

VL/HCC Workshop:

Sketch Tools for Diagramming

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Editors

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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.

We would like to extend our thanks to the authors, programme committee and reviewers all of whom have help with the compilation of this volume.

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Table of Contents

A Profile-driven Sketching Interface for Pen-and-Paper Sketches <i>Alexandra Bartolo, Philip Farrugia, Kenneth Camilleri, Jonathan Borg: University of Malta</i>	1
Formality in Sketches and Visual Representation: Some Informal Reflections <i>Alan F Blackwell & Luke Church: University of Cambridge, Beryl Plimmer: University of Auckland, Dave Gray, XPLANE</i>	11
A Model-Based Recognition Engine for Sketched Diagrams <i>Florian Brieler, Mark Minas: Universität der Bundeswehr</i>	19
Towards Semantic Role Labeling of Hand-drawn Sketches <i>Gennaro Costagliola : University of Salerno, Alberto Greco: University of Genova</i>	29
EditION: A Collaborative Calligraphic Tool to Manage Virtual Environments <i>Alfredo Ferreira, Marco Vala, Guilherme Raimundo, Joaquim A. Jorge, J.A. Madeiras Pereira, Ana Paiva: IST/Technical University of Lisbon</i>	37
Sketching for the Refinement Stage of Design <i>Gabe Johnson, Carnegie Mellon University</i>	47
Calico: A Tool for Early Software Design Sketching <i>Nicolas Mangano, Alex Baker, Mitch Dempsey, Emily Oh Navarro, André van der Hoek: University of California, Irvine</i>	51
What!?! No Rubine Features?: Using Geometric-based Features to Produce Normalized Confidence Values for Sketch Recognition <i>Brandon Paulson, Pankaj Rajan, Pedro Davalos, Ricardo Gutierrez-Osuna, Tracy Hammond: Texas A&M University</i>	57
Cross-Domain Diagram Sketch Recognition <i>Paul Schmieder, Beryl Plimmer: University of Auckland, Jean Vanderdonckt: Université Catholique de Louvain</i>	64
Chinese Characters as Sketch Diagrams Using a Geometric-Based Approach <i>Paul Taele, Tracy Hammond: Texas A&M University</i>	74
Automated Sketching and Engineering Culture <i>Peter Varley, Pedro Company: Universitat Jaume I</i>	83