VL/HCC Workshop:

Sketch Tools for Diagramming

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Editors

Beryl Plimmer & Tracy Hammond

Diagrams are widely used as abstract models of systems. Most diagrams are conceived and created with an old-fashioned pen on a piece of blank paper or a whiteboard. Sketch diagramming tools provide the unrestrained space of paper and the document preparation support of computers. However there are many outstanding challenges before we can provide 'really good' sketch tools for tasks such as diagramming

The goal of the workshop is to foster interaction between the sketch tools, visual languages, and diagrams communities to facilitate an exchange of results and challenging problems. From the sketch tool perspective there are three big challenges: an interface that is as easy to use as paper; reducing the error rates for recognition engines; and toolkits to reduce the effort required to integrate sketching into existing diagramming tools.

The papers submitted to this workshop cover three different aspects of sketch tools: recognition engines, sketch tool applications and reflections on the general goals and problems we are trying to address.

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