Abstract

In recent years, given the development of networks and technological innovations, the user mobility has increased so much. That is why the interactive applications must be executed on both mobile devices as PDAs, mobile phones and PC. The user is then progressing in a varied and dynamic environment. Therefore, the challenges of the User Interface are related to the adaptation to the context of use. This paper describes a model-based approach to generate user interfaces adapted to their context of use, while respecting usability. The Model Driven Engineering is used to provide solutions to the problems of adaptation and usability and allow automatic generation of user interfaces. The case study pertaining to a tourist guide system is used to illustrate our approach.

References


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