

Contents

List of Figures	xvi
List of Tables	xx
1 Introduction	1
1.1 Motivation	2
1.2 Problem statement	3
1.3 Thesis goals	4
1.4 The proposed solution	6
1.5 Research methodology	7
1.6 Thesis context	8
1.7 Thesis structure	9
2 Background	11
2.1 Business Process Management	12
2.1.1 Business process modeling	12
2.1.2 Business process execution	17
2.1.3 Analysis and discussion	19
2.2 The Internet of Things	19

2.2.1	Technological support	21
2.2.2	Auto-ID frameworks	24
2.2.3	Languages for specification	29
2.2.4	Analysis and discussion	32
2.3	Mobile applications	33
2.3.1	The Android platform	34
2.4	Conclusions	37
3	State of the art	39
3.1	Smart workflows	42
3.1.1	Analysis and discussion	46
3.2	Physical Mobile Interactions	47
3.2.1	Analysis and discussion	52
3.3	Mobile business processes	53
3.3.1	Analysis and discussion	57
3.4	Conclusions	58
4	A design method for physical mobile workflows	61
4.1	Design method overview	63
4.1.1	Why a modeling approach?	64
4.1.2	Steps of the method	65
4.1.3	Guidance through the process	68
4.2	Capturing technology-independent requirements	71
4.2.1	The obtrusiveness concept	74
4.2.2	Physical interaction	77
4.3	Technological requirements	80
4.3.1	Technological analysis	80
4.3.2	Deployment configuration	82
4.4	Validating the design with users	83
4.4.1	Requirements for the evaluation	84

4.4.2	Fast-prototyping for physical mobile workflows	85
4.5	Tool support for the method	89
4.5.1	The Parkour metamodel	90
4.5.2	Model-based validation	96
4.6	Conclusions	99
5	Automating the development	101
5.1	The architectural process	103
5.2	Elaboration of the architecture	106
5.2.1	Architecture requirements	106
5.2.2	Technology-independent architecture	107
5.2.3	Programming model	112
5.2.4	Technology mapping	117
5.2.5	Mock Platform	124
5.2.6	Vertical prototype	126
5.3	Automating the development process	129
5.3.1	Architecture metamodel	130
5.3.2	Using design concepts for development	133
5.3.3	Glue code generation	139
5.4	Conclusions	144
6	Adapting obtrusiveness at run-time	147
6.1	Adapting the obtrusiveness level	150
6.1.1	The obtrusiveness adaptation space	152
6.1.2	Defining context conditions	154
6.1.3	Defining transitions	156
6.2	Reconfiguring architecture components	159
6.2.1	Model-based reconfiguration	160
6.2.2	Reconfiguration policies specification	162
6.3	Development of reconfigurable components	164

6.3.1	Develop alternative components	165
6.3.2	Connect sources of contextual information	166
6.3.3	Extend the infrastructure	168
6.3.4	Consider efficiency aspects	169
6.4	Conclusions	171
7	Validation of the proposal	173
7.1	Designing the smart workflow	175
7.1.1	User activities	175
7.1.2	Requirements for physical interaction	178
7.1.3	Technological analysis	183
7.1.4	Deployment configuration	185
7.2	Early-stage evaluation	187
7.2.1	Workflow re-design	191
7.3	Obtaining a final implementation	192
7.3.1	Task support	193
7.3.2	Integrating identification technologies	194
7.3.3	Communication among systems	195
7.4	Experience applying the approach	196
7.4.1	Case studies	196
7.4.2	Benefits obtained	202
7.4.3	Limitations detected	205
7.5	Conclusions	207
8	Concluding remarks	209
8.1	Contributions	210
8.2	Publications	210
8.2.1	Detail of the publications	211
8.2.2	Relevance of the publications	213
8.3	Future work	215

Bibliography	217
A Metamodels	233
A.1 Parkour metamodel	234
A.1.1 Constraints	237
A.1.2 Tool support	244
A.2 Presto metamodel	246
A.2.1 Constraints	249
A.2.2 Tool support	252
B Experimental results	255
B.1 Perceived usability of a mobile business service	256
B.1.1 Feedback from users	256
B.2 Fit for mobile working context	258
B.2.1 Feedback from users	258
B.3 Perceived impact on mobile work productivity	260
B.3.1 Feedback from users	261
B.4 Additional questions	261

