



The Task Oriented Visualisation Generator: an Extended Approach to Business Process Model Visualisation

Ross Brown

r.brown@qut.edu.au

Senior Lecturer

Faculty of IT

QUT

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ABSTRACT

Visualisation of business process models is an important component of any BPM system that supports stakeholders in creating a correct representation of a business process that can then be accurately assessed, communicated and used in analysis and execution contexts. Present frameworks are limited in how they represent process models; the predominant mode is 2D with limited interaction and simulation. We present a framework here that extends the visualisations into three dimensions. We then use one component of this framework, dimensionality, to integrate task-oriented issues into the generation of visualisations by focusing on the spatial positioning of processes. Such an integrated approach facilitates the automatic generation of visualisations for application to the visualisation tasks at hand. A film case study is analysed to show the affordance of the framework. This framework can be used to build a unified and integrated approach to visualisation that allows smooth and meaningful transitions between, and integration of different process visualisation types. In addition, a snapshot of the present state of the work will be presented, illustrating the framework being used in the Second Life virtual world.



SPEAKER

Dr Ross Brown

Ross Brown works as a Senior Lecturer in the Faculty of Information Technology at Queensland University of Technology, Brisbane, Australia. He is also a member of the Business Process Management Research Cluster at QUT. His research and teaching interests are in visualisation, computer games, computer graphics and related disciplines. In particular, he has recently focused his research on the application of games technology to business process management for modeling, simulation and communication purposes. He also teaches real-time rendering and games production as part of the new QUT Computer Games and Interactive Entertainment degree.