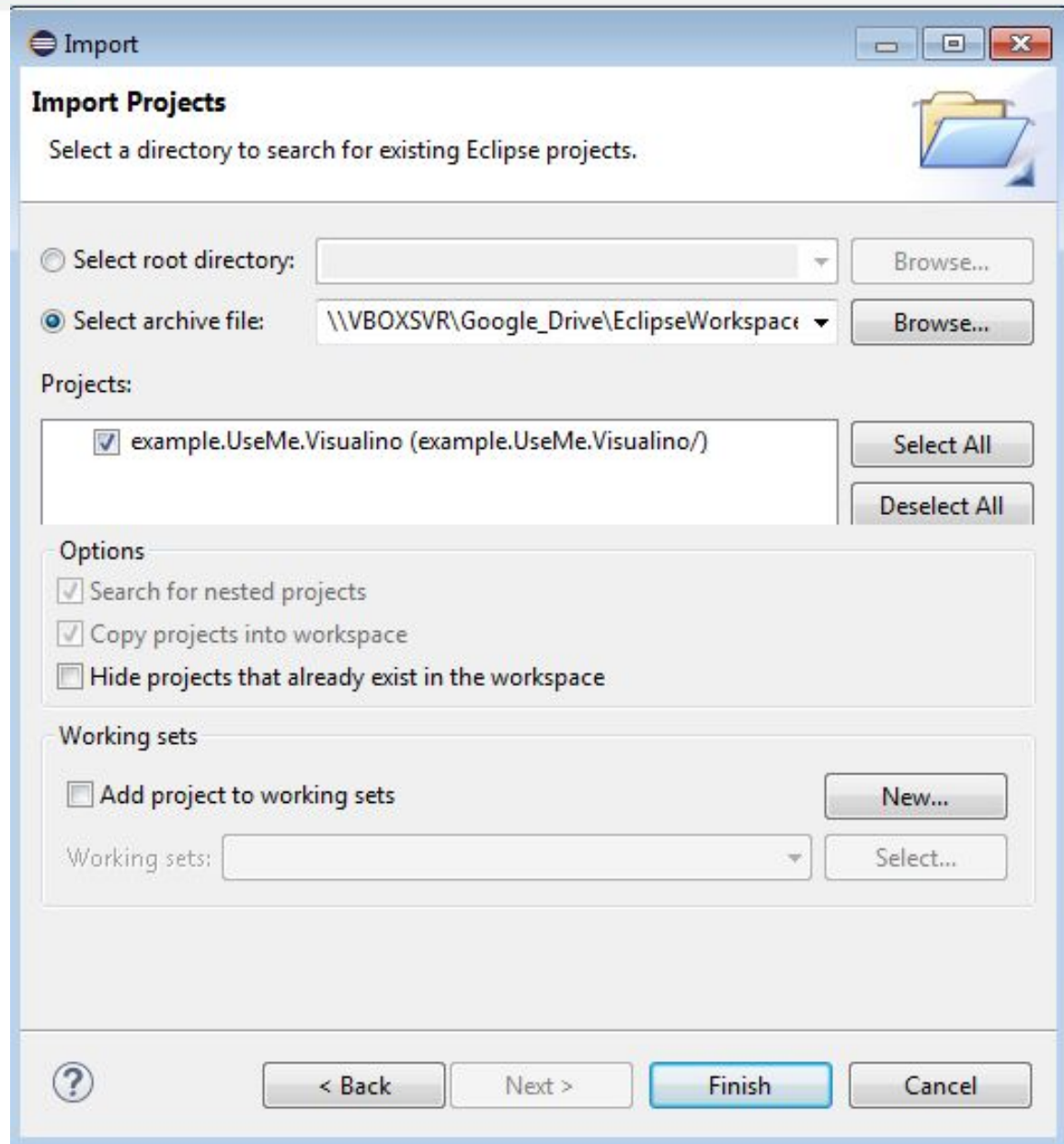


- Install Sirius via the Eclipse Update manager from
- Help ► Install Modeling Components
- Select Find and type 'Sirius'
- Select tool
- Click finish
- Select 'all' in Installation window and accept the license
- Restart your Eclipse IDE after the installation.



- Install USE-ME via the Eclipse Update manager from
- Help ► Install New Software....
- Select Add
- Select Archive and open the useme.updatesite.zip
- select all and click Next
- Accept the licence
- Restart your Eclipse IDE after the installation.





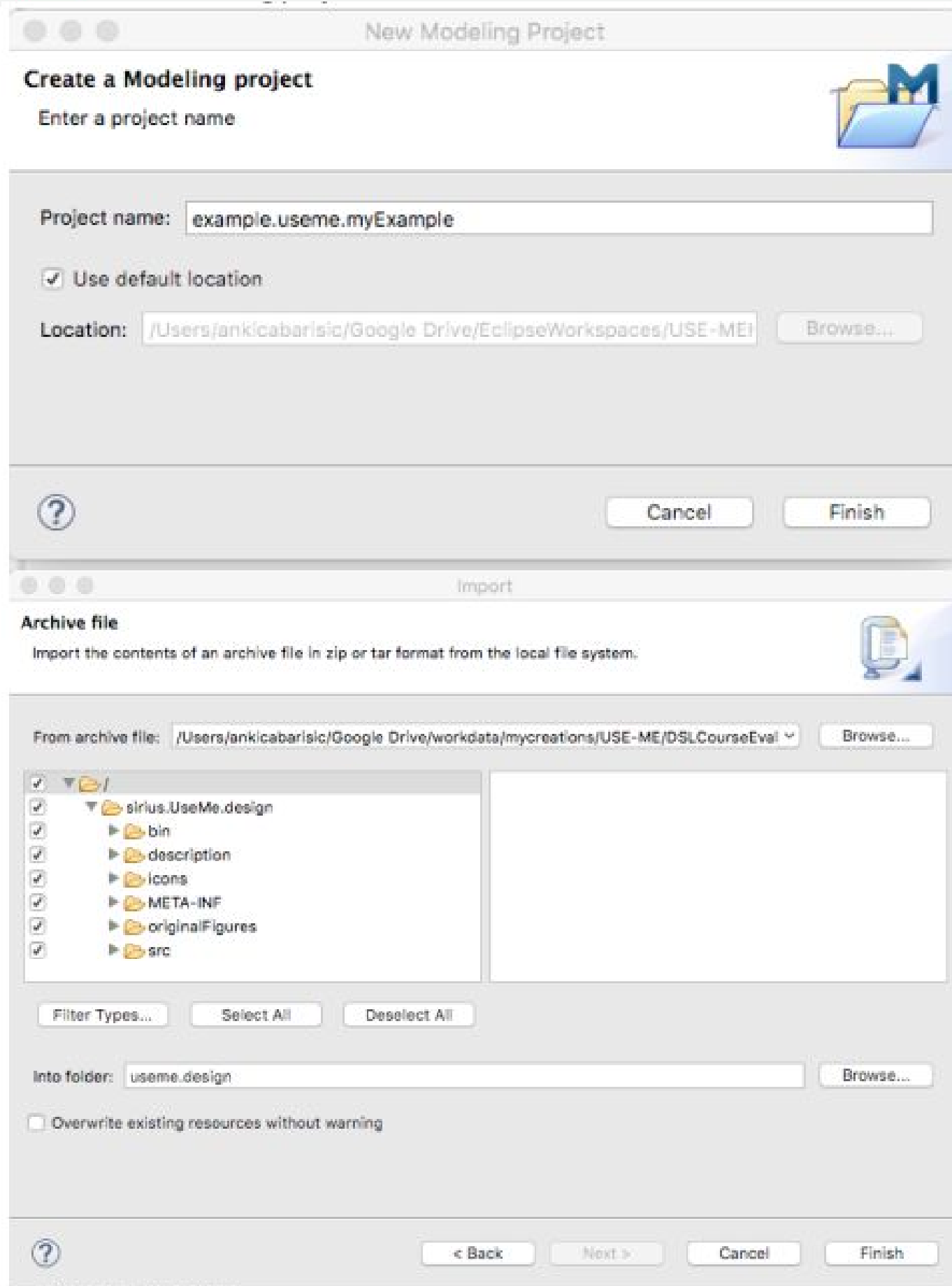
## Import Visualino example:

- File->Import->Existing Projects into Workspace
- Select 'From archive file':  
example.UseMe.Visualino
- Right click on project to turn On Viewpoints

Each viewpoint diagram and its location element are described later. Graphical views are available for models created in modeling project. It is not still possible to use graphical editor to model.

Import existing project from archive:

[http://agile.csc.ncsu.edu/SEMaterials/tutorials/import\\_export/](http://agile.csc.ncsu.edu/SEMaterials/tutorials/import_export/)



## Create your modeling project:

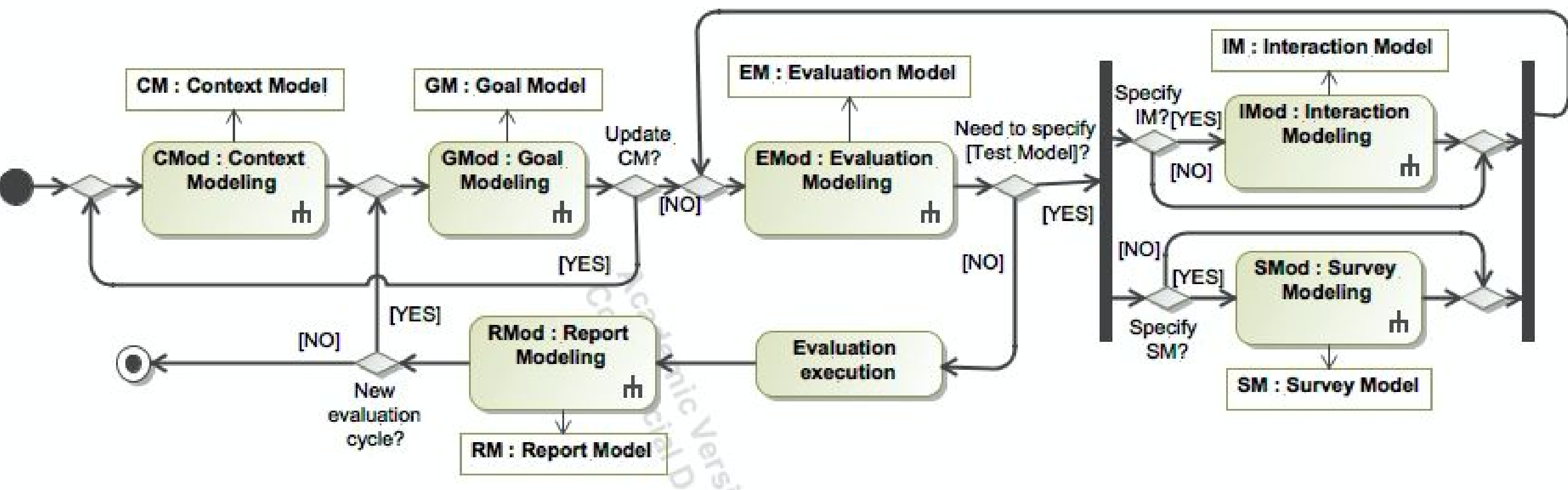
- File->New->Modeling project
- Project name:  
example.useme.myExample
- File->New->Other->Example EMF  
Model Creation Wizards
- Select: UseMe Model
- Right click on project to turn On Viewpoints

In the new useme model you should create new elements by using ecore editor.

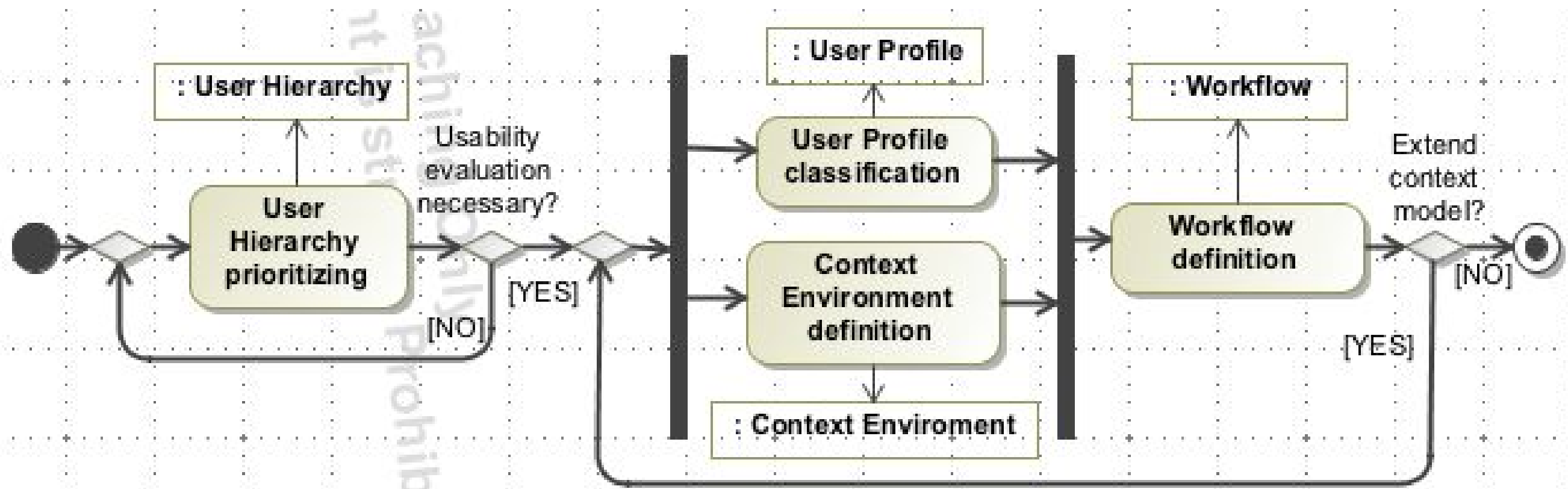
The graphical representation (described in following slides) is open by right click on the instantiated object, and selecting New Representation.



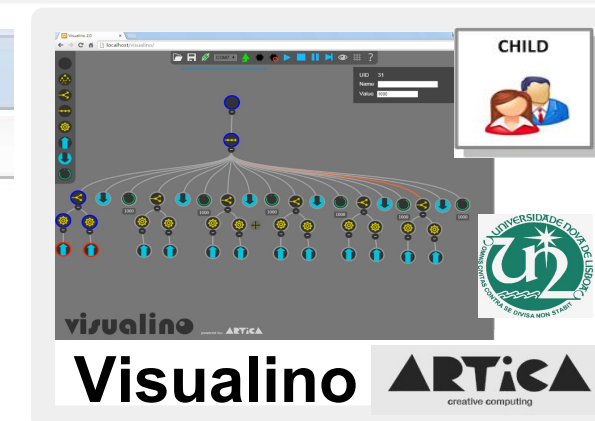
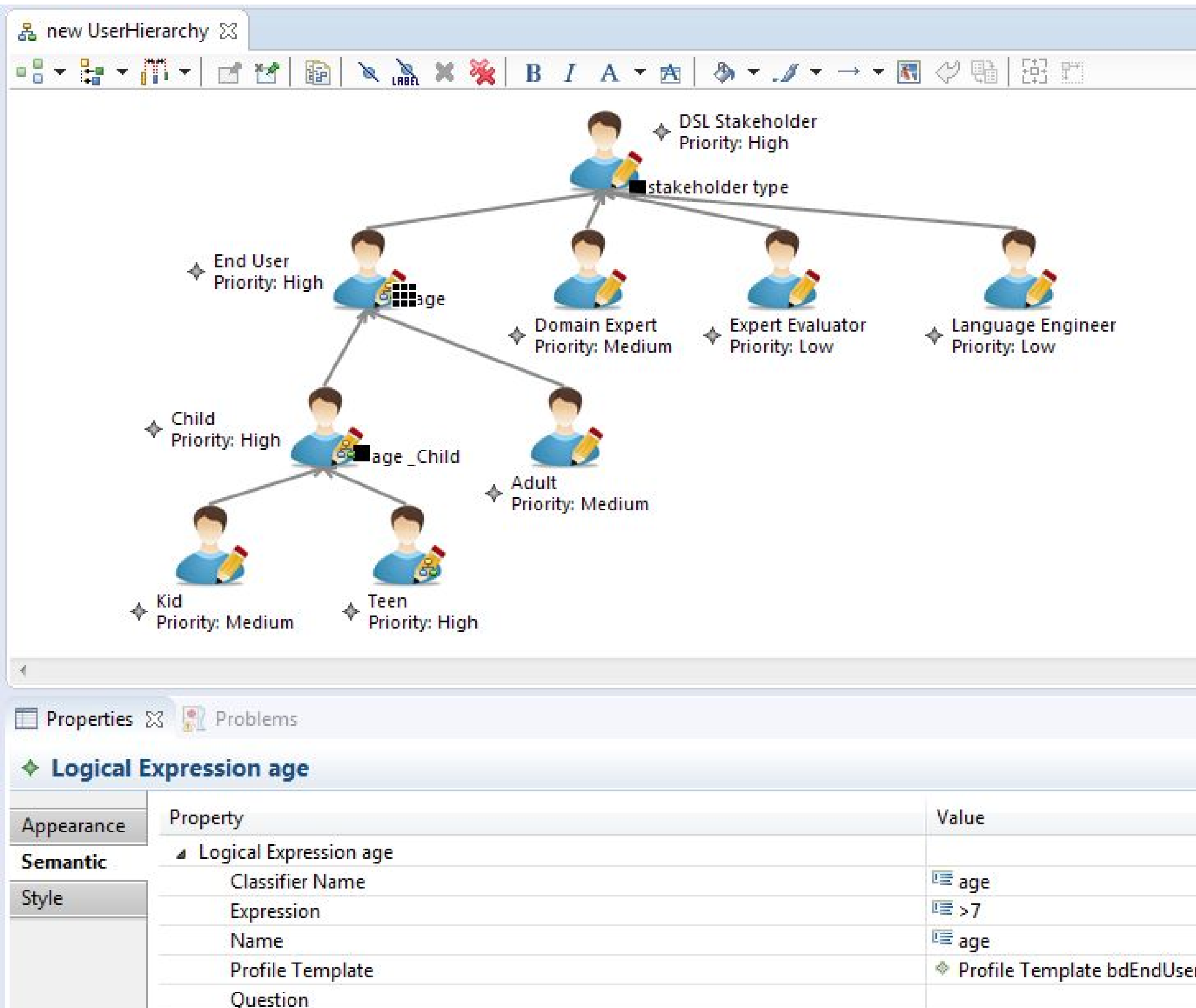
# Usability Software Engineering - Modeling Environment (USE-ME)



# Context Modeling (USE-ME)

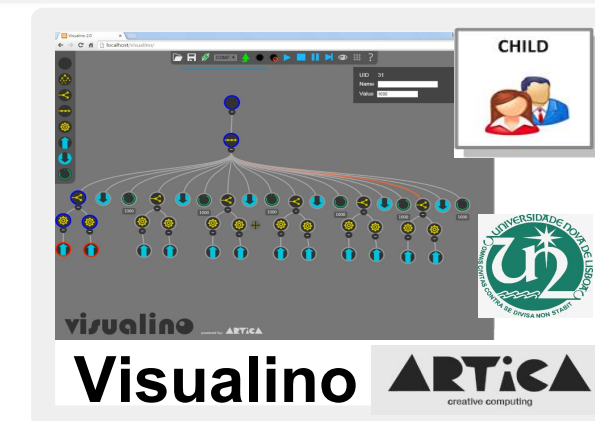
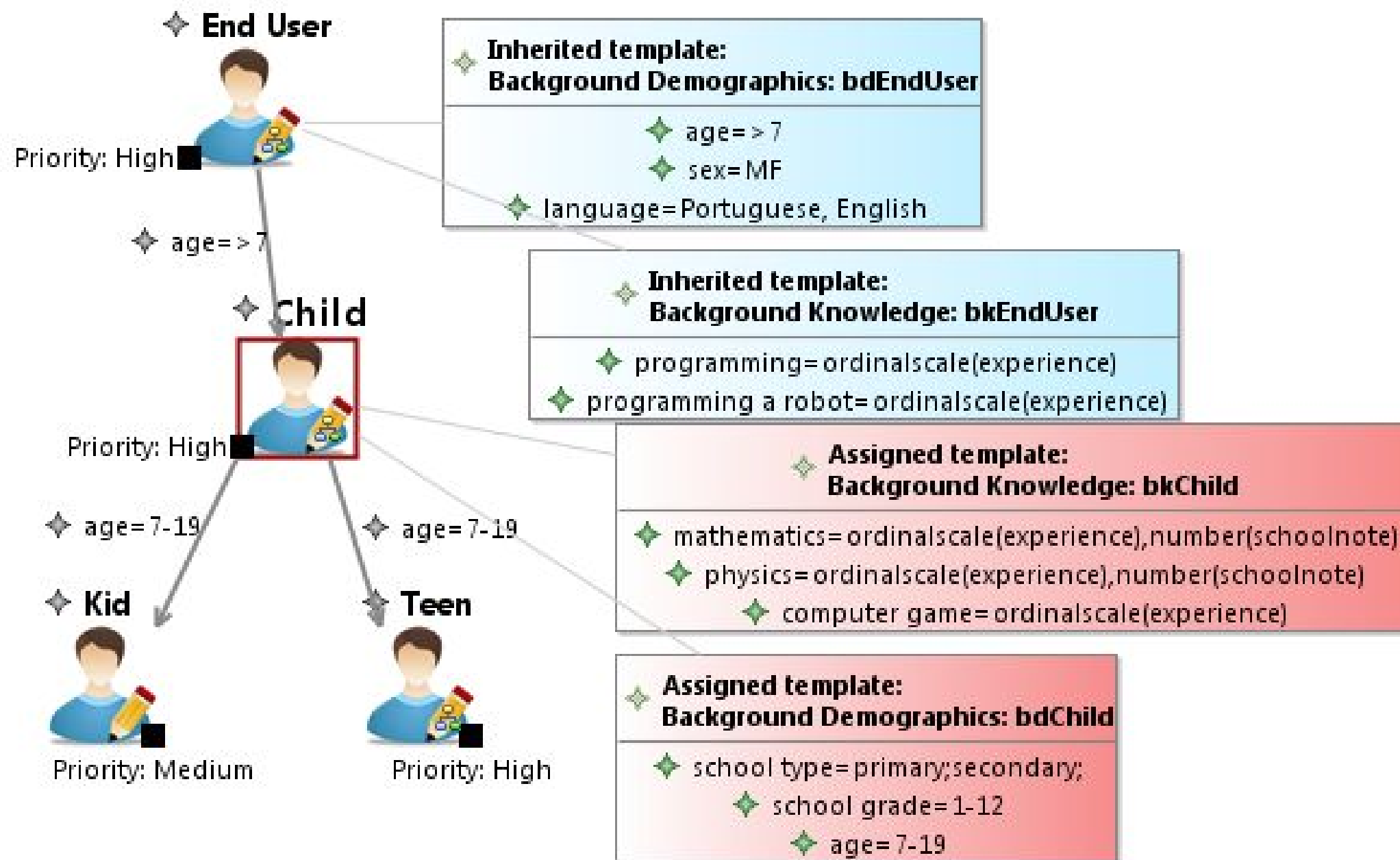






# User Hierarchy

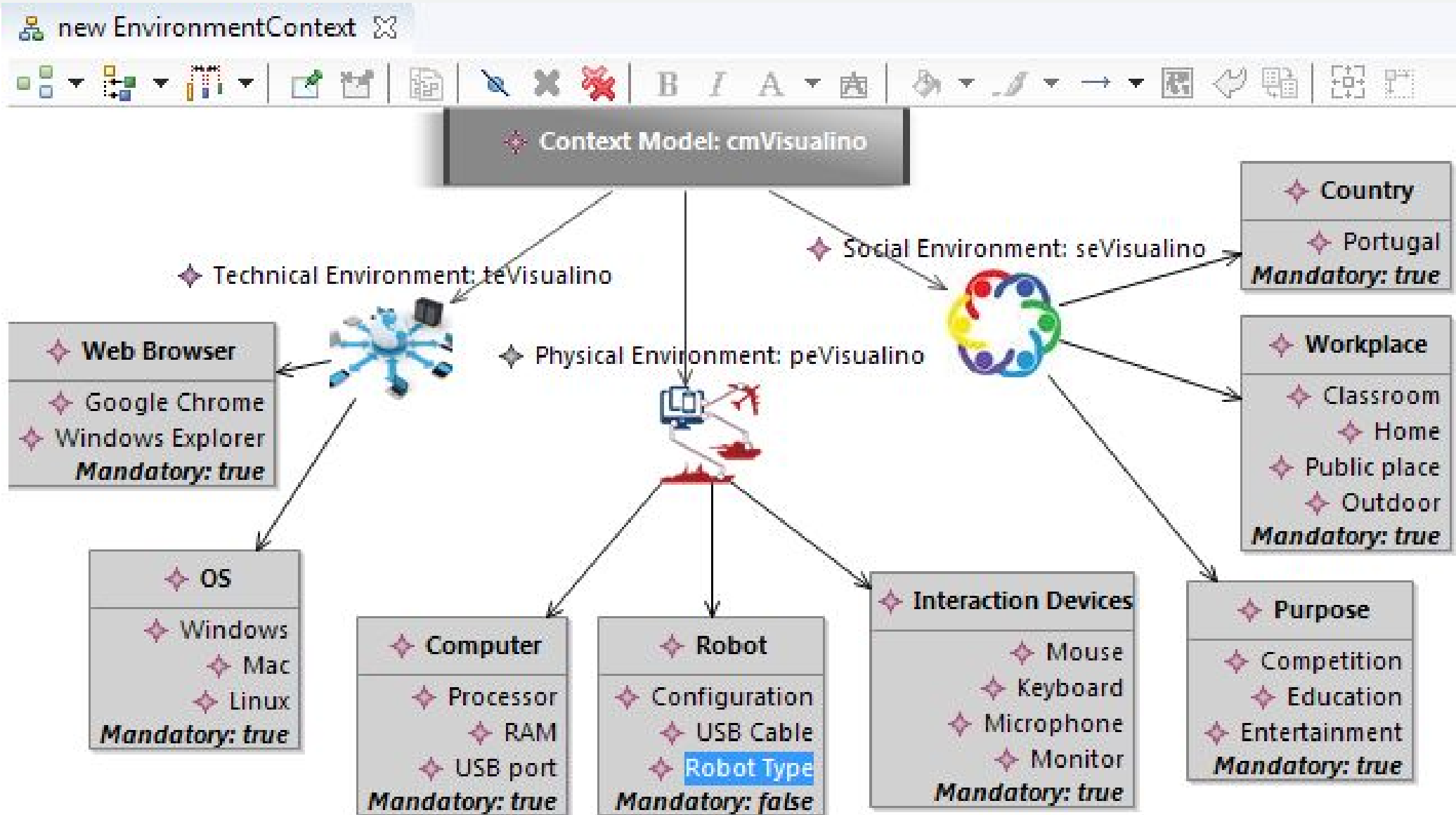
diagram location:  
**Context  
Specification ->  
Context Model**



# User Template s

diagram location:  
**Context**  
**Specification ->**  
**User Profile**  
**Specification ->**  
**User Profile Child**





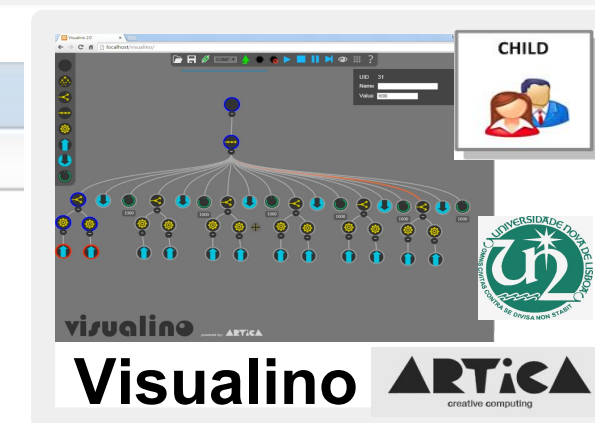
# Environment Context

diagram location:

**Context**

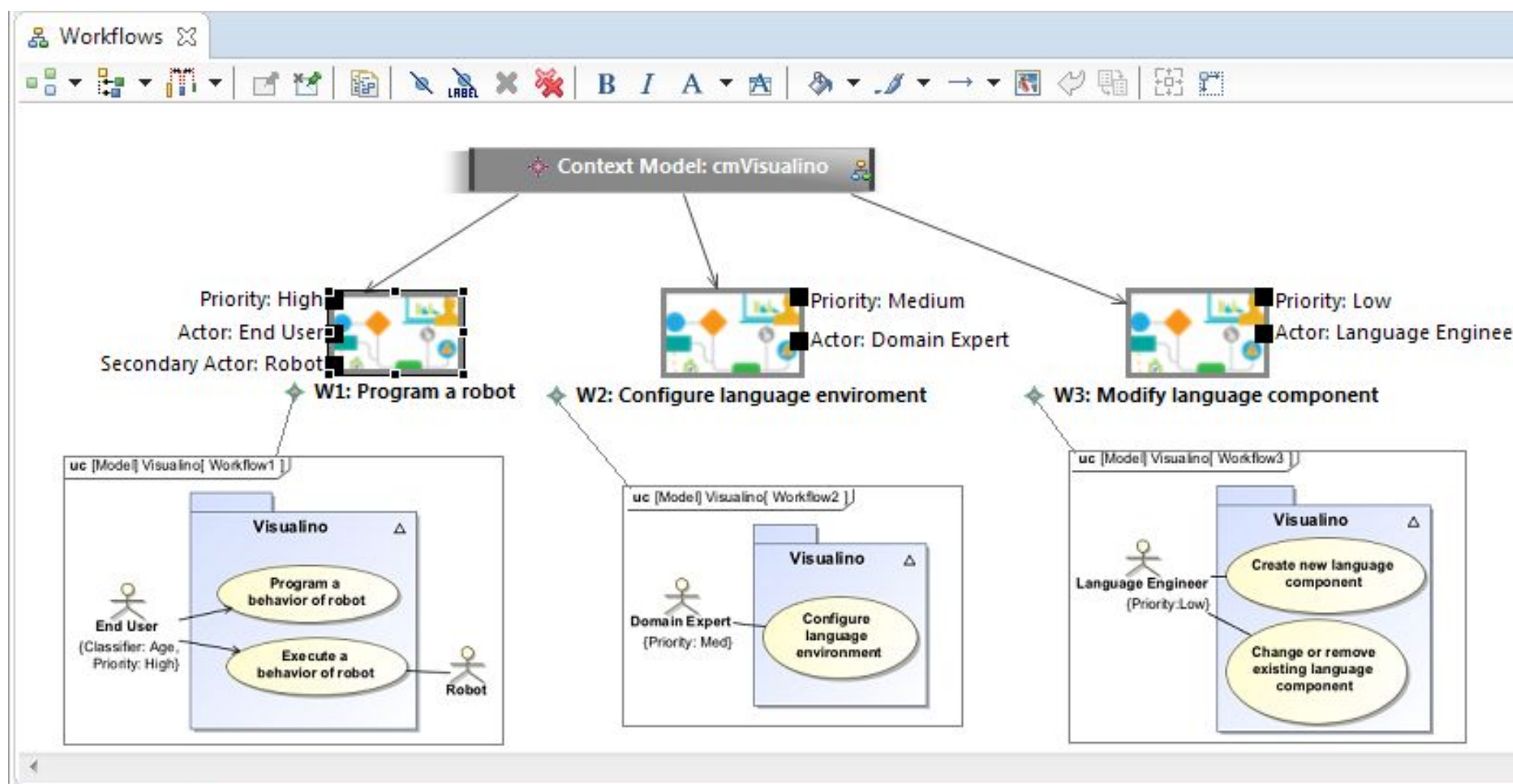
**Specification -> Context Model**

Properties		
CE Variable Robot Type		
Appearance	Property	Value
Semantic	CE Variable Robot Type	
	Context Enviroment	Physical Environment peVisualino
	Mandatory	true
	Name	Robot Type
Style	Type	Farrusco, Gyro



# Workflows

diagram location:  
**Context  
Specification ->  
Context Model**



Appearance	Property	Value
Semantic	Workflow W1: Program a robot	
	Actor	◆ User Profile End User
Style	Context Element	◆ CE Variable Robot
	Context Model	◆ Context Model cmVisualino
	Name	W1: Program a robot
	Priority	High
	Process Model	◆ Process Model umlUseCasesVisualino





# Workflow Scenarios

**diagram location:**

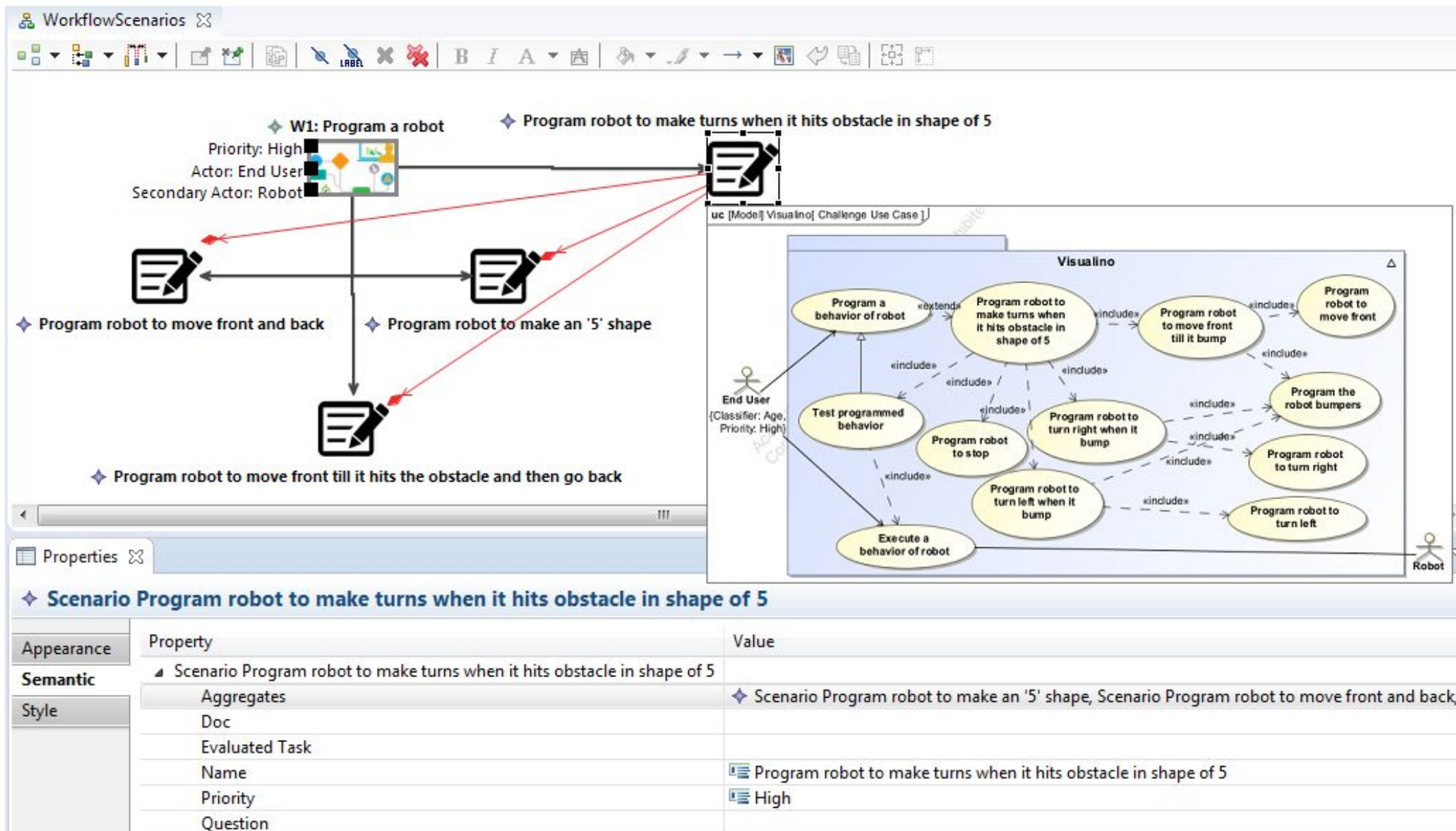
## Context

## Specification ->

## Workflow

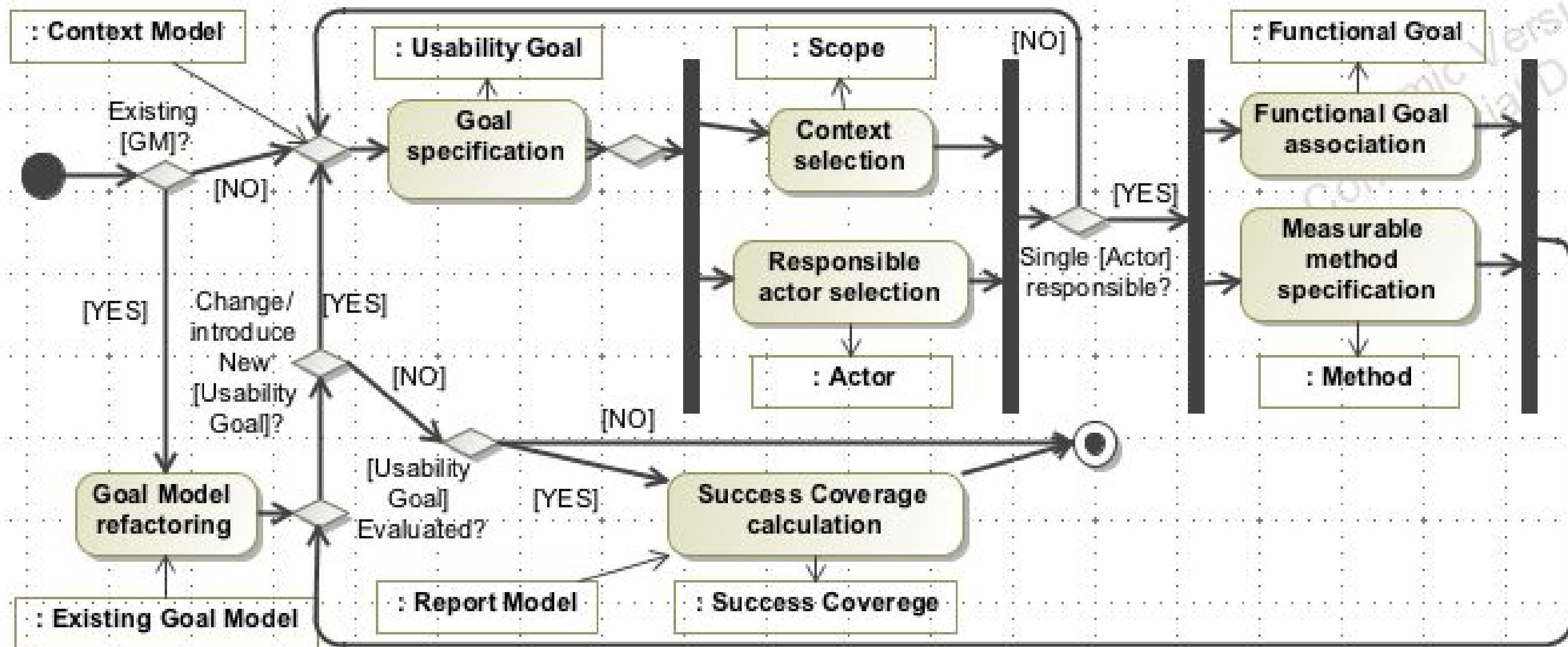
**Specification ->**

## Workflow





# Goal Modeling (USE-ME)

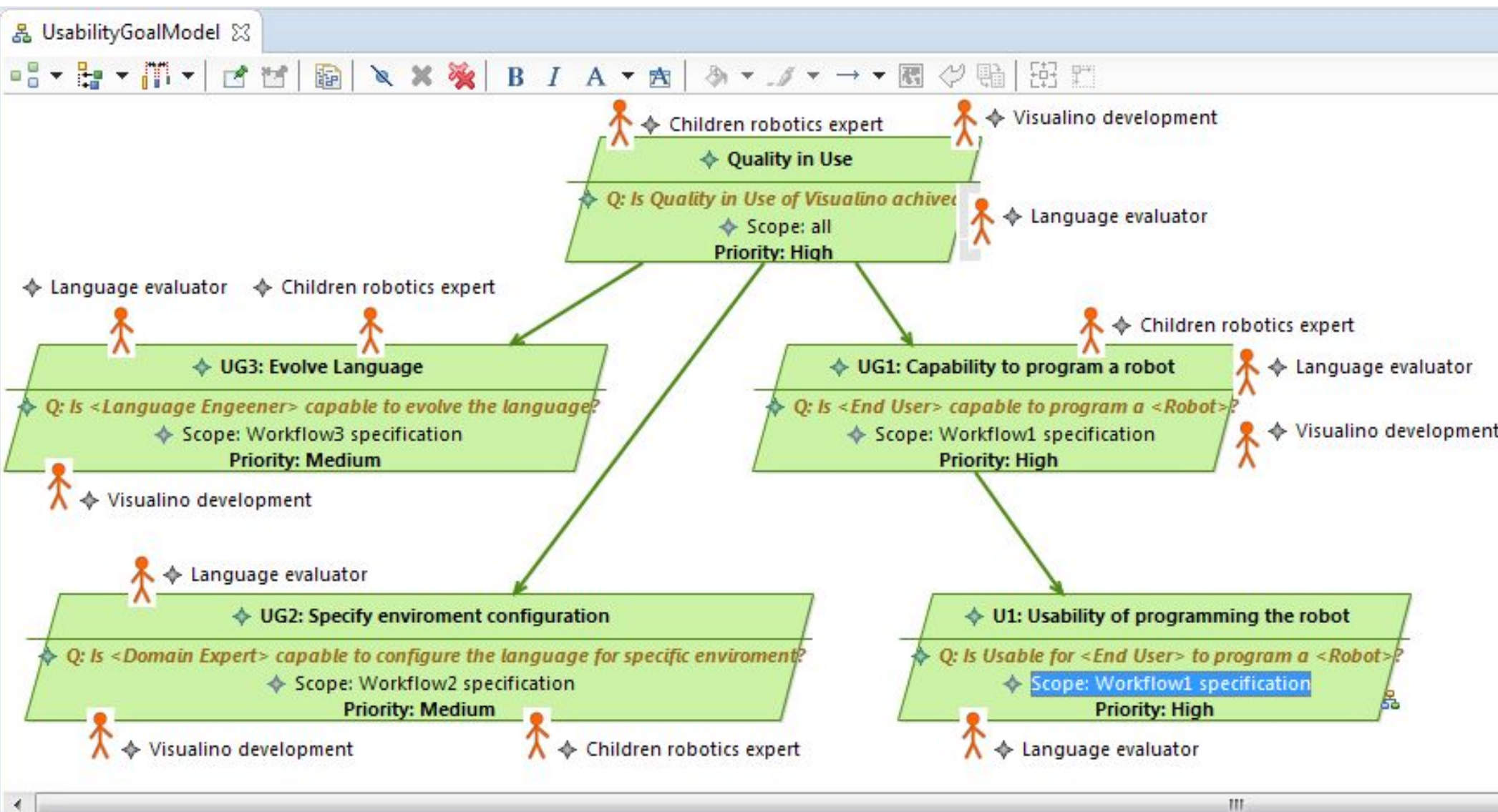




Visualino

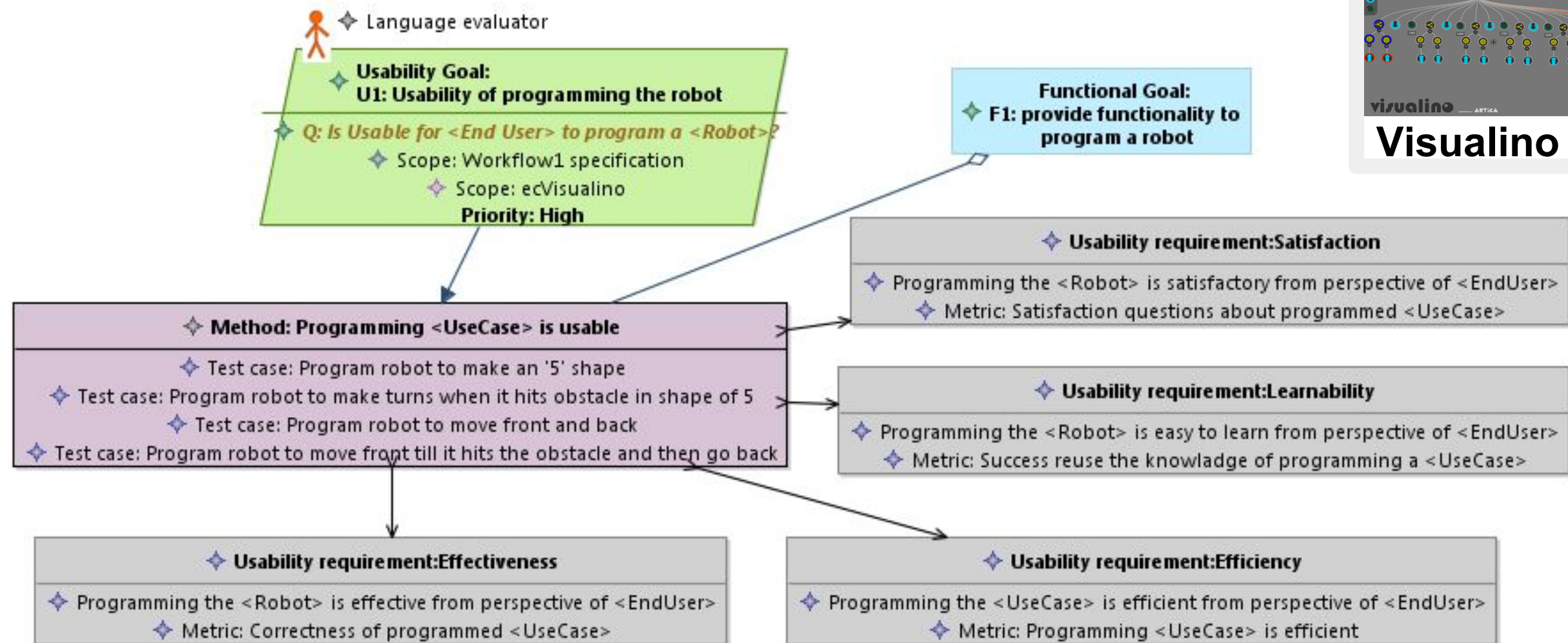
# Usability Goal Model

diagram location:  
**Goal Specification**  
-> **Goal Model**



Scope Workflow1 specification		
Appearance	Property	Value
Semantic	Scope Workflow1 specification	
	Context Environment	Physical Environment peVisualino, Social Environment seVisualino, Technical Environment teVisualino
	Context Model	Context Model cmVisualino
	Name	Workflow1 specification
	Usability Goal	Usability Goal UG1: Capability to program a robot, Usability Goal U1: Usability of programming the robot
	User Profile Selection	User Profile End User
	Workflow	Workflow W1: Program a robot
Style		



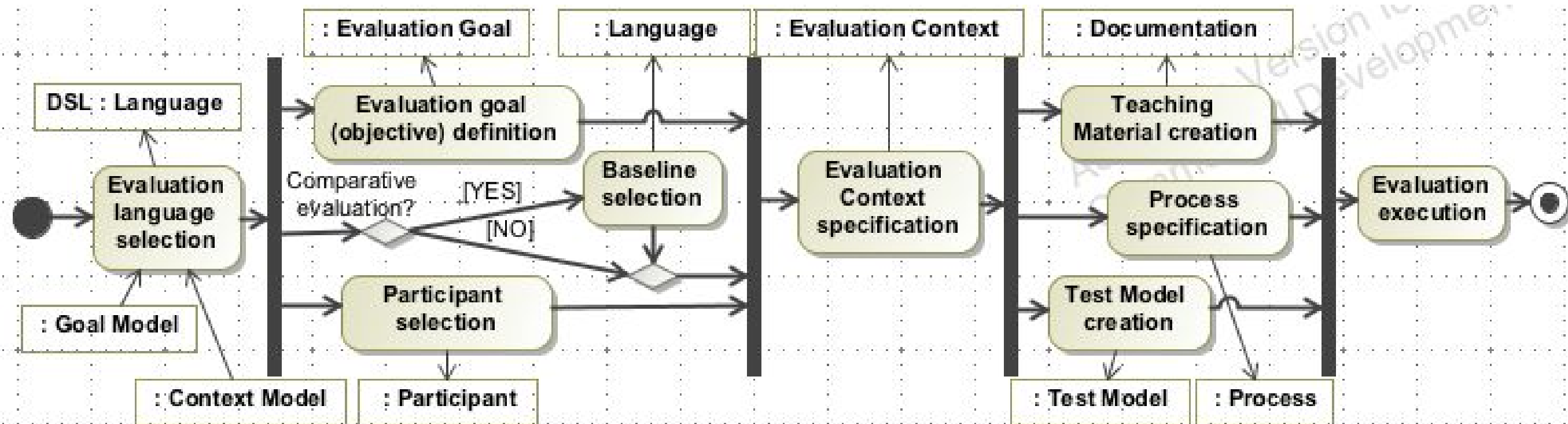


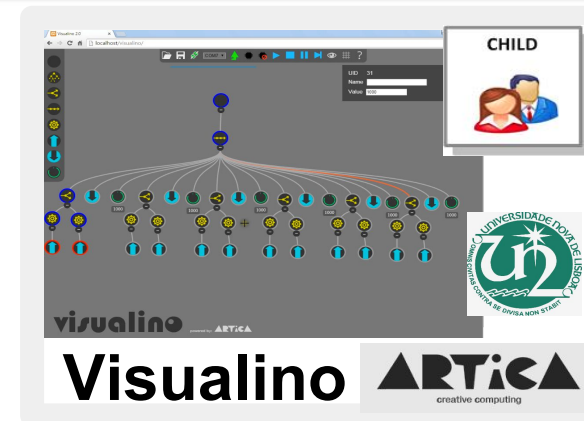
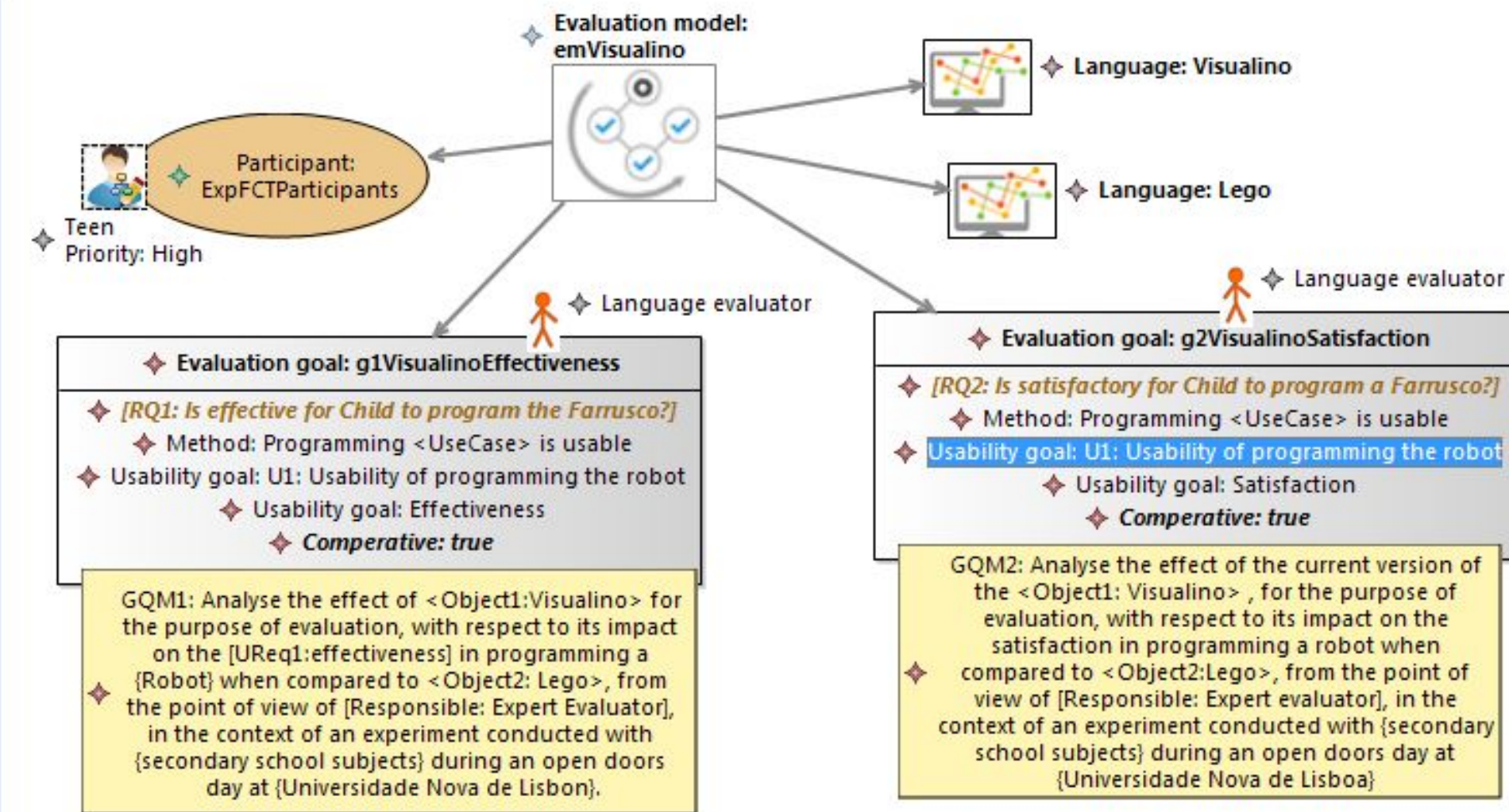
# Requirements for Usability Goal

diagram location:  
**Context Specification**  
 -> **Goal Model** -> **Usability Goal**



# Evaluation Modeling (USE-ME)





# Evaluation Objectives

diagram location:  
**Evaluation  
 Specification ->  
 Evaluation Model**

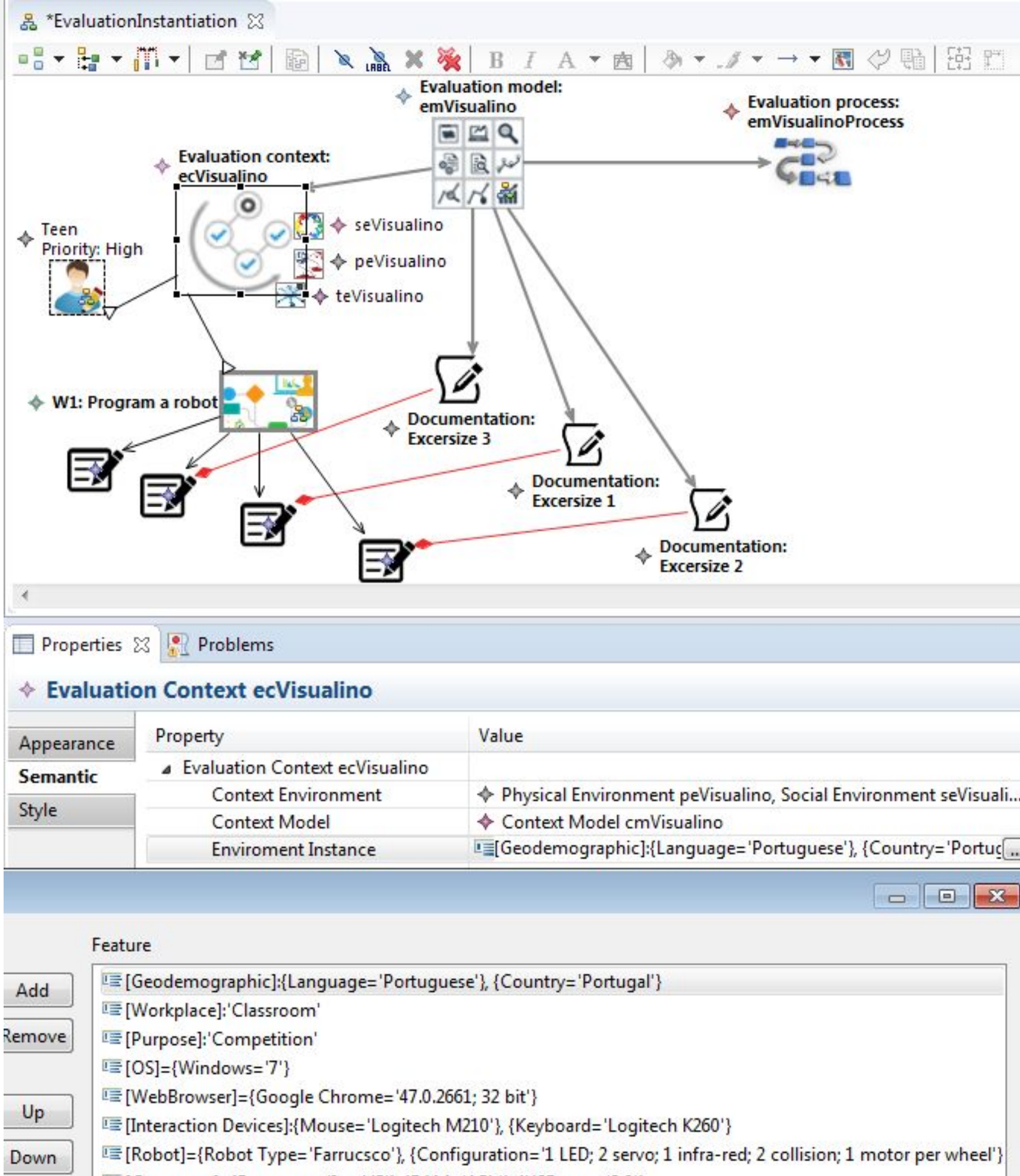
Properties		
Evaluation Goal g2VisualinoSatisfaction		
Appearance	Property	Value
Semantic	Evaluation Goal g2VisualinoSatisfaction	
	Comperative	true
	Evaluation Model	Evaluation Model emVisualino
Style	Hypothesis	H2_null: Using <Visualino> has no influence on the [satisfaction] of c

Feature

H2\_null: Using <Visualino> has no influence on the [satisfaction] of children programming a robot when compared to programming th

H2\_alt: Using <Visualino> impacts the [satisfaction] of the children programming a robot when compared to programming the robot w



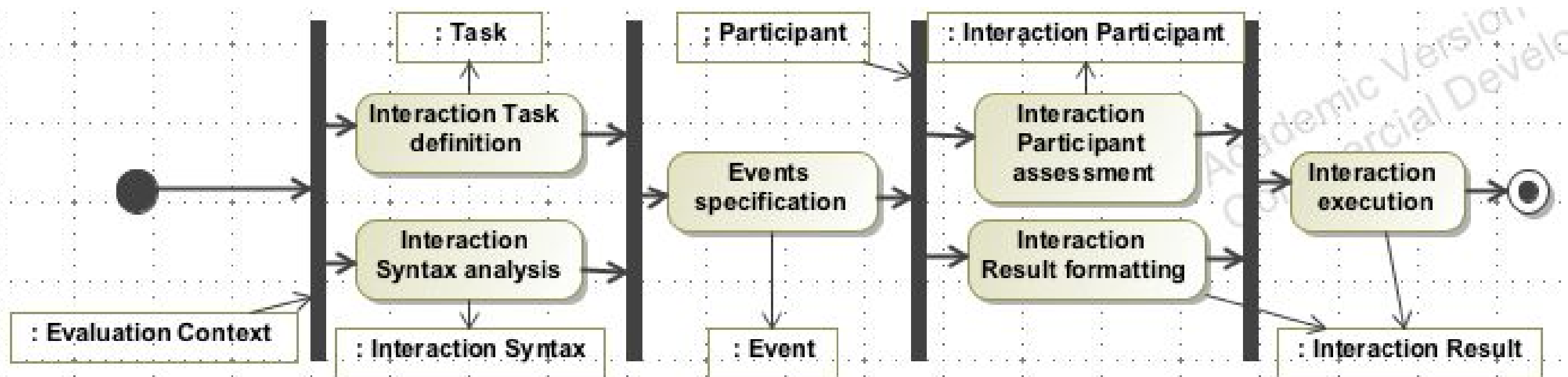


# Evaluation Instantiation

diagram location:  
**Evaluation Specification -> Evaluation Model**



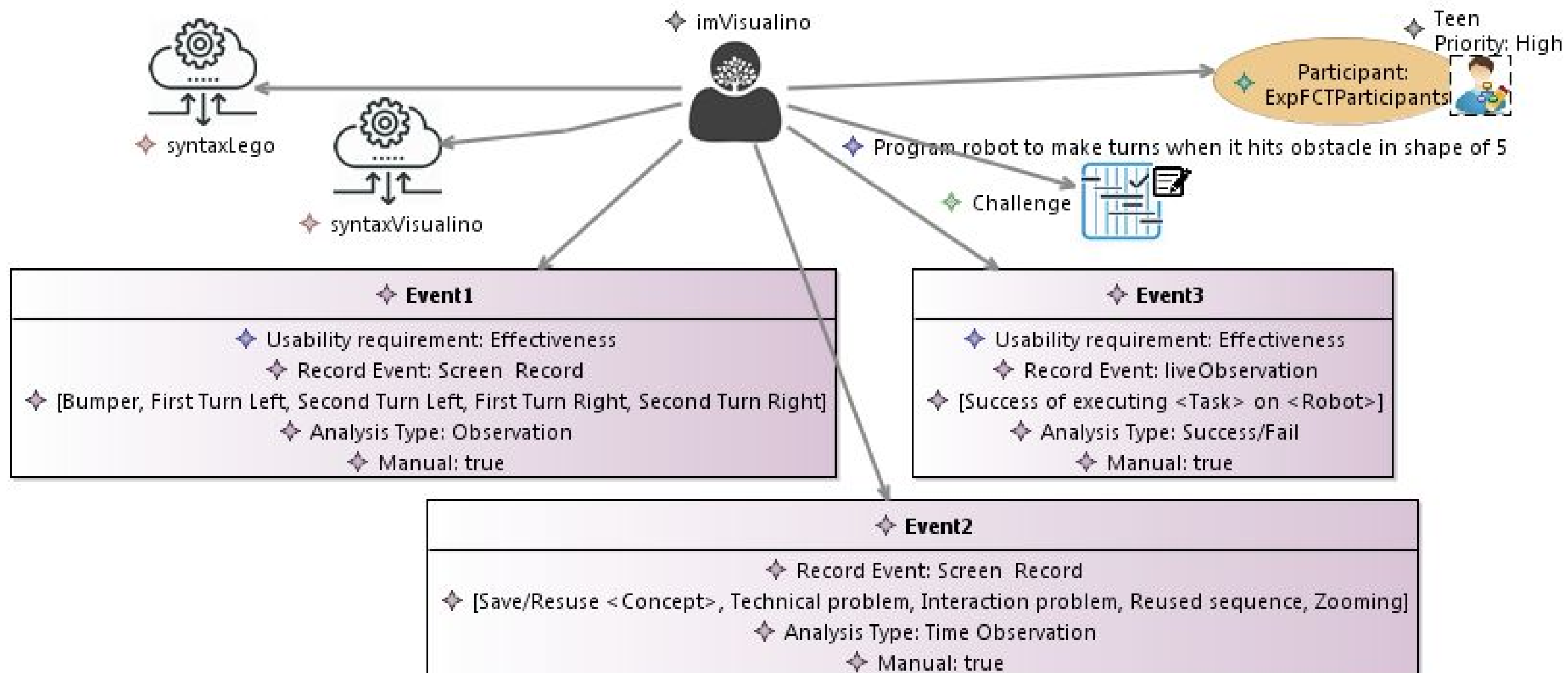
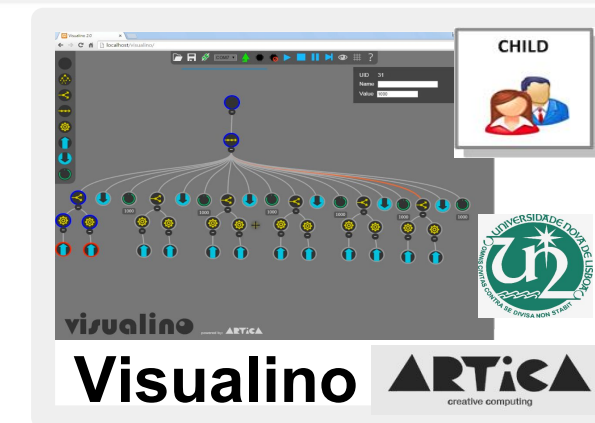
# Interaction Modeling (USE-ME)



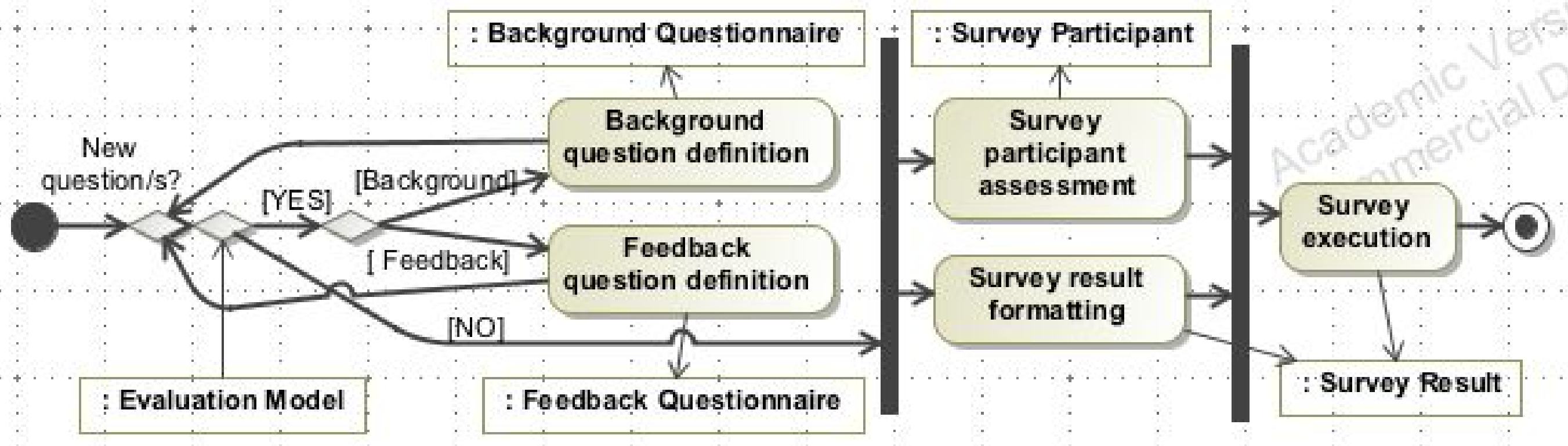
# Interaction Test Model

diagram location:

*Interaction Specification -> Interaction Model*



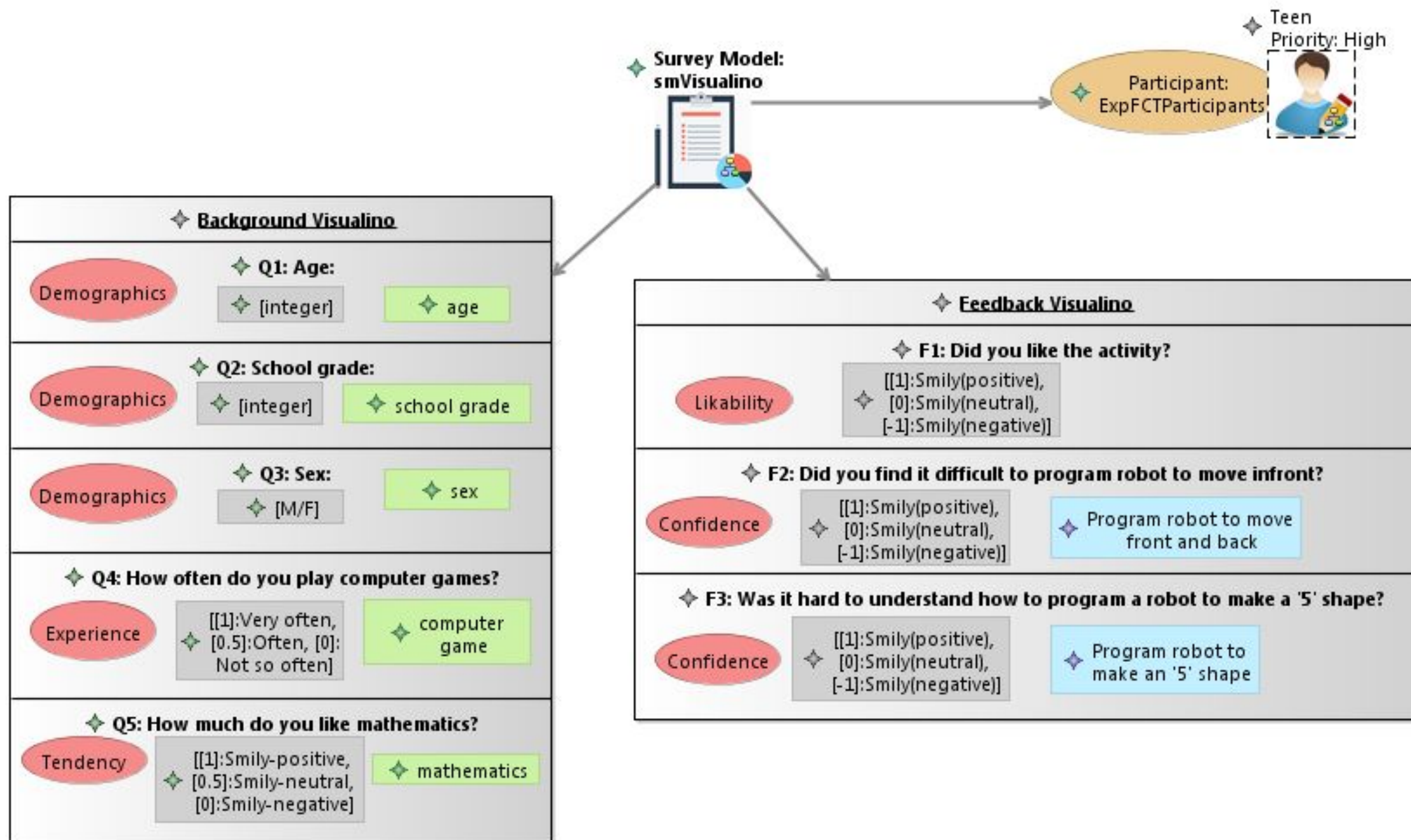
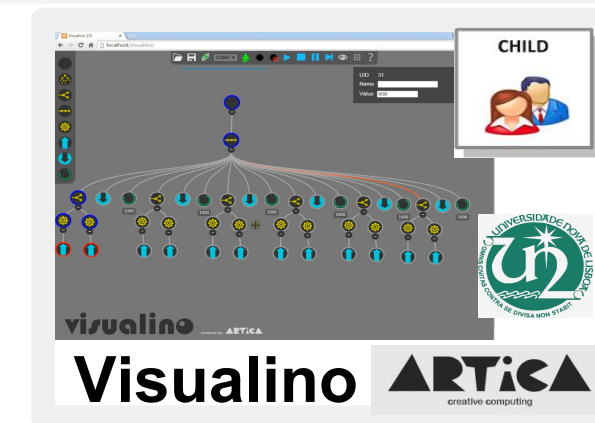
# Survey Modeling (USE-ME)



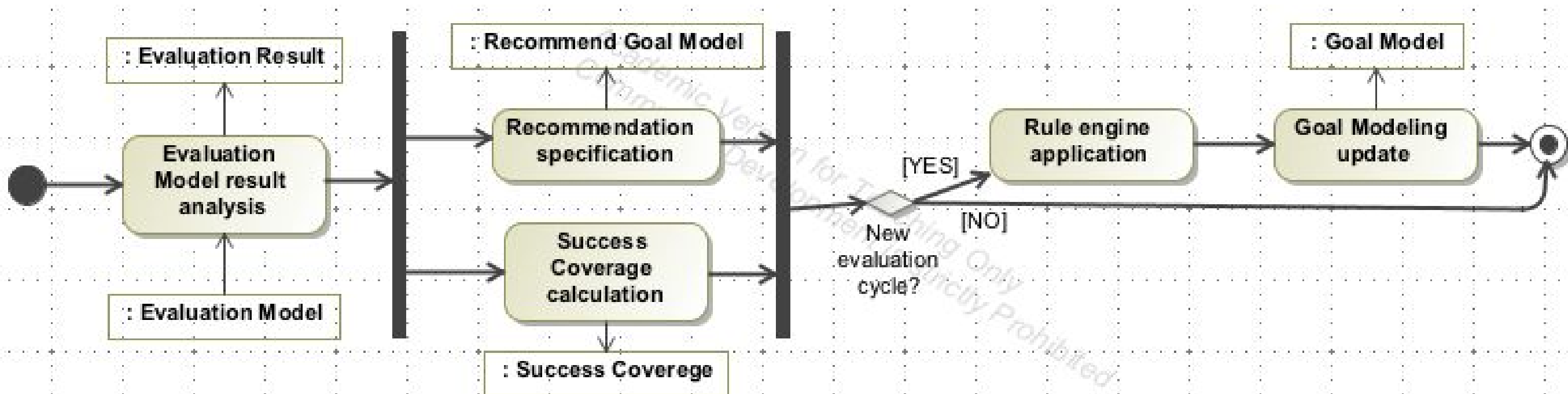


# Survey Test Model

diagram location:  
*Survey Specification -> Survey Model*



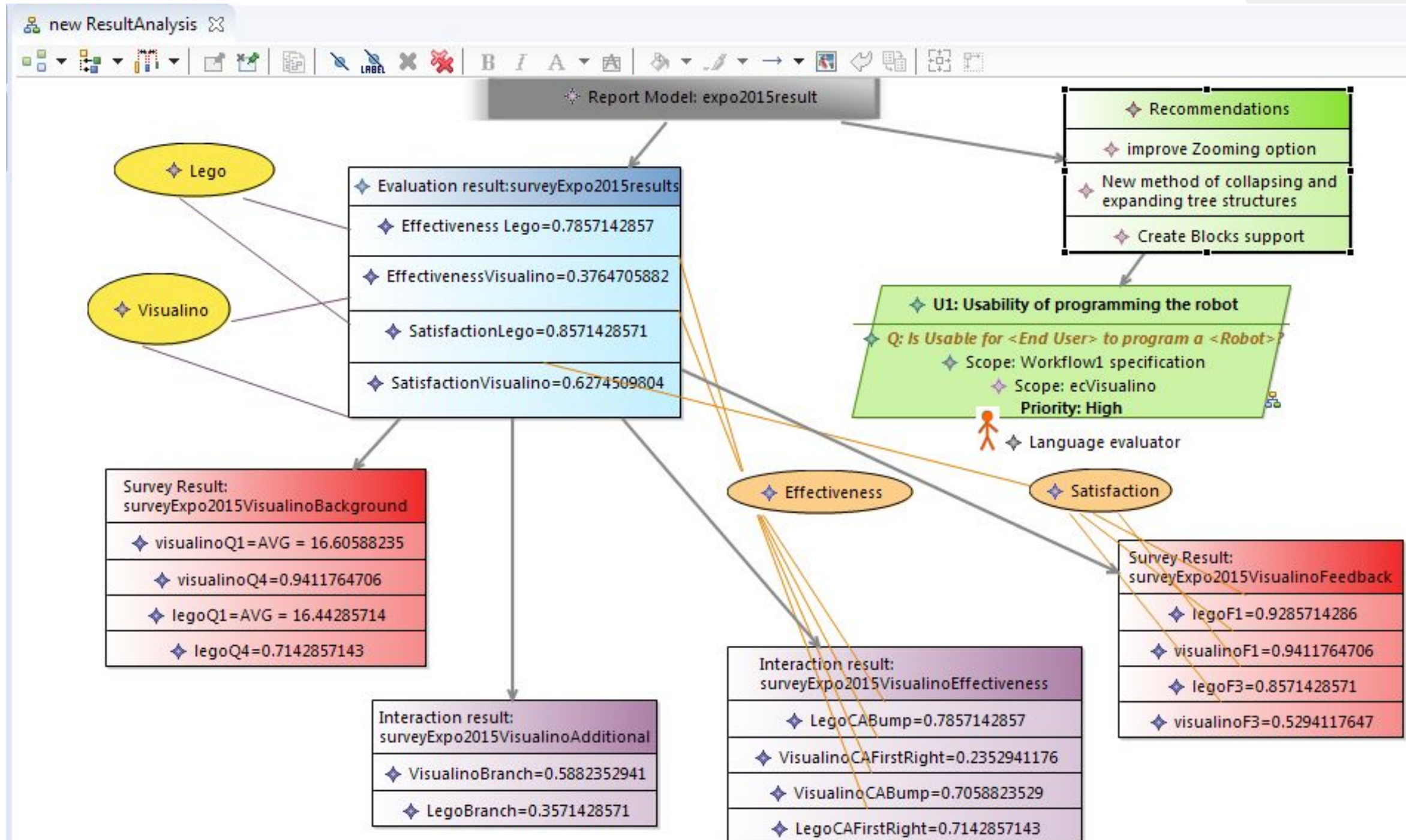
# Report Modeling (USE-ME)





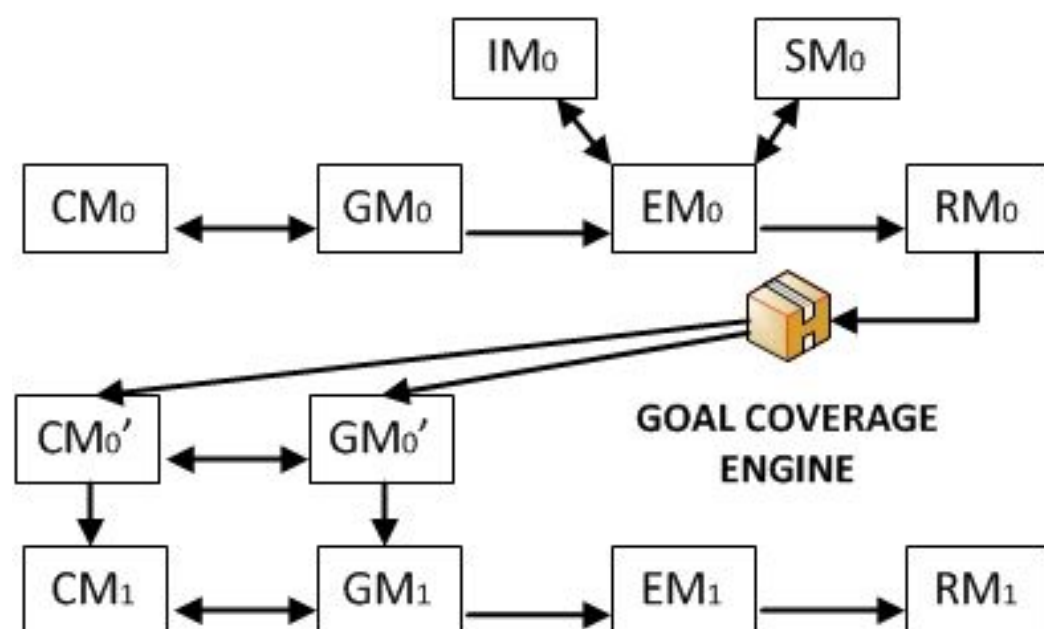
# Report Model

diagram location:  
**Report Specification -> Report Model**





# Coverage Engine (USE-ME)



CM – Context Model  
 GM – Goal Model  
 EM – Experiment Model  
 RM – Result Model  
 IM – Interaction Model  
 SM – Survey Model

# Publications

1. Ankica Barišić, Vasco Amaral, Miguel Goulão and Ademar Aguiar: **"Introducing usability concerns early in the DSL development cycle: FlowSL experience report"**, InProceedings of the 1<sup>st</sup> International Workshop on Model-Driven Development Processes and Practices at the 17th International MoDELS Conference, Valencia, Spain, October, 2014
2. Ankica Barišić: **"Evaluating the Quality in Use of Domain-Specific Languages in an Agile Way"**, InProceedings of the Doctoral Symposium at the 16th International Conference on Model Driven Engineering Languages and Systems (MoDELS), Miami, Florida, USA, CEUR, October, 2013
3. Ankica Barišić: **"Iterative evaluation of Domain-Specific Languages"**, InProceedings of the ACM Student Research Competition at the 16th International Conference on Model Driven Engineering Languages and Systems (MoDELS), Miami, Florida, ACM, October, 2013
4. Ankica Barišić, Pedro Monteiro, Vasco Amaral, Miguel Goulão, Miguel Monteiro: **"Patterns for Evaluating Usability of Domain-Specific Languages"**, InProceedings of the 19th Conference on pattern languages of programs (PLoP), SPLASH 2012 Tucson, Arizona, USA, October 2012
5. Bruno Barroca, Eduardo Marques, Valter Balegas, Vasco Amaral and Ankica Barišić: **"The RPG DSL: a case study of language engineering using MDD for Generating RPG Games for Mobile Phones"** InProceedings of the 12th Workshop on Domain-Specific Modeling at SPLASH 2012, Tucson, Arizona, ACM, October 2012
6. Ankica Barišić, Vasco Amaral and Miguel Goulão: **"Usability Evaluation of Domain-Specific Languages"**, InProceedings of the SEDES Doctoral Symposium at the 8th International Conference on the Quality of Information and Communications Technology (QUATIC), Lisbon, Portugal, IEEE, September 2012,
7. Ankica Barišić, Vasco Amaral, Miguel Goulão and Bruno Barroca: **"Evaluating the Usability of Domain-Specific Language"**, InBook: Formal and Practical Aspects of Domain-Specific Languages: Recent Developments, edited by Marjan Mernik, IGI Global, September 2012, pages: 386-407
8. Ankica Barišić, Vasco Amaral, Miguel Goulão and Bruno Barroca: **"Quality in Use of Domain-Specific Language: a Case Study"**, InProceedings of the Workshop on Evaluation and Usability of Programming Languages and Tools (PLATEAU 2011) at SPLASH 2011, Portland, Oregon, USA, ACM, October 2011
9. Ankica Barišić, Vasco Amaral, Miguel Goulão and Bruno Barroca: **"Quality in Use of DSLs: Current Evaluation Methods"**, InProceedings of the INFORUM'2011, Coimbra, Portugal, September, 2011
10. Ankica Barišić, Vasco Amaral, Miguel Goulão and Bruno Barroca: **"How to reach a usable DSL? Moving toward a Systematic Evaluation"**, InProceedings of the 5th International Workshop on Multi-Paradigm Modeling (MPM'2011) at Models 2011, Wellington, New Zealand, EASST Journal, October, 2011



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