



Multimodal User Interfaces Modelling and Development

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Message from the Guest Editors

Dear Colleagues,

Multimodal interfaces, relying on input, as well as output, modalities, such as speech, gestures, are considered one of the most promising tracks for next-generation user interfaces. However, most multimodal user interfaces created nowadays still rely on ad-hoc development with little thorough modelling. Beyond the software engineering challenge of having to “reinvent the wheel” every time a new multimodal user interface is being designed and developed, multimodality can greatly benefit from research in fields such as fusion and fission of interactive modalities, modelling of user and task, multimodal interaction modelling, requirements engineering or software architectures for interactive multimodal systems. Beyond these challenges, integrating multimodal interfaces with other interaction styles, such as tangible interfaces or adaptive systems are also active fields. This Special Issue aims to provide a collection of high quality research articles that address broad challenges in both theoretical and applied aspects of multimodal interfaces development.

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