Table of Contents

A Grand Unified Theory for Structural Computing 1
Peter J. Nürnberg, Uffe K. Wiil, and David L. Hicks

A Meta-modeling Approach to Ontological Engineering:
DL-Workbench Platform 17
Mikhail Kazakov and Habib Abdulrab

Context Modeling for Software Design 34
Tobias Berka

On the Foundations of Computing Science 46
Ulisses Ferreira

Toward a Structure Domain Interoperability Space 66
Claus Atzenbeck, Uffe K. Wiil, and David L. Hicks

An Efficient E-mail Monitoring System
for Detecting Proprietary Information Outflow
Using Broad Concept Learning 72
Byungyeon Hwang and Bogju Lee

Interface Design – Use of Audio as an Output 79
Kirstin Lyon and Peter J. Nürnberg

Developer Support in Open Hypermedia Systems:
Towards a Hypermedia Service Discovery Mechanism 89
Nikos Karousos and Ippokratis Pandis

A Structural Computing Model for Dynamic Service-Based Systems 100
Peter King, Marc Nanard, Jocelyne Nanard, and Gustavo Rossi

Structuring Cooperative Spaces:
From Static Templates to Self-Organization 119
Jessica Rubart and Thorsten Hampel

Dynamic Personalization in Knowledge-Based Systems
from a Structural Viewpoint 126
Armin Ulbrich, Dolly Kandpal, and Klaus Tochtermann

Some Notes on Behavior in Structural Computing 143
*Michalis Vaitis, Manolis Tzagarakis, Konstantinos Grivas,
and Eleftherios Chrysochoos*

Strategies for Hypermedia Design Modeling 150
Ahmet Sıkıcı and N. Yasemin Topaloğlu

The EXTERNAL Experience on System and Enterprise Integration 158
Weigang Wang, Frank Lillehagen, Dag Karlsen, Svein G. Johnsen, John Krogstie, Jessica Rubart, and Jörg M. Haake

Interaction with Information Technology Seen as Communication 175
Frank Wagner

Meta-analysis and Reflection as System Development Strategies 178
Christopher Landauer and Kirstie L. Bellman

A Dynamic Aspect Weaver over the .NET Platform 197
Luis Vinuesa and Francisco Ortin

Author Index 213