

# **COSMOS: Multi-touch support for collaboration in user-centered projects**

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**Abstract:** First multi-touch tables like the Microsoft Surface are commercially available. Their use allows to enhance the user experience in a large number of collaborative domains. In this paper, we examine how early phases in software development like requirements engineering can be supported by this new technology. We present a novel approach for supporting collaborative work between systems designers and stakeholders in a software development environment. Based on an adapted model of interaction we present COSMOS (Collaborative Surface for MOdeling Software), a framework for easy creation of tools that support collaboration between system designers and customers. We used COSMOS to implement a UML diagram editor and are currently implementing a business process editor on the Microsoft Surface platform. First experiences with the framework and the editor show that they can strongly support the collaboration between system designers and stakeholders.