UsiSketch

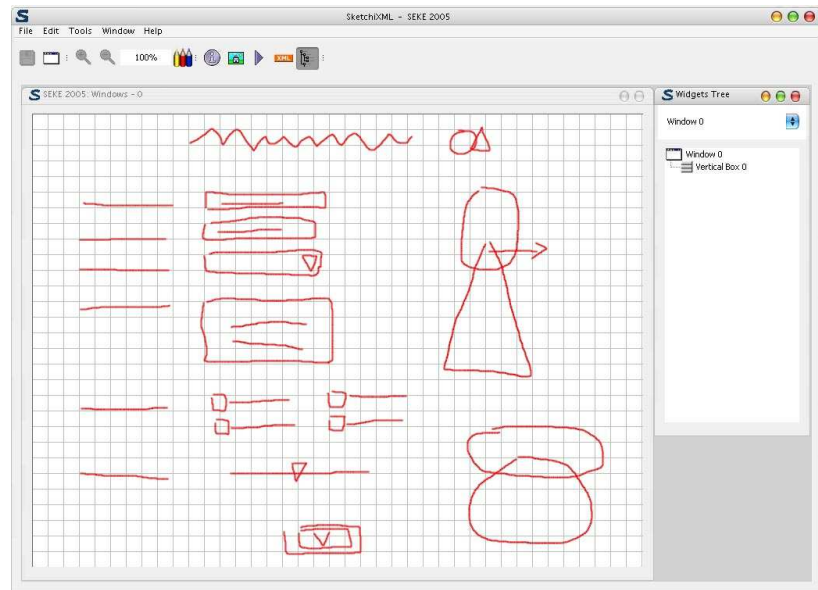## Multi-Agent Design Tool for Sketching User Interfaces

USI Sketch

UsiSketch consists of a multiplatform multi-agent interactive application that enables designers, developers, or even end users to sketch user interfaces with different levels of details and support for different contexts of use. The results of the sketching are then analyzed to produce interface specifications independently of any context, including user and platform. These specifications are exploited to progressively produce one or several interfaces, for one or many users, platforms, and environments.

Features

- Recognition of gestures and sketches
- Interpretation of these sketches as user interface widgets
- Possibility of extending the library by adding own gestures associated to specific widget
- Generation of the corresponding specification of the interface in UsiXML language

Inputs

The input is a sketch representing user interface widgets. To enter the data, the device used is a graphic tablet with a stylus.

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Outputs

The output is the UsiXML code representing the specification of the user interface sketched. This code corresponds to the Concrete User Interface level of abstraction of the Cameleon Reference Framework.

Planned version of the tools

- 2010 - The first version is named SketchiXML and is implemented to support the version 1.8 of UsiXML language.
- 2011 - The second version will fix different bugs present in the current version of the tool.
- 2012 - The final version will continue fixing different bugs of the current version and add support of the version 2.0 of UsiXML language.

Authors

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