Session 3 - Generic Dependability

- Speakers:
  - Felicita Di Giandomenico et al.
  - Jean-Claude Laprie
  - Gérard LeLann
  - Brian Randell

- Session Conclusions

Title: Human factors

- ***Goals:***
- *Improve usability and man-machine interfaces: have in mind mix of human factors with technology*

- ***Arguments:***
- *codesign of system and human interaction*
- *adding the human to the design and validation loop*
- *adaptation of systems to users, and not the other way round*
- *usability (user interface and development environment)*

Title: Systems and Architectures

- ***Goals:***
- *Building systems out of existing (COTS) components, and from less costly compon's: ``more science'' in design loop*
- ***Arguments:***
- *Complexity, uncertainty and incomplete specification of emerging environments and applications: extension of the notion of safety and security criticality; handle malicious faults; handle ill-defined fault, synchrony and topology models; diversity; standard basis for metrology*
- *Composability of dependability properties both for design and V&V*

Title: Social role

- ***Goals:***
- *Enhancing understanding of dependability outside area*

- ***Arguments:***
- *Many problems reported in this workshop concern lack of awareness, not new research challenges. So, not interesting? On the contrary...*
- *We have a role as educators and evangelists. Call it ``professorship'', ``technology transfer", "awareness creation"...*
- *This role is related with our colleagues in other areas of informatics as much as with other areas of science, engineering and society at large*
- *Need socio-technical expertise, not only technical; need to encourage use of best SE practice*
- *Take an active part in efforts aimed at enhancing public understanding of science*