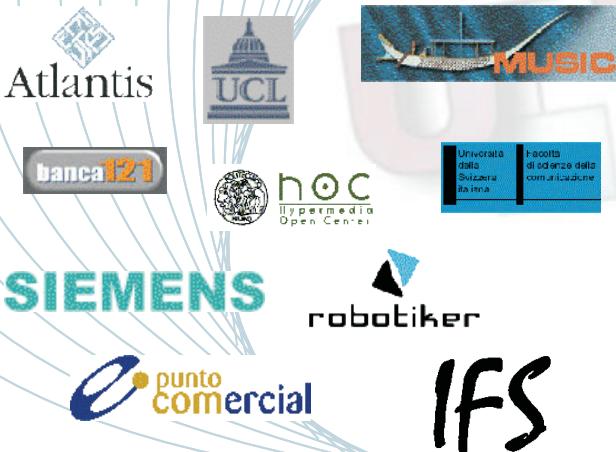


UWA



Ubiquitous Web-Applications



**Development of Methods,
Notations and Tools for
Design and Prototyping of
complex ubiquitous
Web-Applications**

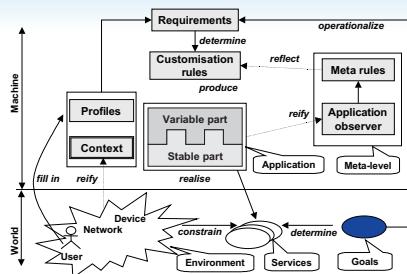
www.uwaproject.org

What is a Web application?

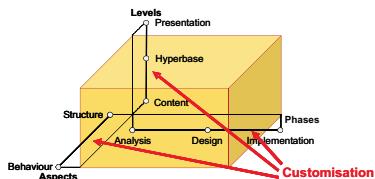
- An application designed from the start to run in a web-based environment
 - **Hypermedia aspects** must be taken into account throughout the application lifecycle
- A web application is an application, not just a set of web pages
 - Implies the notion of a session

Customisation -- the key to UWAs

- Customisation as the uniform mechanism to provide adaptability
- Customisation framework based on a reflective architecture

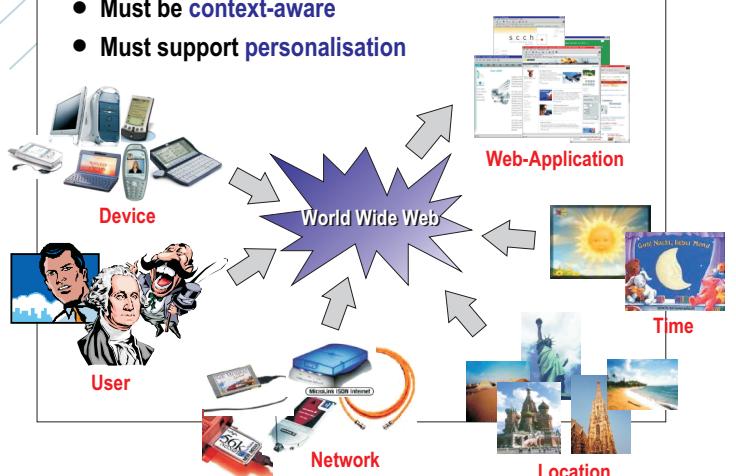


- Holistic view on the development process of a UWA



What is an **ubiquitous** Web application?

- Anytime / anywhere / anymedia syndrome
- Takes into account different capabilities of devices (display size, method of input, ...)
- Must be **context-aware**
- Must support **personalisation**



Customisation Rules

- Translate requirements into the variable part of the ubiquitous Web-Application
- Use the event/condition/action mechanism

