

Unifying Model- and Screen Sharing

Yentl Van Tendeloo

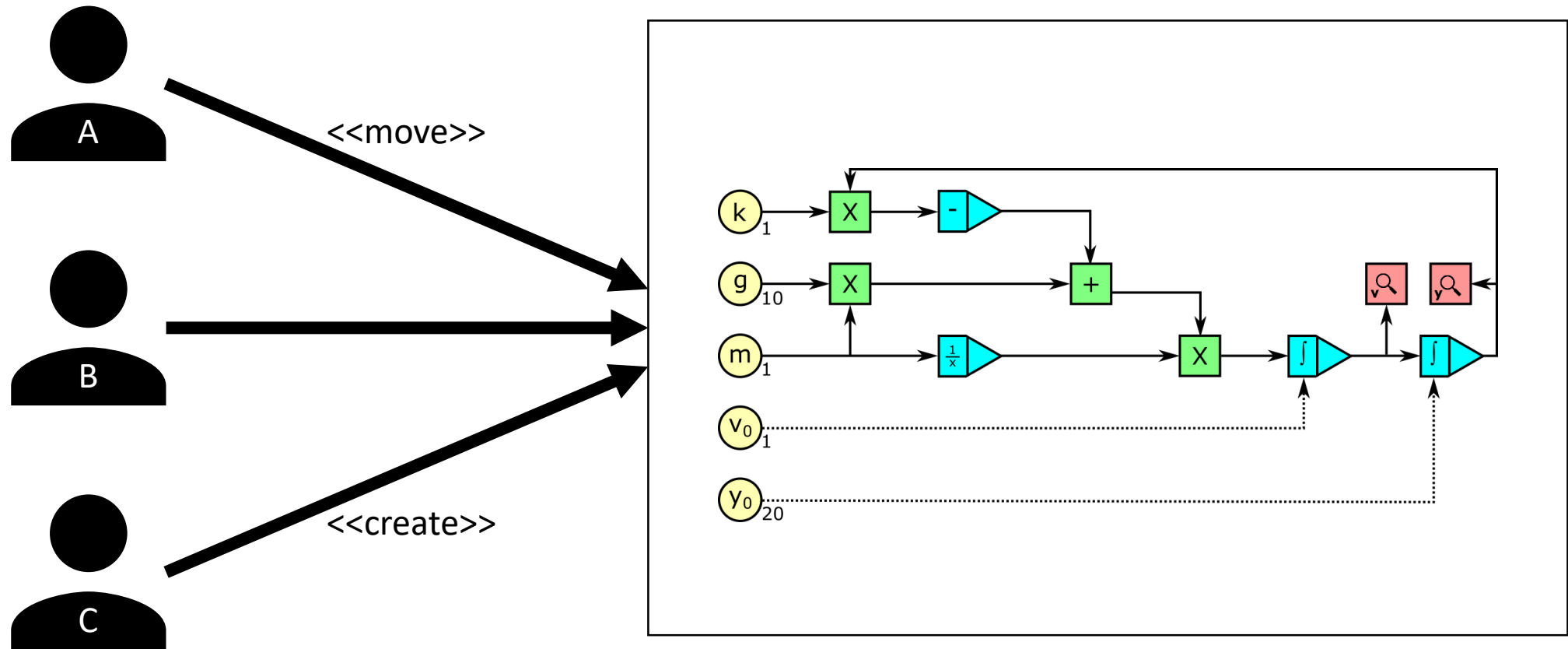
Yentl.VanTendeloo@uantwerpen.be

Hans Vangheluwe

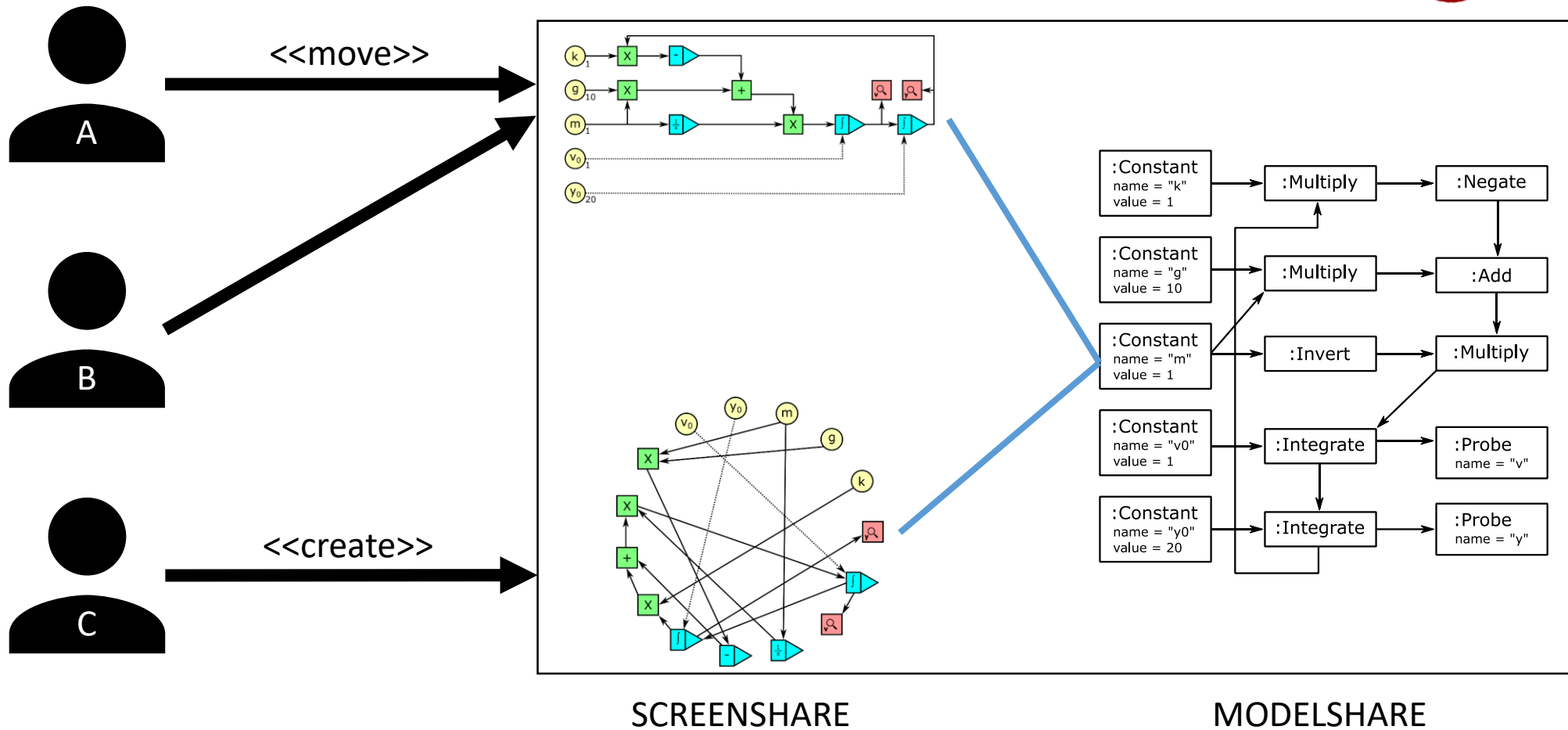
Hans.Vangheluwe@uantwerpen.be



Collaborative Modelling



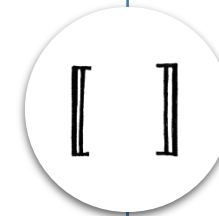
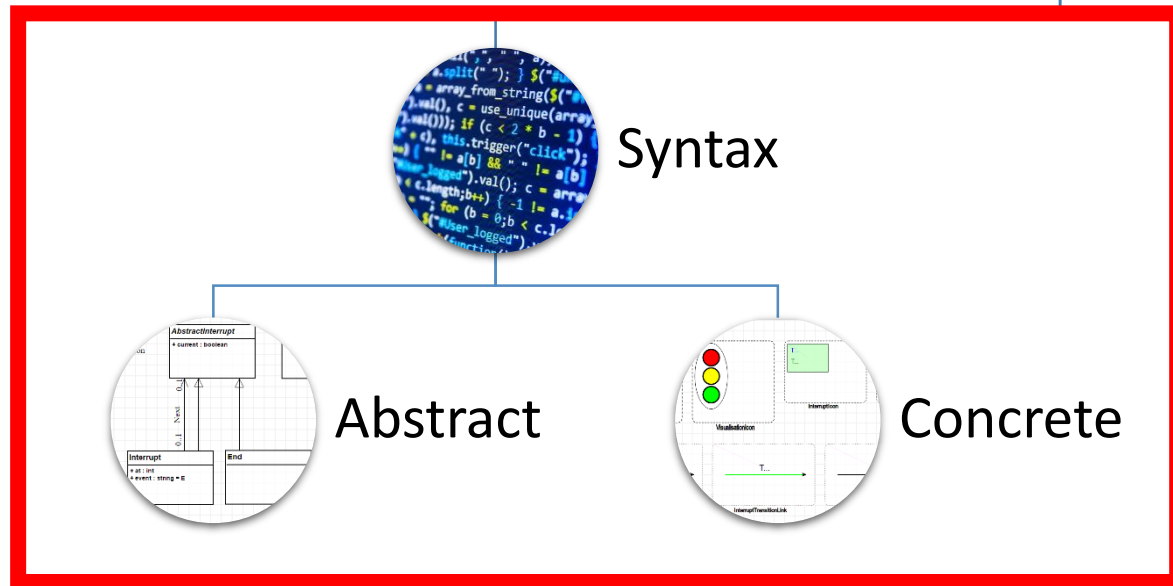
Collaborative Modelling



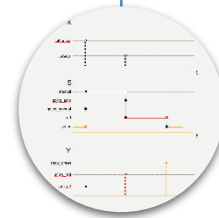
Context



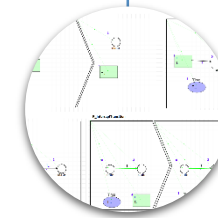
Formalism



Semantics

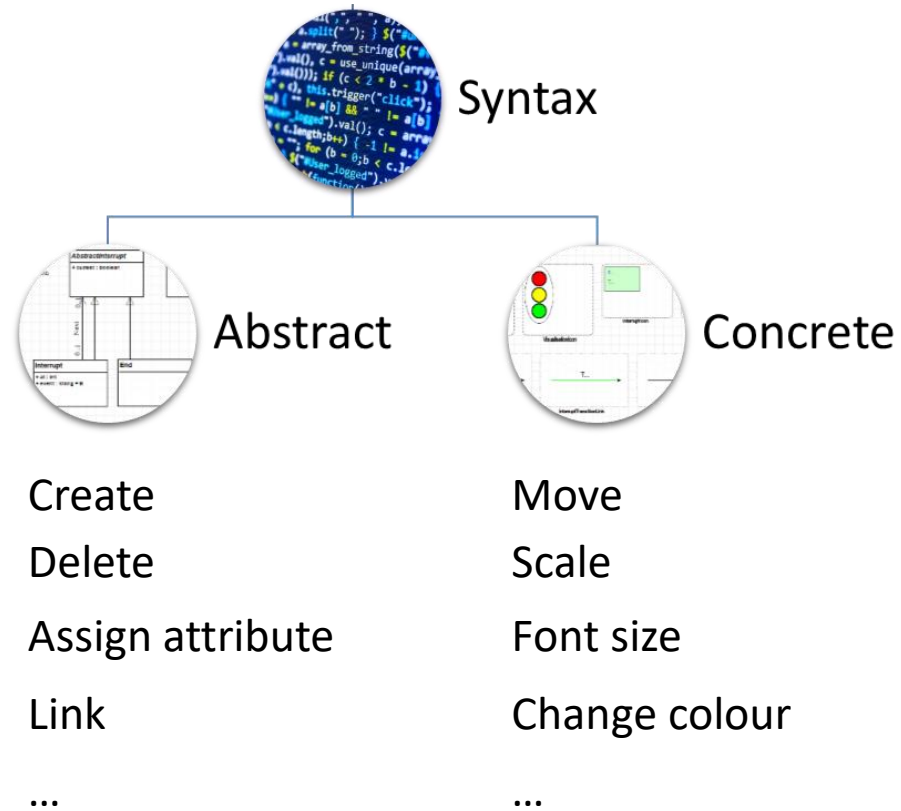


Domain



Mapping

Types of operations



Screenshare

VS

Modelshare



COMBINE

DOCUMENTATION

MULTI-
VIEW

PORTABILITY

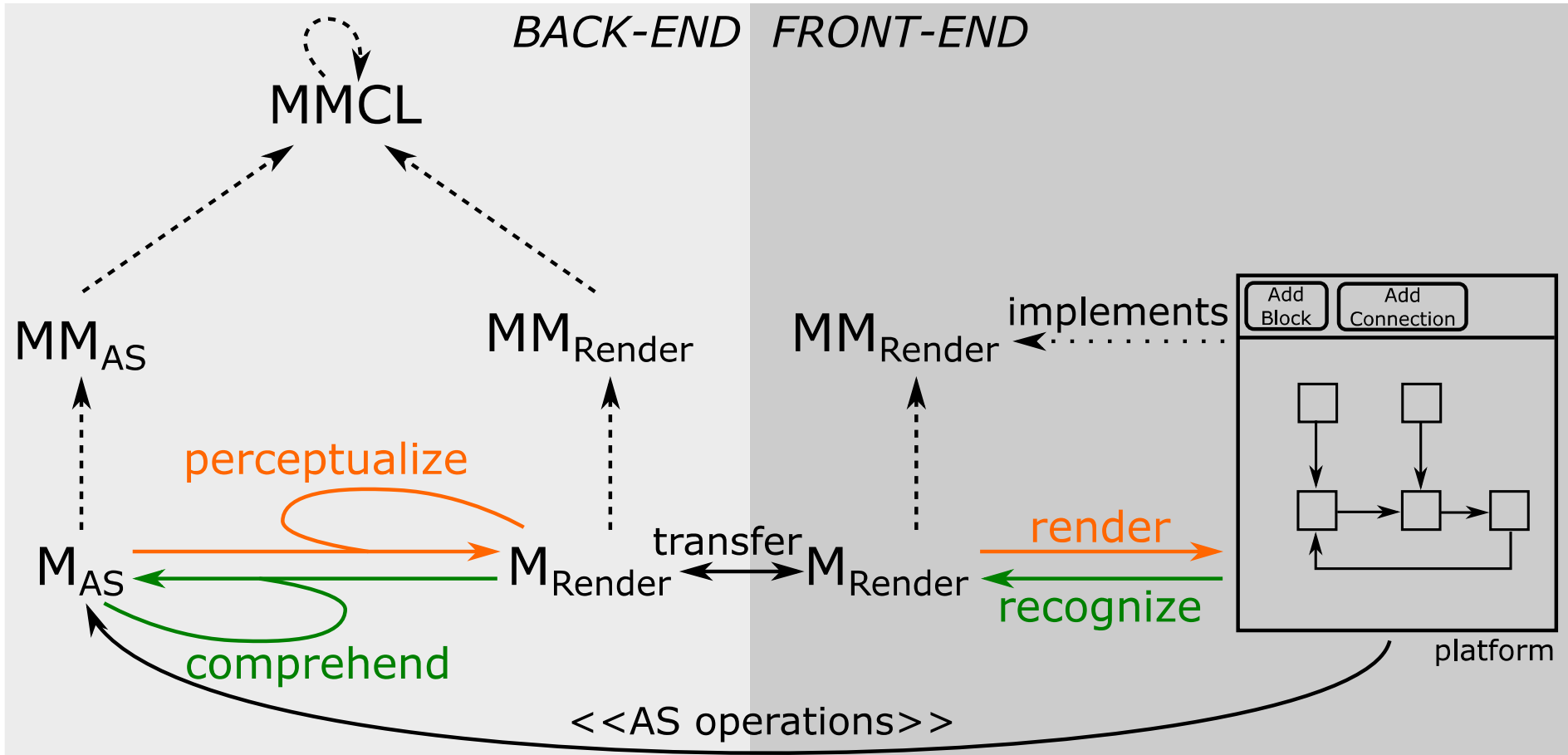
EXTERNAL
TOOLS

SEMANTICS

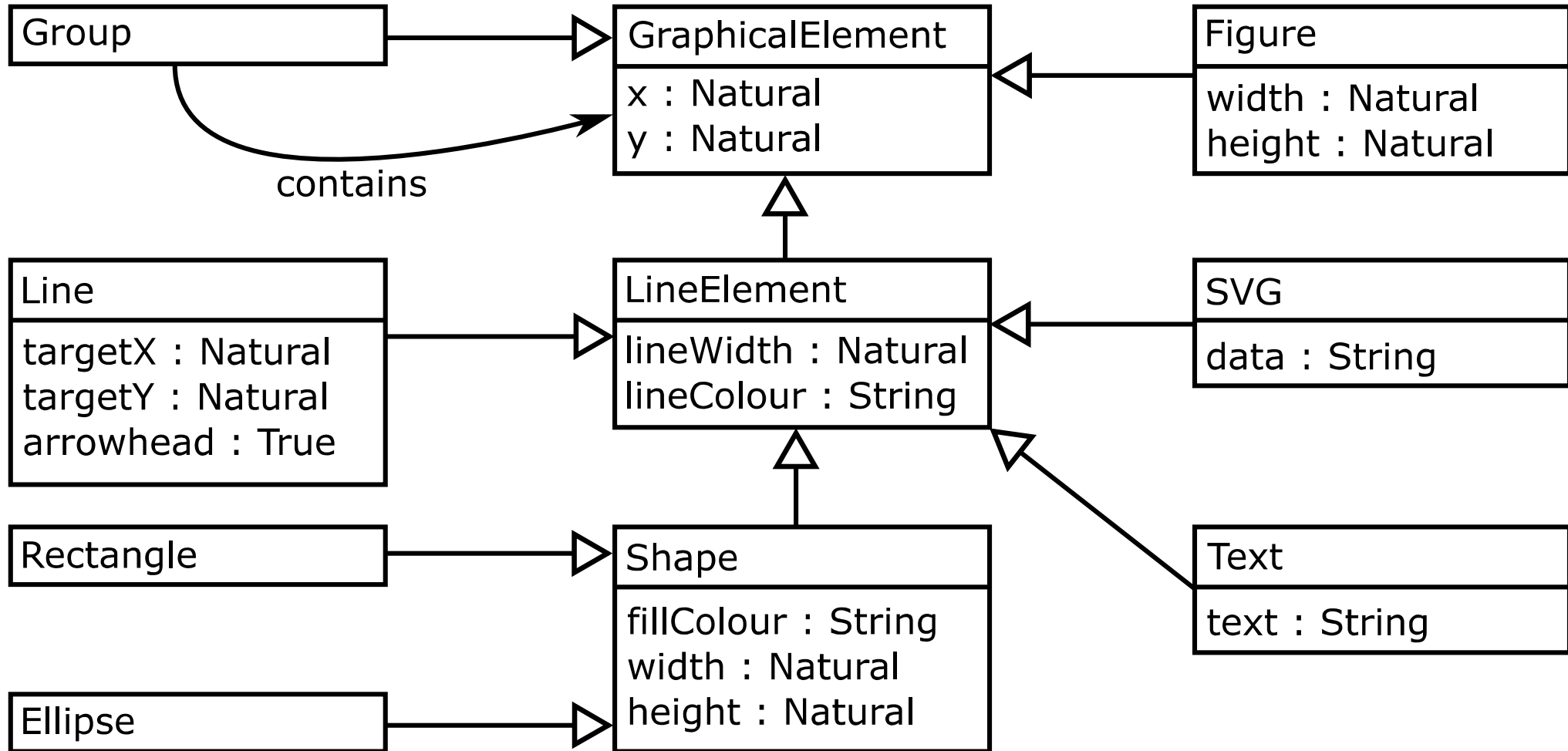


MODEL
EVERYTHING!

Concrete Syntax

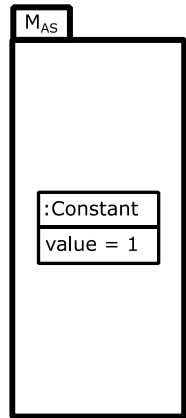


Concrete Syntax: MM_{Render}



Concrete Syntax (example)

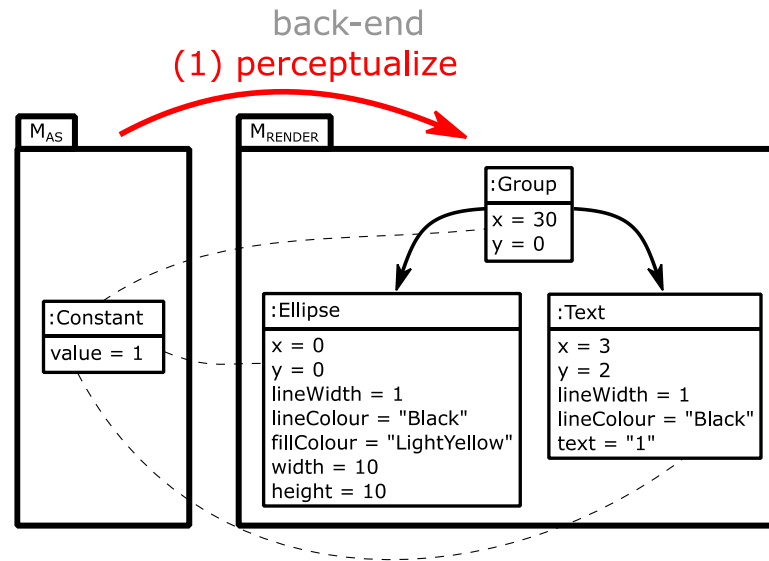
back-end



communication

front-end

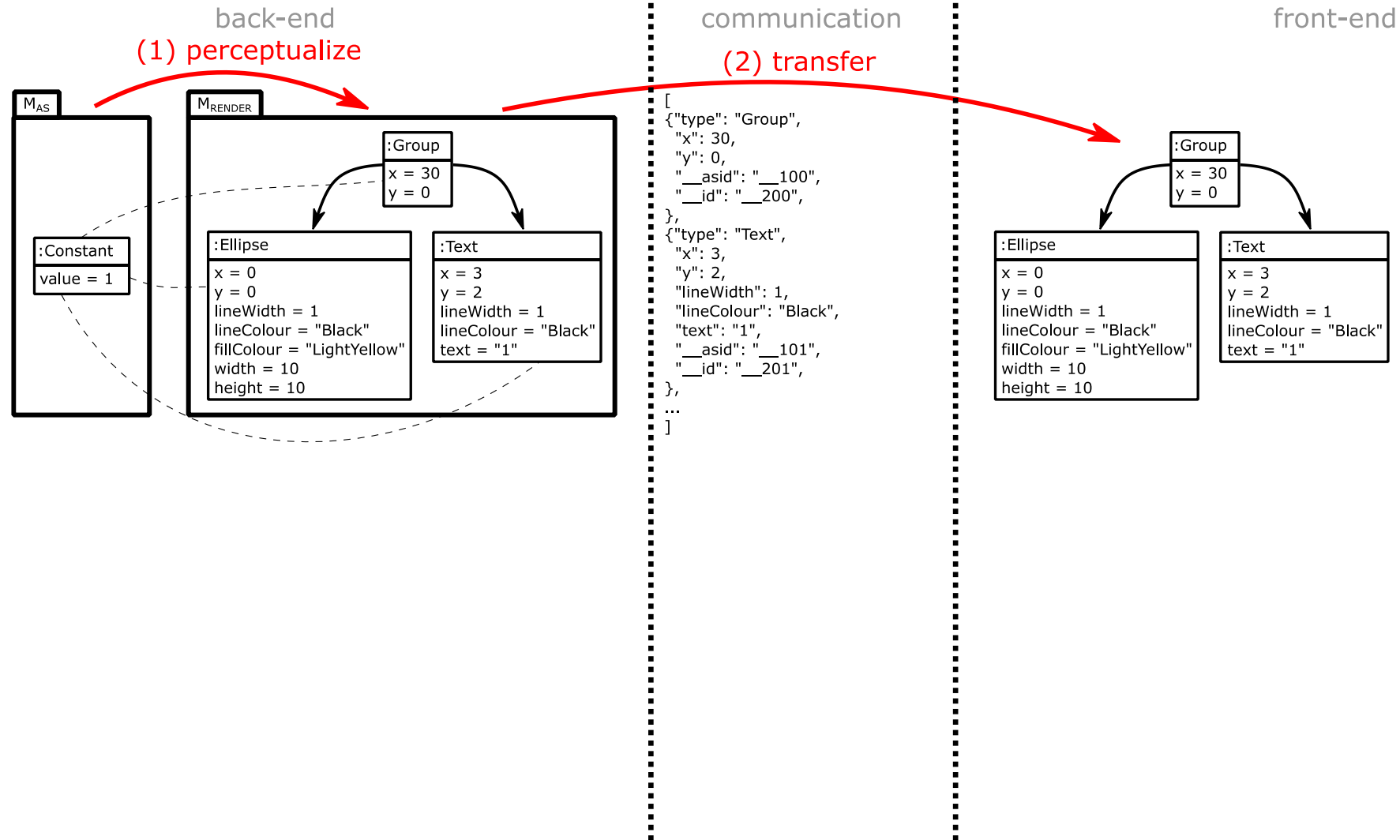
Concrete Syntax (example)



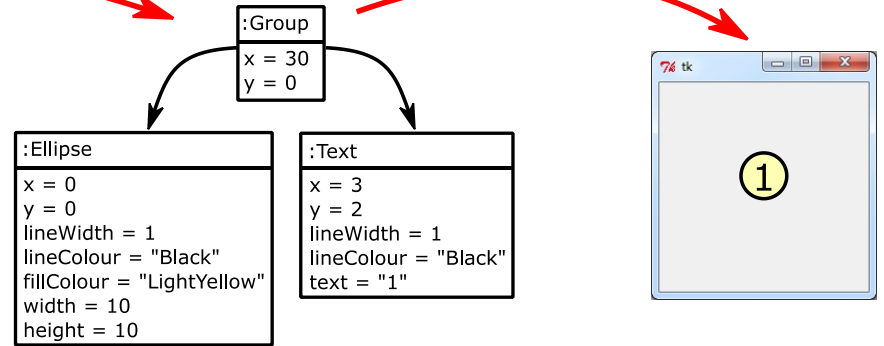
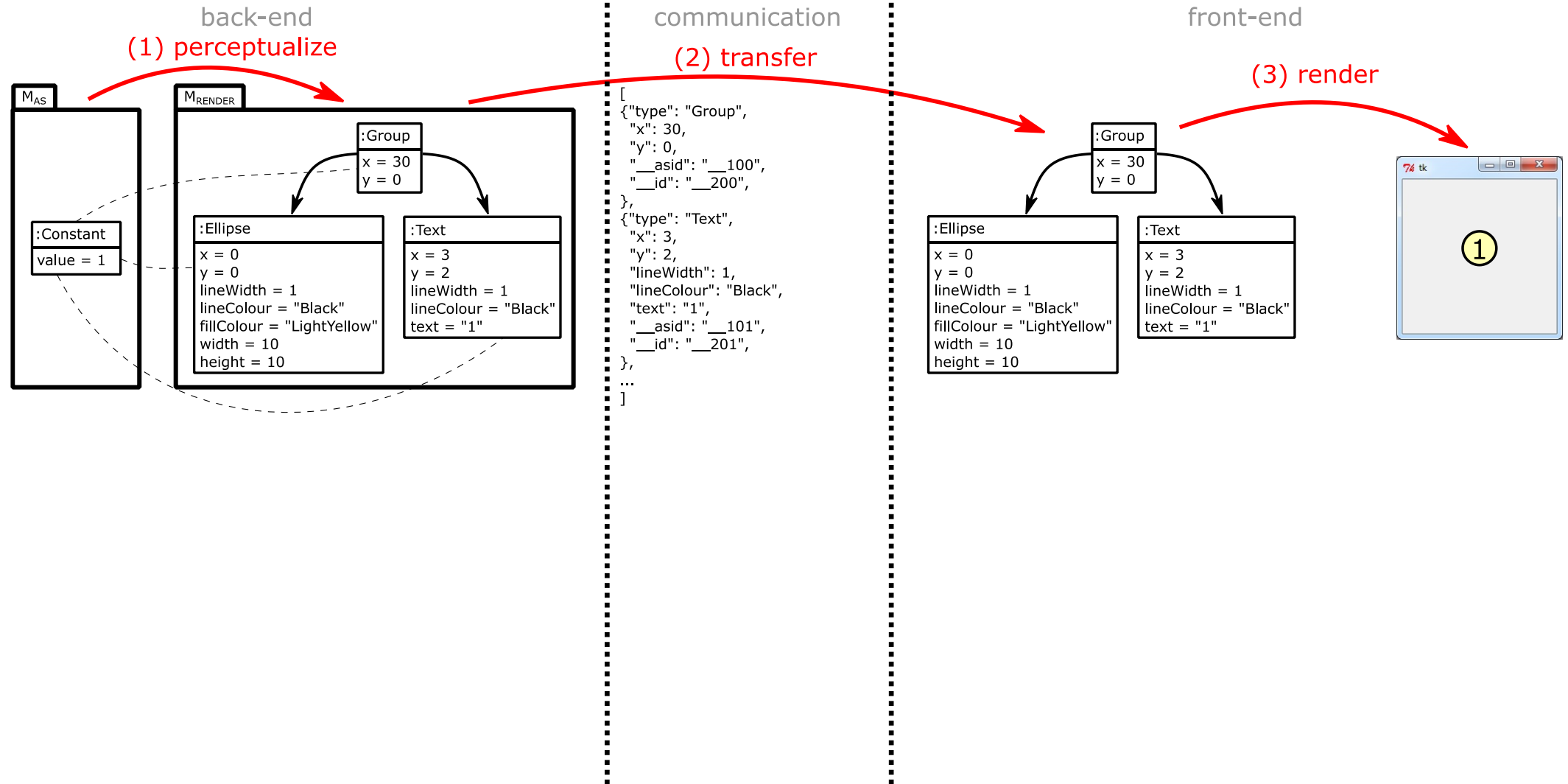
communication

front-end

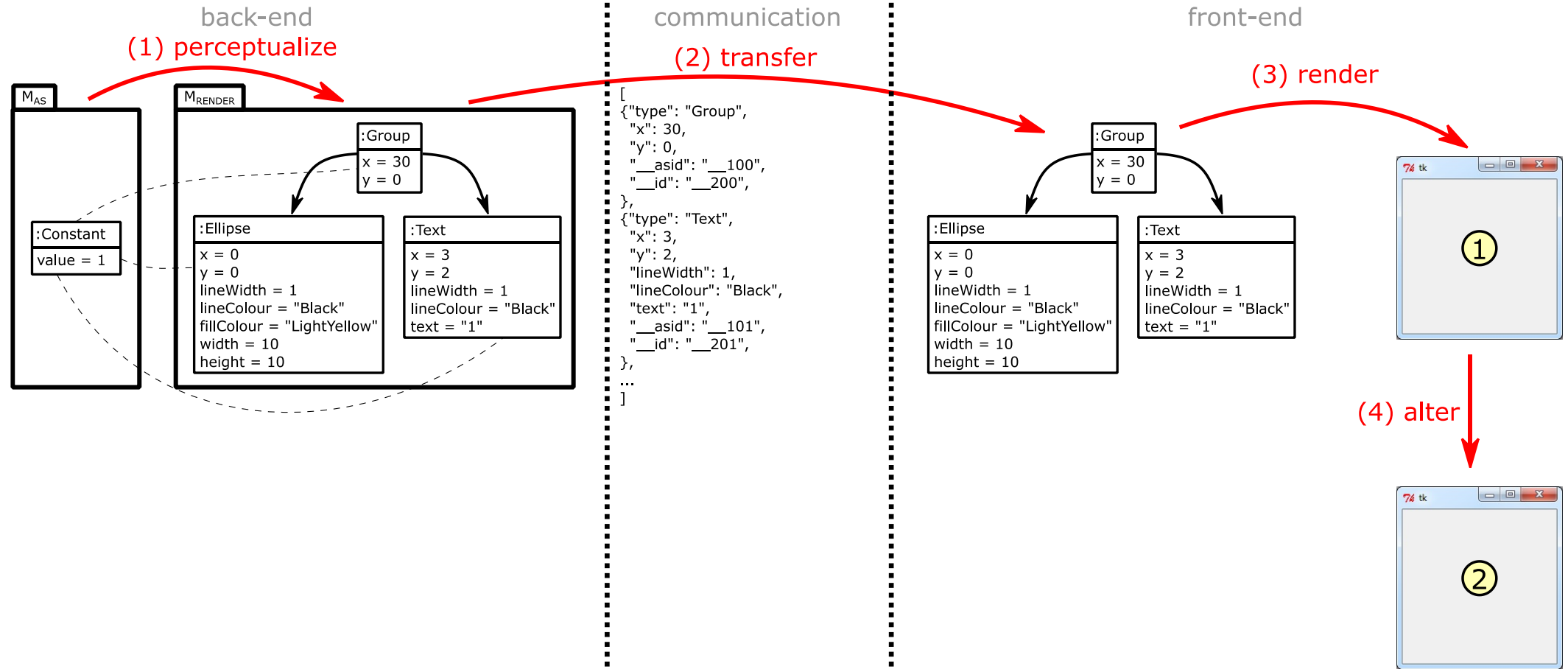
Concrete Syntax (example)



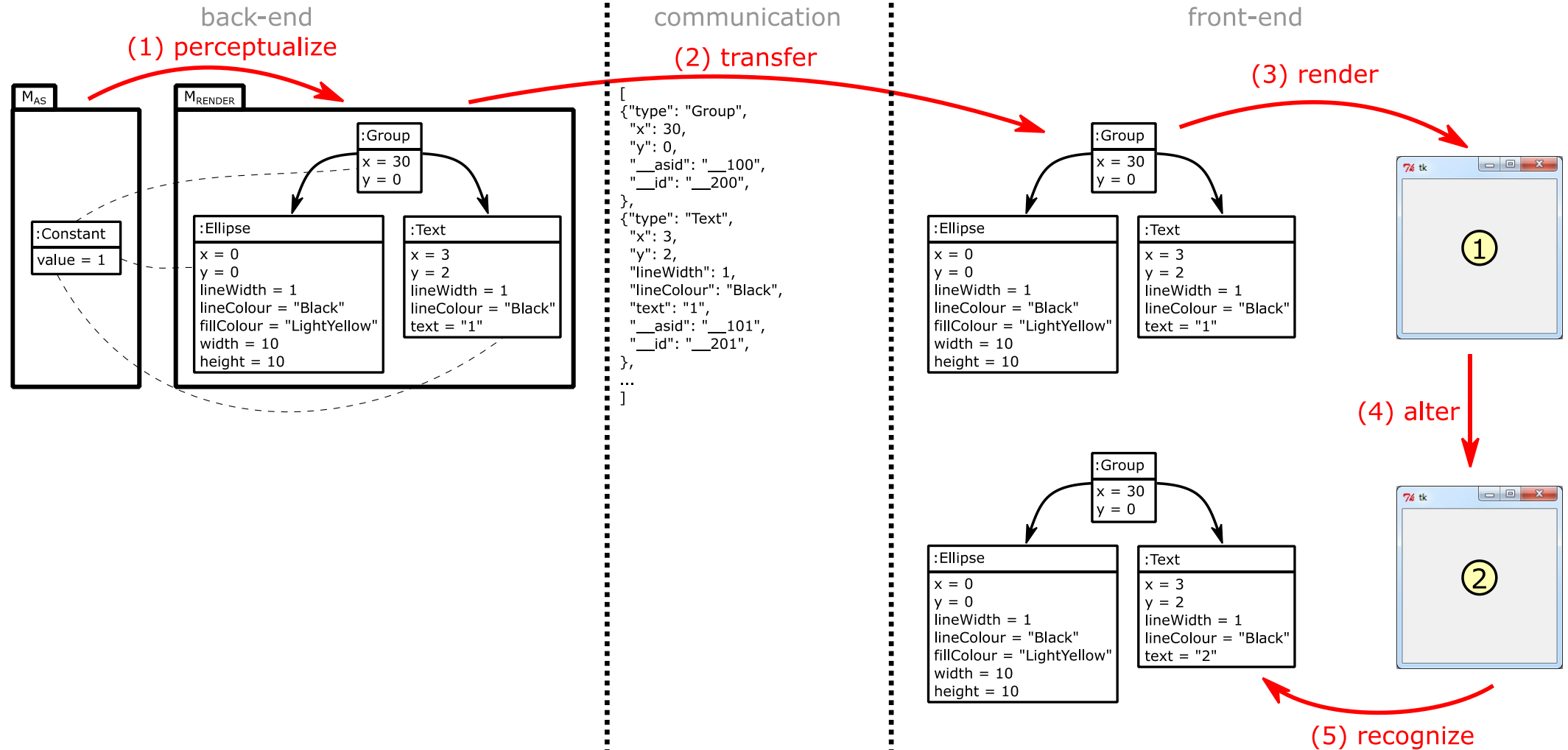
Concrete Syntax (example)



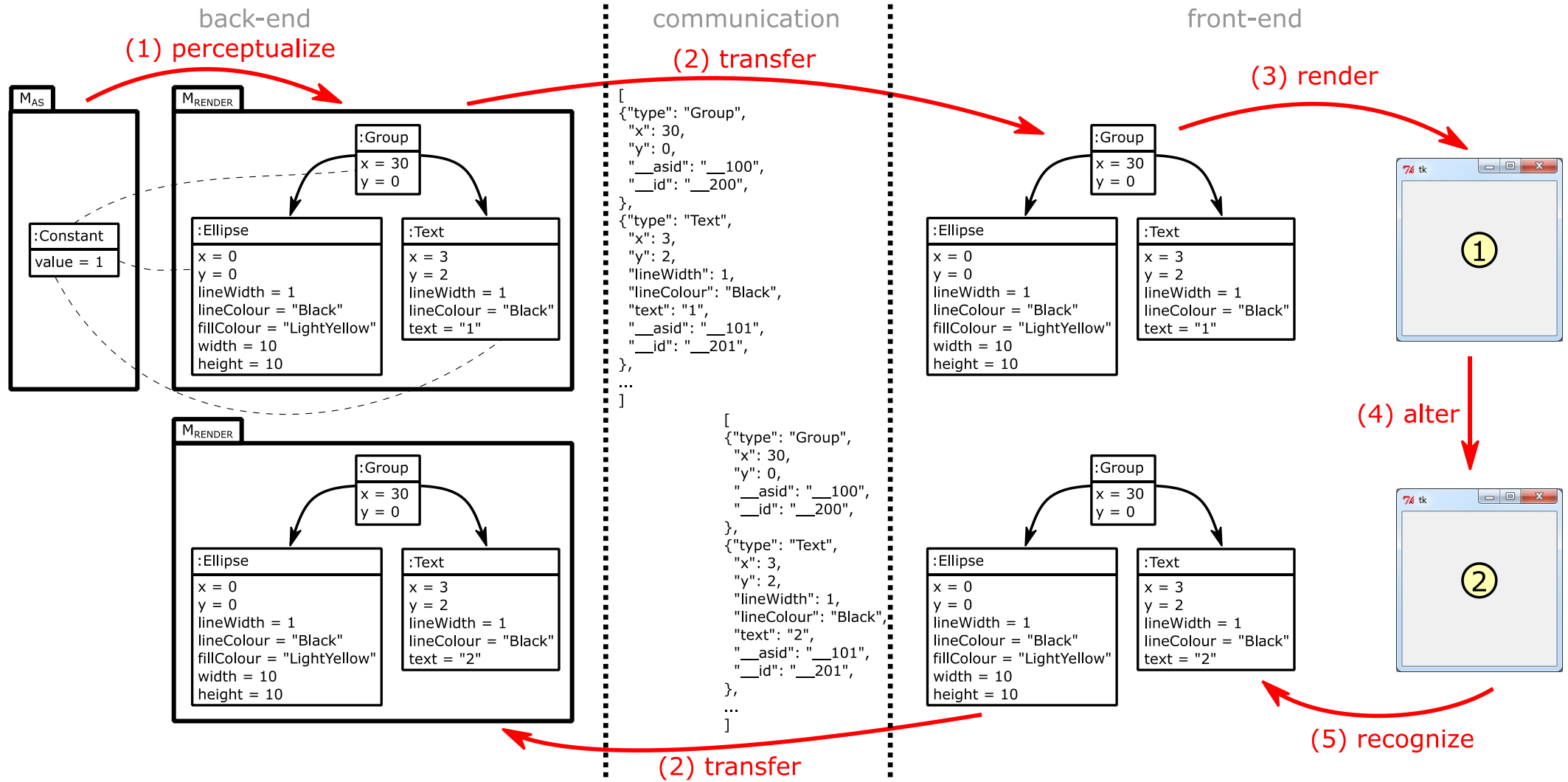
Concrete Syntax (example)



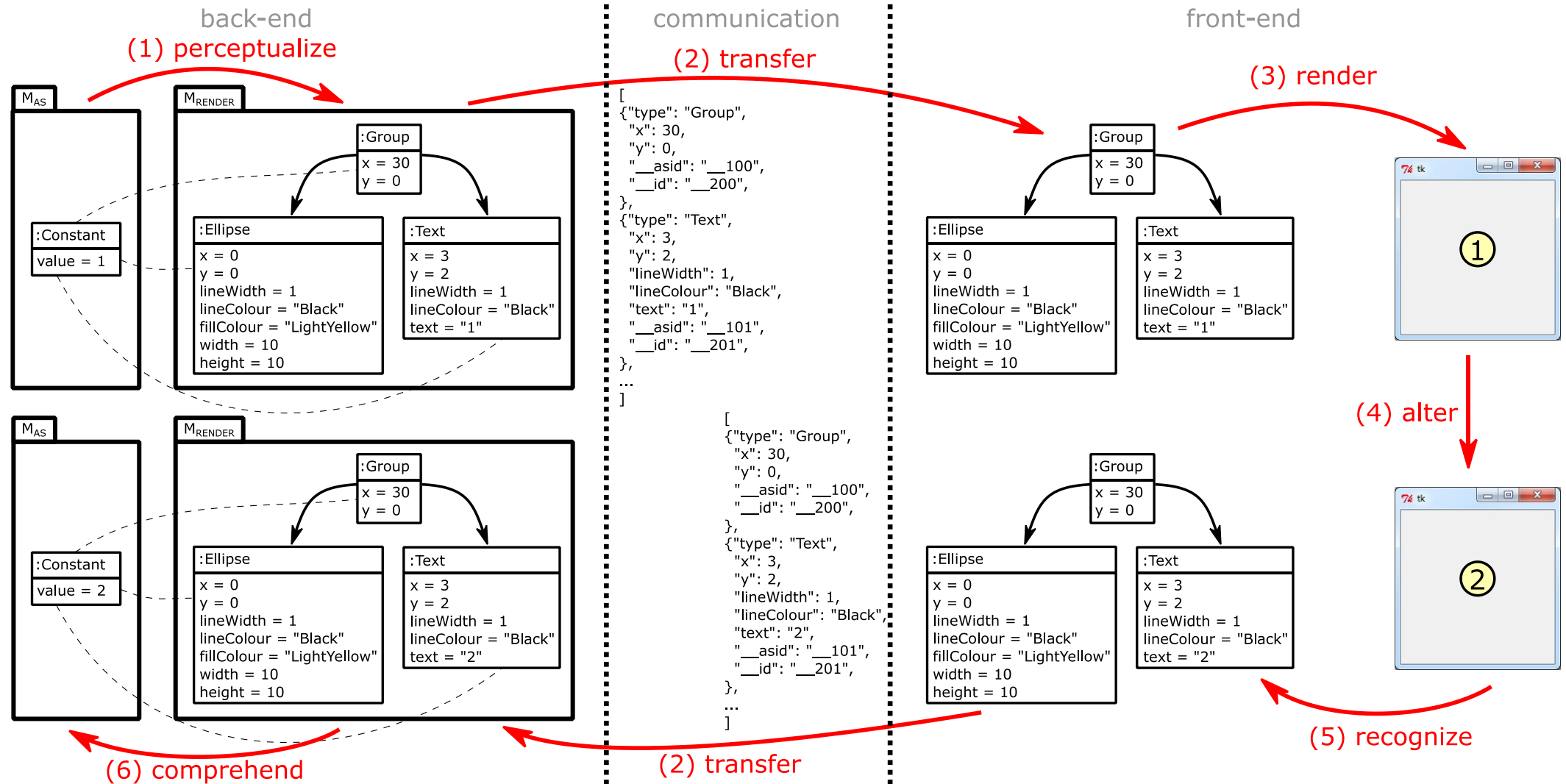
Concrete Syntax (example)



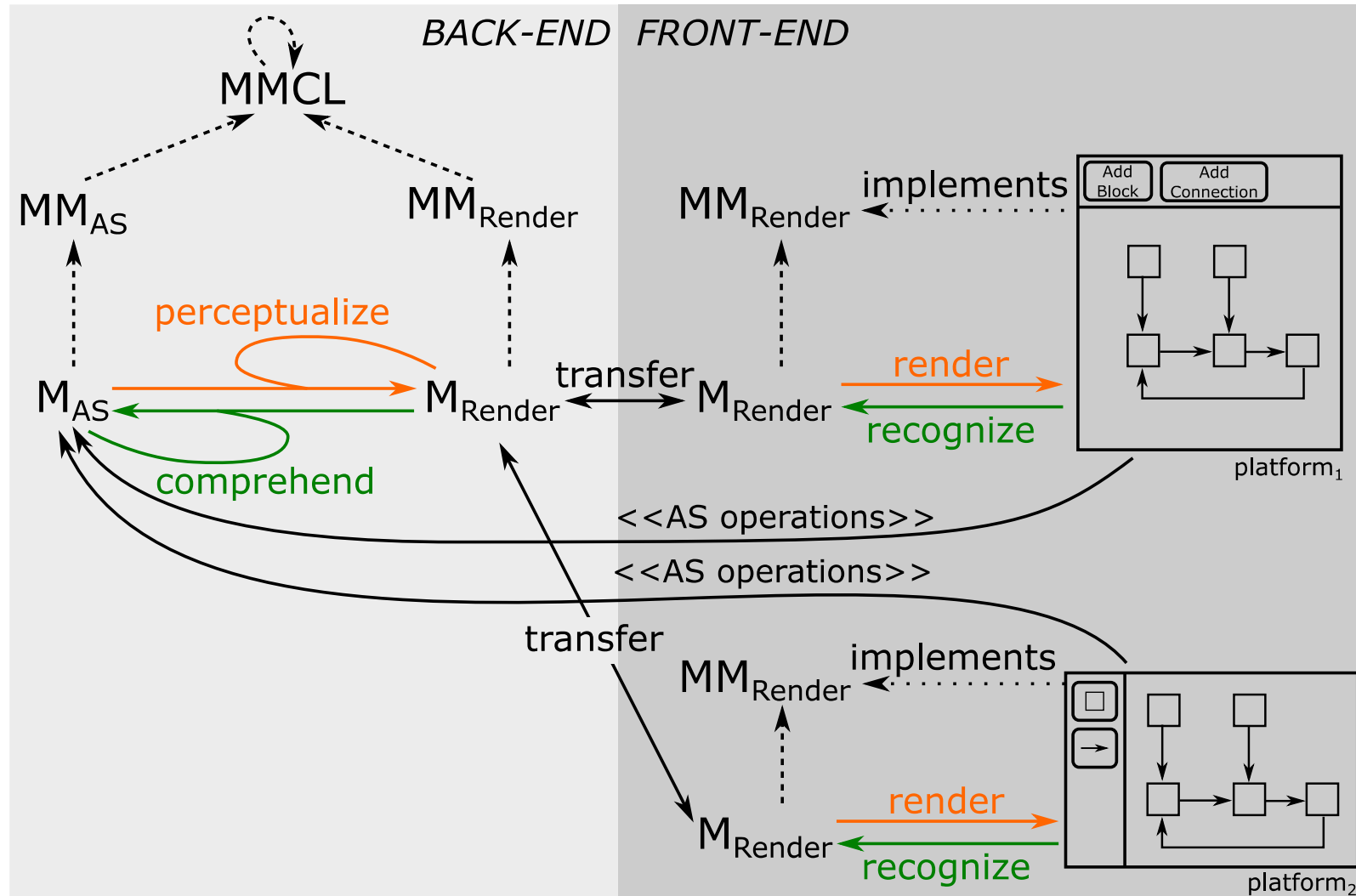
Concrete Syntax (example)



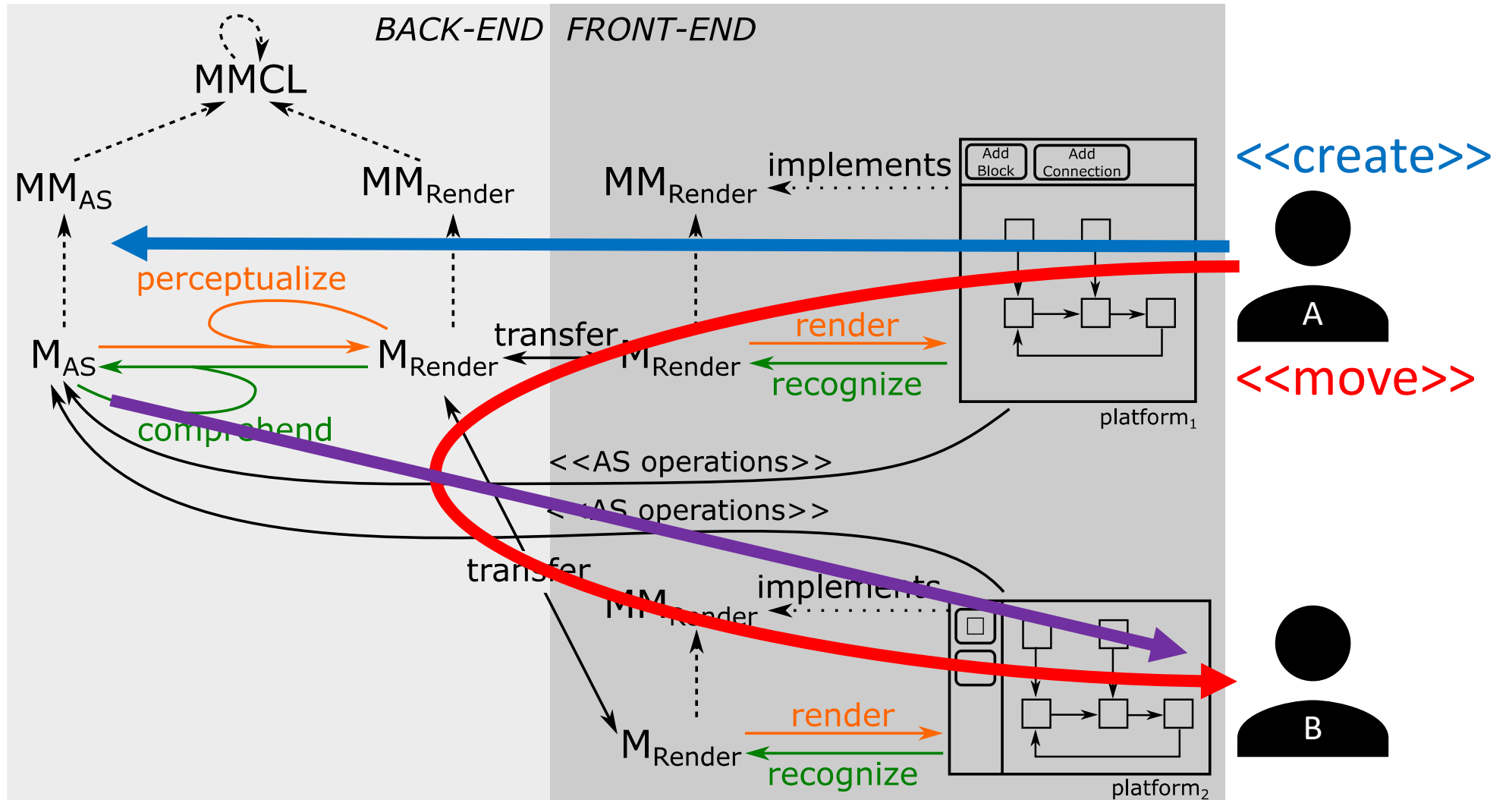
Concrete Syntax (example)



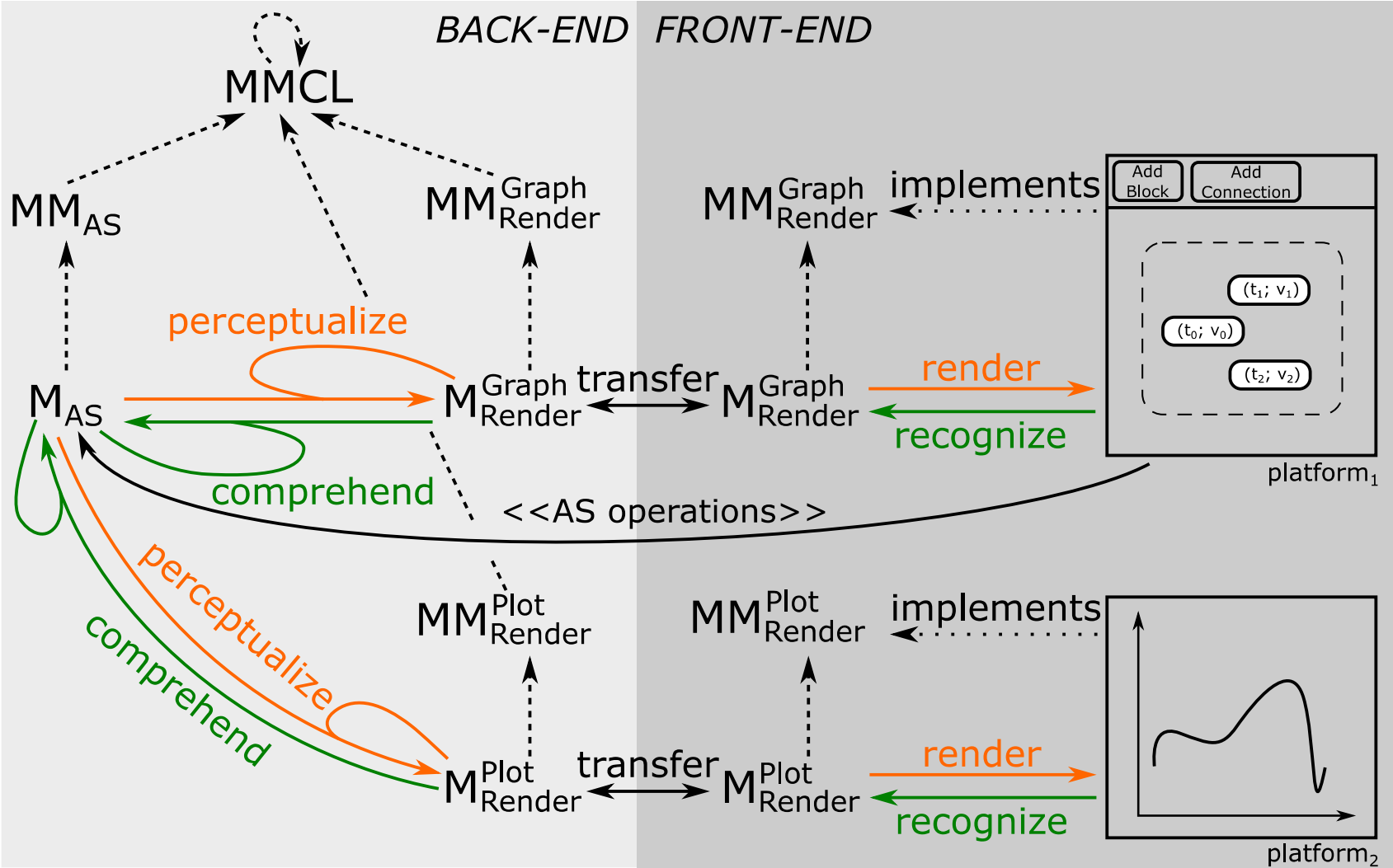
Screenshare



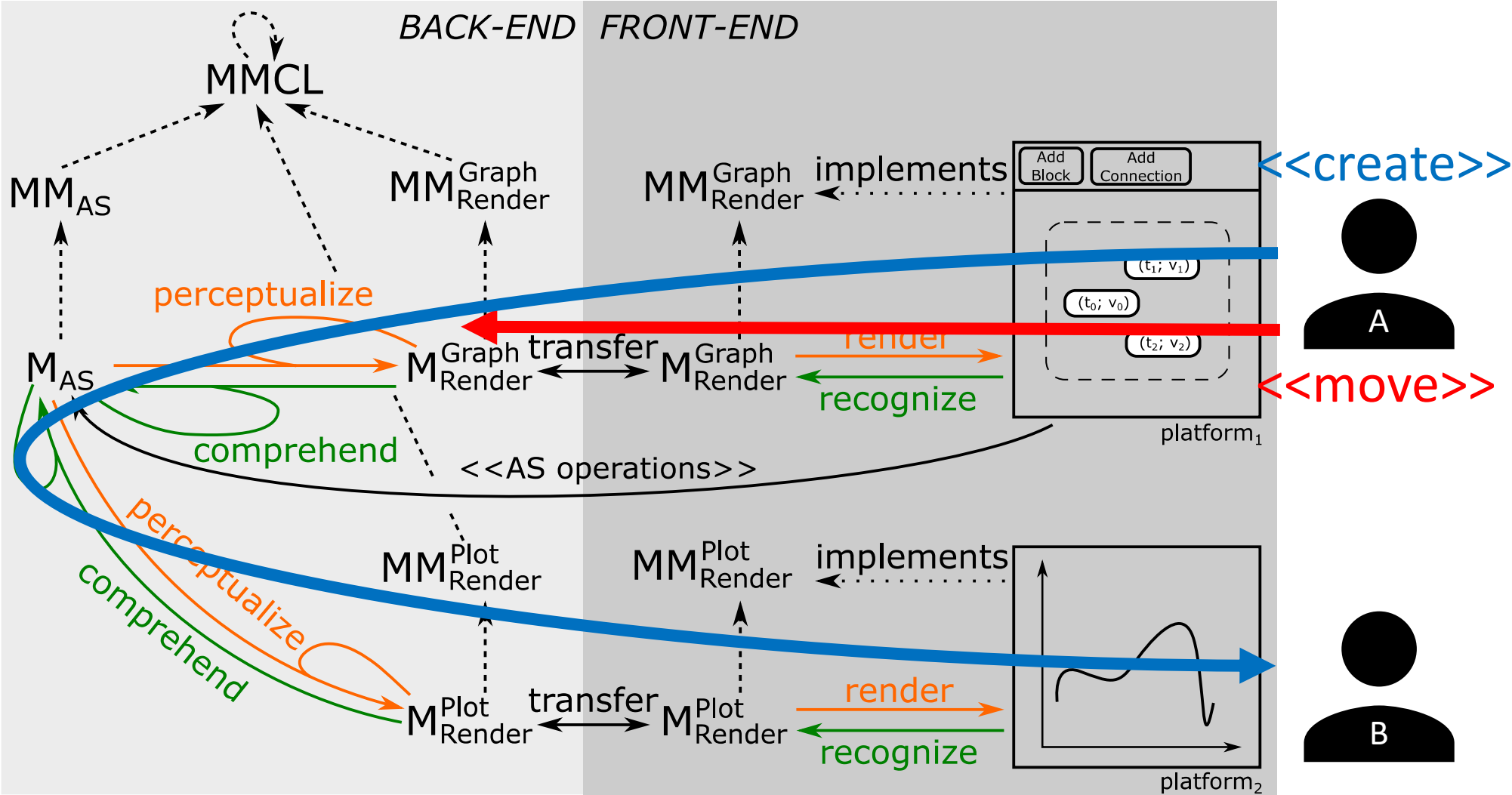
Screenshare (example)



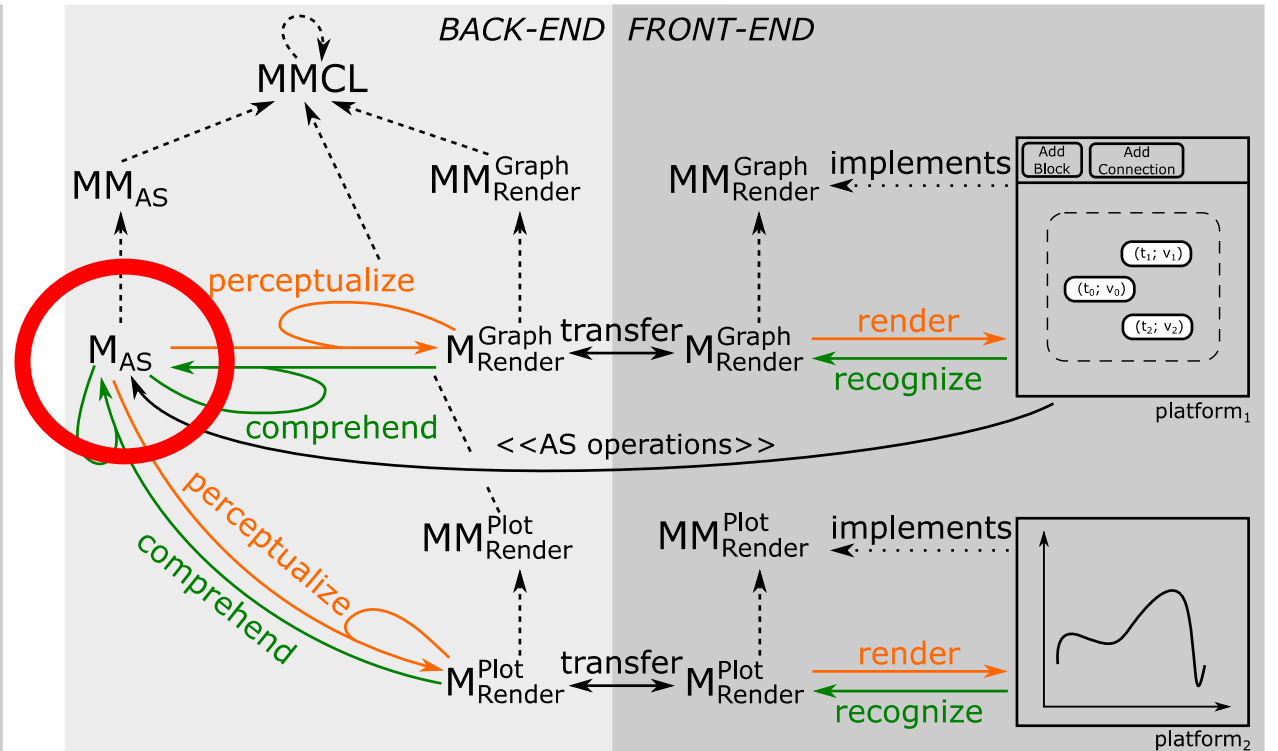
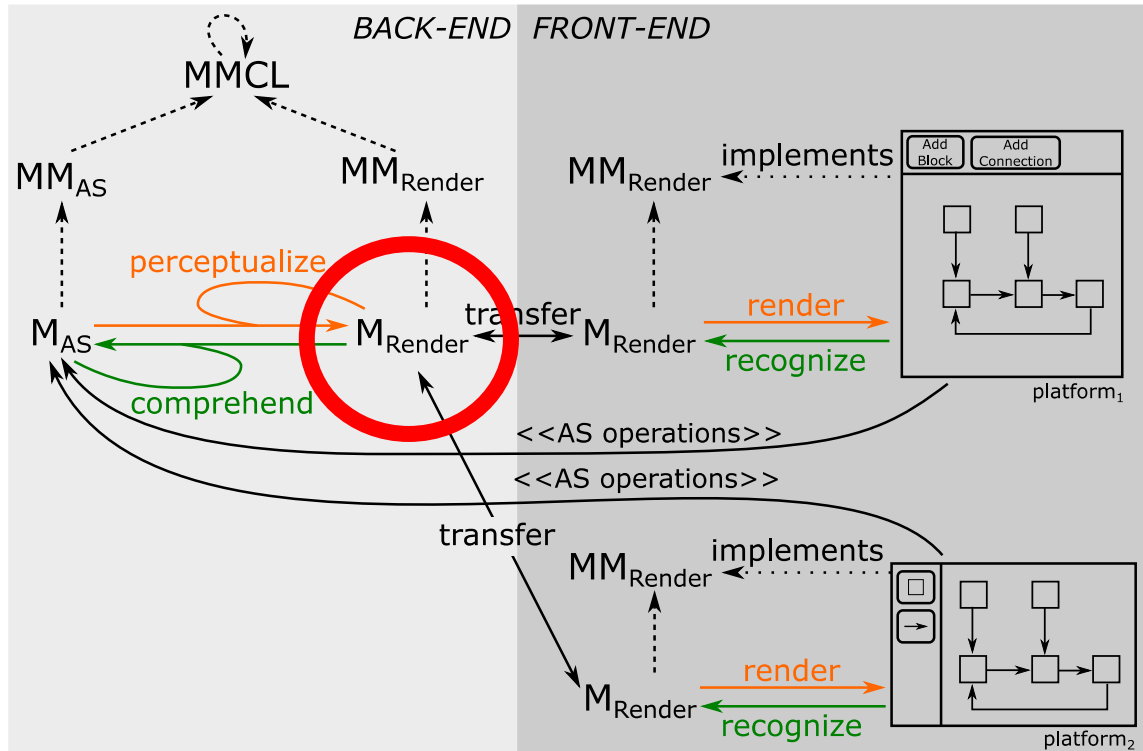
Modelshare



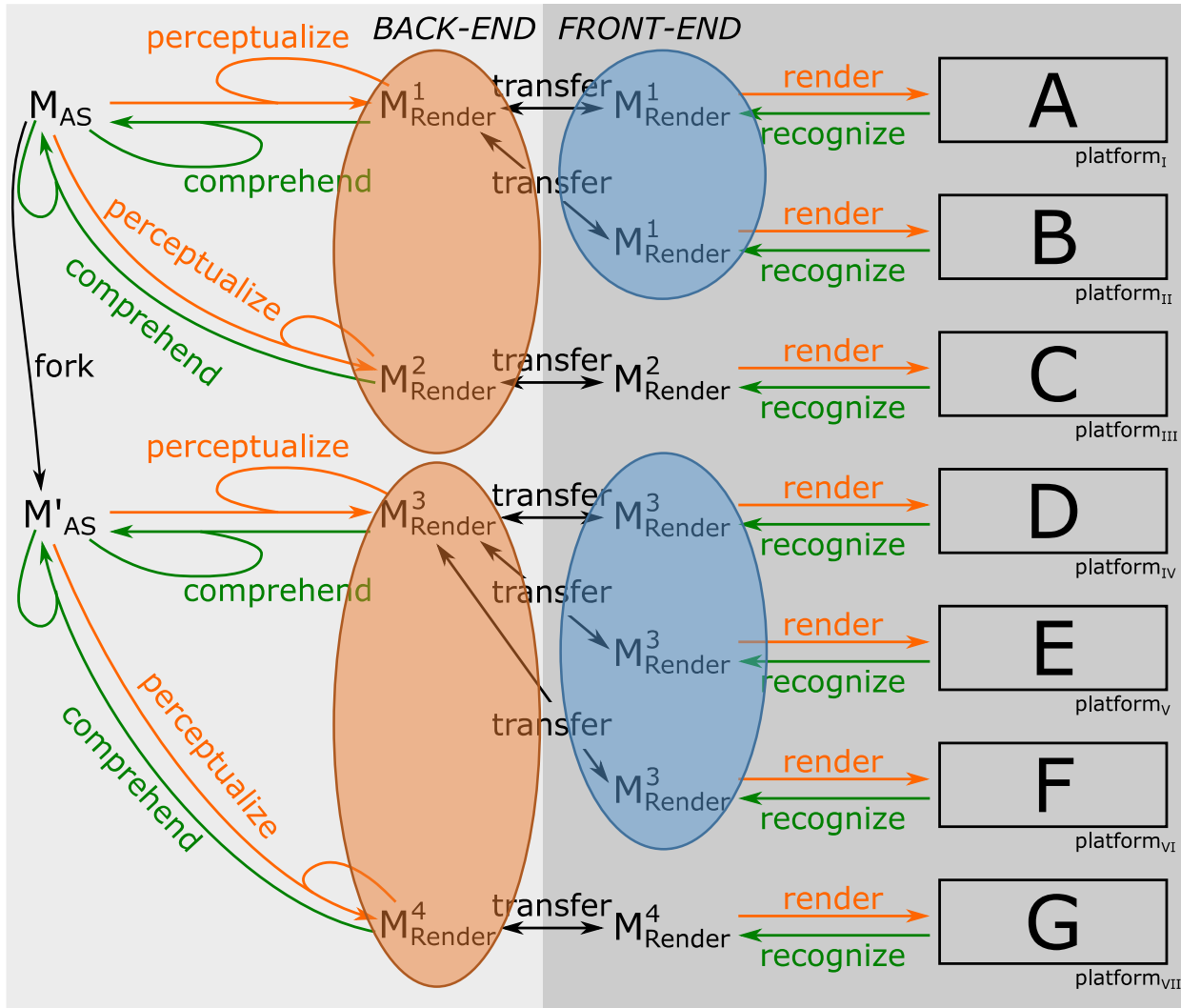
Modelshare (example)



Combination



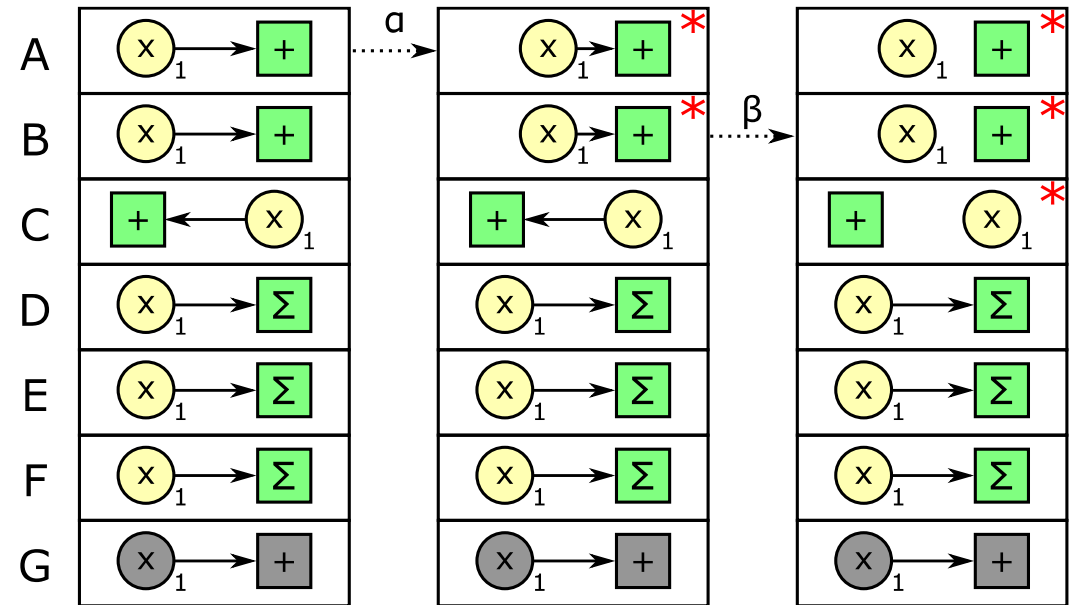
Combination



No sharing

Modelshare

Screenshare

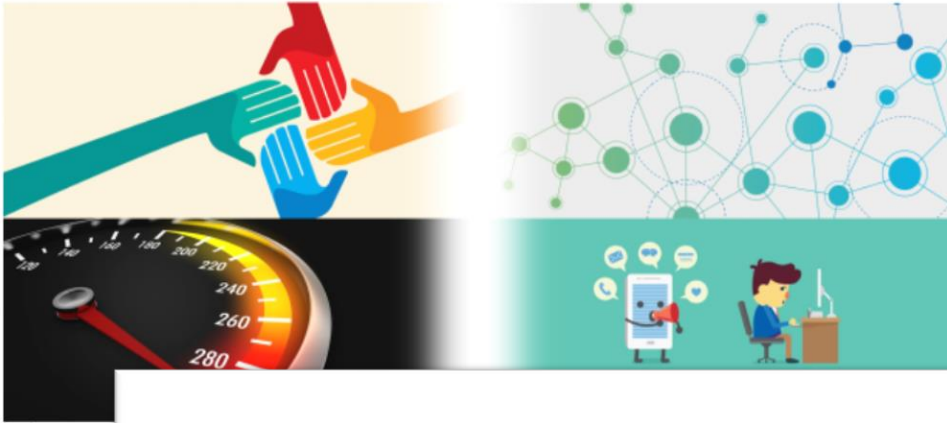


Conclusion

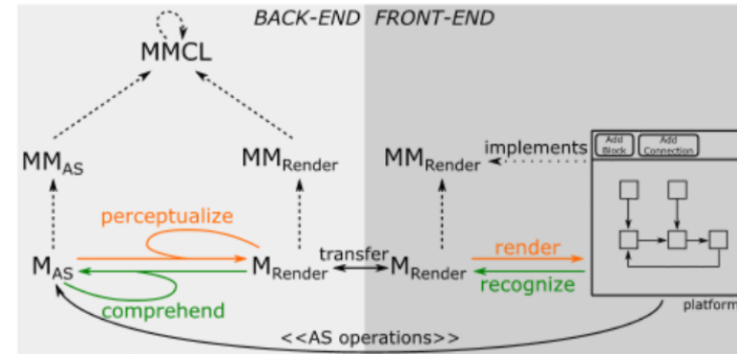
Screenshare

VS

Modelshare

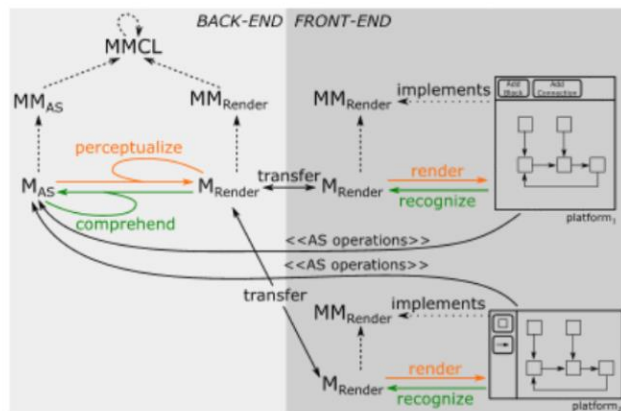


Concrete Syntax



ntl Van Tendeloo, S

Screenshare



Modelshare

