2016 IEEE Symposium on
Visual Languages and Human-Centric Computing
Table of Contents

4-8 September 2016

Foreword
Organizing Committee
Keynote abstract: Drawing and the Primacy of Expression,
David Dernie
Keynote abstract: Beyond Text: The Future of IDEs,
Michael Kölling

Visual Interaction
Label Management: Keeping Complex Diagrams Usable,
Christoph Daniel Schulze, Yella Lasch and Reinhard von Hanxleden
Who Changed My Annotation? An Investigation into Refitting Freeform Ink Annotations,
Craig Sutherland, Andrew Luxton-Reilly and Beryl Plimmer
Operating Diagram Editors through Unistroke Gestures,
Christian Schenk, Sonja Schimmner and Mark Minas
An Evolutionary Approach to Determining Hidden Lines from a Natural Sketch,
Alexandra Bonnici and Kenneth Camilleri

Visual Modeling
Measuring Perceived Clutter in Concept Diagrams,
Tie Hou, Peter Chapman and Ian Oliver
Evaluation of a Modelling Language for Customer Journeys,
Ragnhild Halvorsrud, Ida Maria Haugstveit and Antoine Pultier
An Empirical Study of User Perceived Usefulness and Preference of Open Learner Model Visualisations,
Check-Yee Law, John Grundy, Rajesh Vasa and Andrew Cain
Visual Analysis of Compound Graphs,
Michael Burch

Visual Learning
Learning Programming from Tutorials and Code Puzzles: Children’s Perceptions of Value,
Kyle J. Harms, Evan Balzuweit, Jason Chen and Caitlin Kelleher
Smells in Block-Based Programming Languages,
Felienne Hermans, Kathryn T. Stolee and David Hoepelman
Coding, Reading, and Writing: Integrated Instruction in Written Language,
Robert H. Thompson, Steven L. Tanimoto, Virginia W. Berninger and William Nagy

Visual Intelligence
Visual Discovery and Model-Driven Explanation of Time Series Patterns,
Advait Sarkar, Martin Spott, Alan F. Blackwell and Mateja Jamnik
Diagnostic Visualization for Non-expert Machine Learning Practitioners: A Design Study,
Dong Chen, Rachel K. E. Bellamy, Peter K. Malkin and Thomas Erickson
Supporting End-Users in Defining Complex Queries on Evolving and Domain-Specific Data Models,
Thomas Reschennhofer and Florian Matthes
Developing Usable APIs with XP and Cognitive Dimensions,
Rahul Kamal Bhaskar, Craig Anslow, John Brosz and Frank Maurer
Data and Repositories
Austin Z. Henley and Scott D. Fleming
Declarative Setup-free Web Application Prototyping Combining Local and Cloud Datastores, 115
Filip Kis and Cristian Bogdan
Reuse of Variants in Online Repositories: Foraging for the Fittest, 124
Carlos Martos, Se Yeon Kim and Sandeep Kaur Kuttal
Putting Information Foraging Theory to Work: Community-based Design Patterns for Programming Tools, 129
Tahmid Nabi, Kyle M.D. Sweeney, Sam Lichlyter, David Piorkowski, Chris Scaffidi, Margaret Burnett and Scott D. Fleming

User Strategies
A Perspective on Blending Programming Environments and Games: 134
Beyond Points, Badges, and Leaderboards,
Titus Barik, Emerson Murphy-Hill and Thomas Zimmermann
A Domain-Specific Visual Modeling Language for Testing Environment Emulation, 143
Jian Liu, John Grundy, Iman Avazpour and Mohamed Abdelrazek
Examining Active Error in Software Development, 152
Tamara Lopez, Marian Petre and Bashar Nuseibeh
Finding Errors in the Enron Spreadsheet Corpus, 157
Thomas Schmitz and Dietmar Jannach

Professional Skill
Trials and Tribulations of Developers of Intelligent Systems: A Field Study, 162
Charles Hill, Rachel Bellamy, Thomas Erickson and Margaret Burnett
Veteran Developers’ Contributions and Motivations: An Open Source Perspective, 171
Patrick Morrison, Rahul Pandita, Emerson Murphy-Hill and Anne McLaughlin
Potential Financial Motivations for End-User Programming, 180
Chris Scaffidi
Labeling Relevant Skills in Tasks: Can the Crowd Help?, 185
Rafael Leano, Zhendong Wang and Anita Sarma

Diversity in Development
The Practices of Programming, 190
Ilias Bergström and Alan F. Blackwell
GenderMag Experiences in the Field: The Whole, the Parts, and the Workload, 199
Charles Hill, Shannon Ernst, Alannah Oleson, Amber Horvath and Margaret Burnett
End-User Development and Learning in Second Life: The "Box" as Multipurpose Building Block, 208
Anders I. March

Education and Cognition
Skill Progression in MIT App Inventor, 213
Benjamin Xie and Hal Abelson
Computational Thinking Tools, 218
Alexander Repenning, Ashok Basawapatna and Nora Escherle
Perceived Obstacles by Novice Developers Adopting User Interface APIs and Tools, 223
Irum Rauf, Pekka Perälä, Jouni Huotari and Ivan Porres
Showpieces
Polaris: Providing Context Aware Navigation in Spreadsheets,  
 Bas Jansen  
Suggesting Examples to Novice Programmers in an Open-Ended Context with the Example Guru,  
 Michelle Ichinco, Wint Hnin and Caitlin Kelleher  
Fostering Computational Thinking skills with a Tangible Blocks Programming Environment,  
 Tommaso Turchi and Alessio Malizia  
Opportunistic Visualization with iVoLVER,  
 Gonzalo Gabriel Méndez and Miguel A. Nacenta  
Transforming Spreadsheets with Data Noodles,  
 Maria I. Gorinova, Advait Sarkar, Alan F. Blackwell and Karl Prince  
Ninja Code Village for Scratch: Function Samples/Function Analyser and  
 Automatic Assessment of Computational Thinking Concepts,  
 Go Ota, Yosuke Morimoto and Hiroshi Kato  
Gradual Structuring in the Spreadsheet Paradigm,  
 Gary Miller and Felienne Hermans  
Sonic Pi - Reliable Randomisation for Performances,  
 Samuel Aaron  
Tool Demo: Operating Diagram Editors through Unistroke Gestures,  
 Christian Schenk, Sonja Schimmler and Mark Minas

Graduate Consortium
An Approach to Gesture-based Editing of Diagrams,  
 Christian Schenk  
End User Programming of Visualisations,  
 Mariana Marasoiu  
Tools for Opportunistic Information Visualization: Visual Analysis with Non-traditional Data Sources,  
 Gonzalo Méndez  
Resolving Input Validation Vulnerabilities by Retracing Taint Flow Through Source Code,  
 Justin Smith  
Designing Affordances for Navigating Information Spaces in Code Editors,  
 Austin Henley  
X marks the task: Helping developers navigate to the right task,  
 Rafael Leano  
Teaching Coding to Learning-Disabled Children with Kokopelli’s World,  
 Rob Thompson  
Suggesting and supporting examples for novice programmers,  
 Michelle Ichinco  
Embodied Programming: Supporting the Move from Concrete to Abstract,  
 Anthony Trory  
Recognizing Gender Differences in Stack Overflow Usage: Applying the Bechdel Test,  
 Denae Ford  
Socio-Economic Status and Computer Use: Designing Software that Supports Low-Income Users,  
 Charles Hill  
Supporting Collaborative Information Analysis with Interactive Visualization,  
 Dong Chen