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## PX/17.2

Proceedings of the 3rd ACM SIGPLAN International Workshop on

# Programming Experience

*Edited by:*

**Luke Church, Richard P. Gabriel, Robert Hirschfeld, and Hidehiko Masuhara**

*Sponsored by:*

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**SPLASH'17**

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## Proceedings of the Programming Experience 2017.2 (PX/17.2) Workshop

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Co-located with SPLASH 2017

Vancouver, British Columbia, Canada

<http://programming-experience.org/px17.2/>

### Message From the Chairs

Imagine a software development task: some sort of requirements and specification including performance goals and perhaps a platform and programming language. A group of developers head into a vast workroom. In that room they design and code—and sometimes they discover they need to explore the domain and the nature of potential solutions.

The Programming Experience (PX) Workshop is about what happens in that room when one or a couple of programmers sit down in front of computers and produce code. Do they create text that is transformed into running behavior (the old way), or do they operate on behavior directly (“liveness”); are they exploring the live domain to understand the true nature of the requirements; are they like authors creating new worlds; does visualization matter; is the experience immediate, immersive, vivid and continuous; do fluency, literacy, and learning matter; do they build tools, meta-tools; are they creating languages to express new concepts quickly and easily; and curiously, is joy relevant to the experience?

The experience of programming and how to improve and evolve it are the focus of this workshop, and in this edition we focused on exploratory and live programming.

### Organizers

- *Luke Church*  
Google and University of Cambridge, United Kingdom
- *Richard P. Gabriel*  
Dream Songs, California
- *Robert Hirschfeld*  
Hasso Plattner Institute, University of Potsdam, Germany
- *Hidehiko Masuhara*  
School of Computing, Tokyo Institute of Technology, Japan

## Reviewing Format

All submissions were peer-reviewed by the program committee prior to the meeting.

The workshop itself followed a variant of the writers' workshop format used in the software patterns community. This format works well when the goals include improving the form or presentation of the ideas as well as improving or understanding the ideas themselves.

In the writers' workshop:

- A moderator leads and directs the discussion.
- We review the pieces and their ideas one at a time.
- In general, the authors whose work is under review are silent.
- When discussing form, the following kinds of questions will be asked:
  - What did you gather / understand from the piece?
  - What aspects of the piece worked well to present the ideas?
  - What aspects need improvement? (These comments must be in the form of suggestions, not criticisms.)
- When discussing the ideas, the following kinds of questions will be asked:
  - What are the ideas?
  - Which ideas seem like good ones (and why)?
  - Which ideas need improvement or elimination? (Make positive suggestions when you can.)
- At the end the authors ask questions of the group.

This is the basic format. Its flow was adjusted according to the needs of the group and the way the discussion was going. It is formal to ensure all the important points are covered.

After that, all submissions were revised to incorporate the insights gained during the discussions at the workshop.

More information about the workshop format is provided in Richard P. Gabriel's book "Writers' Workshops & the World of Making Things" (available from [dreamsongs.com](http://dreamsongs.com)).

## Program Committee

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