Abstract

With the latest innovations in the field of digital computing, communication and interconnecting technology, a new and of its own type of pervasive physical-digital ecosystem has started to emerge and in future it will be more ubiquitous, more dominant, more potent, more useful, more helpful, more usable. Finally, it will emerge as inevitable and indispensable part of our mundane interaction environment and everyday lifestyle experience. The designers, developers and practitioners of human-system interaction design have got a vital role to play in this transformation. The system development life cycle is the fundamental iterative reference cycle that specifies how to design and develop such technological systems. This work first focuses on those aspects which are of most significance from point of view of human-human concerns mediated by human-system interaction and are not appropriately addressed by canonical interaction-system development life cycle. This work then extends it along with specifying the realizing methodologies, in order to broaden the scope of the canonical system development life cycle to fulfil the present and future requisites in relation to people's interaction with the totality of ubiquitous environment in all respects.
References

- Richard Harper, Tom Rodden, Yvonne Rogers and Abigail Sellen (Editors), 2008 Being Human: Human-Computer Interaction in the year 2020, Publisher: Microsoft Research Ltd

**Index Terms**

- Computer Science
- Artificial Intelligence

**Keywords**

- Software development life cycle
- Ubiquitous computing
- Human-system interaction (HSI).